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Lol zombie ward or eyeball collection

By Leaguepedia | Collect eyeballs for League of Legends Esports Wiki Champion takedowns. Earn 0.6 Attack Damage or 1 Skill Power adaptive bonus per collected eyeball. After completing your collection of 20 eyeballs, also earn 6 Attack Damages or 10 Skill Power adaptive bonuses for a total of 18 Attack Damages or 30 Skill Power. Collect 1 eyeball per champion takedown. Patch History[edit] Patch 9.7 Max stacks decreased, without changing total statistics. It kills and helps both a heap of grants; it is no longer stacked from the wards. Eyeball Collection's 30 adaptive power fills Ghost Poro and Zombie Ward. All three ris now give the same adaptive force bonus, so your choice now wants this bonus of what kind you want to bonus rather than how. The Eyeball Collection is about killing people. MAX STACKS : [20] ⇒ 10 STACKS : [2 kills per champion, 1 assist per champion, 1 death per ward] ⇒ ADAPTIVE FORCE per 1 champion takedown (kill or assist): [1] ⇒ COMPLETION BONUS per 2 stacks (20 total). 10 adaptive forces (unchanged) v7.24 This is our first broad balance crossing on runes roads! In the tabs below we have context based on several situations, but otherwise we are focused on getting no one's option on any line to turn their neighbors upside down. EYEBALLS FOR HELP : [2] ⇒ 1 v7.22 I SAW WHAT YOU DID THERE Collect pupils for champion and ward collapses. 0.6 Attack Damage or 1 Skill Power adaptive bonus bonus per collected eyeball. Popularity Winrate Popularity Winrate Popularity Winrate Takedown enemy Ward enemy Zombie Wards causes them to sprout from their bodies. Get 1.2 Attack Damage for every Zombie Ward up to 10 or an adaptive bonus for 2 Skill Power. After ovulation of 10 Zombie Wards, you also gain 10 adaptive powers. Zombie Wards give over 1100 visuals, can be seen by the enemy team, have 1 health, last for 120 seconds and the ward boundary is not counted correctly. Killing a Zombie Ward will give you 1 gold. Patch 9.7 Will no longer be able to do damage against the champions while clearing a ward. Ward now cleans up stacks of adaptive power. Gain extra adaptive power in full stacks. Eyeball Collection's 30 adaptive power fills Ghost Poro and Zombie Ward. All three ris now give the same adaptive force bonus, so your choice now wants this bonus of what kind you want to bonus rather than how. Zombie Ward is about cleaning up the wards. TOUCH OF DEATH Damage a champion after cleaning a ward no longer gives 2 adaptive powers up to 10 times (max 20) to clean a ward of the grant ward GRAVEYARD in bonus damage. Cleans in 10 wards, earn an additional 10 adaptive forces. v8.14 Zombie Wards can no longer spawn from wards that are eligible for the statute of limitations. Damaging the champion after destroying a ward will cause bonus damage. WARD'S REVENGE To damage the championship after destroying a ward 30-90 (levels 1-18) magic damage FRIENDLY BURIAL Zombie Wards is now ovuling just ovuling Enemy wards were killed, but also time out friendly wards. v8.7 Zombie Ward's double vision whammy, providing vision only if you've got it, is very good to get users ahead. ZOMBIE WARD DURATION : [60-180 seconds (1-18 levels)] 30 seconds in 1-4 ⇒; 5-18 v8.2 Decrease in levels 36-120 seconds early. An early sweeper already has the potential to give too many impact snowball junglers; The early power of the Zombie Ward is only getting worse with this problem. DURATION : [180 seconds] ⇒ 60-180 (levels 1-18) BY PROXY ZOMBIE Zombie Ward user sweeper, control ward, or when a ward with scrying bloom appears, you now actually have to hit the ward to spawn a Zombie Ward (the ward then dies). v7.23 Zombies also carry gold. Kill something throughout our game, we've been so supportive of the money-make feedback loop that it's strange not to get anything from Zombie Wards. GRAVEROBBER Killing a Zombie Ward has now added KINDA CUTE, which is bred instead of a friendly Zombie Ward, after killing a gold v7.22 ward. Also, when your wards expire, they dying as Zombie Wards. UNDEAD FRIEND Zombie Wards appears, last 180 seconds, and your ward limit runes Pick Rate Win Rate 15.99% 669 52.77% 14.15% 592 48.99% 1.51% 63 52.38% 1.34% 56 44.64% 1.17% 49 48.98 All Hey, all Do not count that I have mostly played forest and recently been focusing on developing my vision. champion.gg or similar sites, I see the Eyeball collection, which is mostly used in the Watch tree. However, I have zombie ward that I watch a lot of LCK. I know how many wards are better to use because of professional play, but I'm not sure how good my rank (Silver 2) is. Also, I've been working ghost poro lately, and pixelbushes are a jungler especially, feeling pretty good. So my question is, which of these is the best, in which cases and why?ps: sorry for bad English, his second language.)Sayfa 2 6 comments: Domination runes, Season 2018 runic broadcast Comments Pay Way Slot Domination 2 Passive: Collect 1 Eyeball per champion takedown, 10. Earn 1.2 bonus Attack Damage or 2 Skill Strengths (Adaptive) per Collected Eyeball, 12 bonus Attack Damage or 20 Skill Strengths (Adaptive). Completing your collection rewards an additional 6 bonus Attack Damages or 10 SkillPower (Adaptive). Adaptive: Gives bonuses based on the status you already have the most bonuses for. First listed by default. Notes Completing Your Eyeball Collection give you a total of 18 bonus Attack Damages or 30 SkillPower (Adaptive). This rune replaces the ghost poro and Zombie Ward in game modes where the wards are inaccessible (e.g. Howling Abyss). Patch History V10.1 AD per Eyeball collected from 0.6 to 1.2 percent. Eyeball collected per AP increased from 1 to 2. Maximum Eyeball reduced from 20 to 10. Takedowns grant 1 Eyeball, instead of 2 giver kills and 1 assist. V9.23 AD collected reduced by 0.6 per eyeball 1.2. Reduced from AP 2 to 1 per eyeball. Maximum Eyeball increased from 10 to 20. Kills grant 2 Eyeballs and assist grant 1, giving takedown instead 1. V9.7 New Impact: Collect 1 Eyeball per champion takedown up to 10. Earn 1.2 bonus Attack Damage or 2 Skill Strengths (Adaptive) per Collected Eyeball, 12 bonus Attack Damage or 20 Skill Strengths (Adaptive). Completing your collection rewards an additional 6 bonus Attack Damages or 10 SkillPower (Adaptive). Old Effect: Kill up to 20 champions and collect 1 Eyeball champion assist and ward takedowns 2Eyeballs. Earn 0.6 bonus Attack Damage or 1 Skill Power (Adaptive) per eyeball, 12 bonus Attack Damage or 20 Skill Strength (Adaptive). Eyeball Collection has a 10-second auxiliary timer. Completing your collection rewards an additional 6 bonus Attack Damages or 10 SkillPower (Adaptive). V7.24 Champion assists reduced from 2 to 1. V7.22 Added Dominance Slot 2 me. Passive: Up to 20, collect champion takedowns and 1 Eyeball. Get 1 Skill Power or 0.6 Attack Damage (Adaptive), 20 Skill Power, and 12 Attack Damage per Eyeball. Eyeball Collection has a 10-second auxiliary timer. Completing your collection gives you an additional 10 SkillPower or 6 Attack Damage (Adaptive) rewards. Adaptive: Gives bonuses based on the status you already have the most bonuses for. First listed by default. References Community content may be used under CC-BY-SA unless otherwise specified. Noted.

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