

Category	Name	Gameplay
Prismatic	Accelerating Sorcery	Using an Ability grants 7 Ability Haste, stacking infinitely.
Gold	Apex Inventor	Gain 200 Item Haste
Silver	Warmup Routine	Active Summoner: Channel to increase damage this combat, up to 30% max.
Prismatic	Back to Basics	Your Ultimate is sealed. Gain 16% increased damage, healing, shielding and 40 AH.
Gold	Banner of Command	Active Spell: Increase your teammate's size and grant them 15% HP, AD, AP, and AS for 10s.
Silver	Buckle Up	Spawn a Battle Sled on round start.
		Gain the Blade Waltz Summoner Spell.
Prismatic	Blade Waltz	Blade Waltz makes you untargetable while you dash at and damage enemies repeatedly.
Prismatic	Slow Cooker	Every second, apply a stacking Burn to nearby enemy champions scaling with your Max Health. The Burn stacks infinitely.
Gold	Willing Sacrifice	When your ally drops below 30% Health, trade some of your health for a Shield on your ally.
Prismatic	Windspeaker's Blessing	Your Healing and Shielding also increases the target's Armor and Magic Resist for 3 seconds.
Silver	Blunt Force	Gain 10% Attack Damage.
		Gain the Zhonya's Epiphany Summoner Spell.
Prismatic	Zhonya's Epiphany	Zhonya's Epiphany puts you in Stasis for 3 seconds, rendering you Untargetable and Invulnerable for the duration but also unable to act, and resetting your basic ability cooldowns.
Silver	Witchful Thinking	replace your current items with random ones of a higher tier. Gain random items instead of gold during buy phase.
Gold	Cannon Fodder	You enter combat launching from a cannon.
Prismatic	Can't Touch This	Casting your Ultimate also makes you Invulnerable for a short duration.
		Gain the Castle Summoner Spell .
Silver	Castle	Castle allows you to swap places with your ally.
Gold	Celestial Body	Gain 750 Health, but you deal 10% less damage.
Prismatic	Chauffeur	You are attached to your ally and gain 100 Ability Haste and 50 Attack Speed. They gain 15% Move Speed.
Gold	With Haste	Gain Move Speed equal to double your Ability Haste.
Prismatic	Circle of Death	Healing you do deals a portion of the value in Magic Damage to the nearest enemy champion.
Silver	Buff Buddies	You gain permanent Red and Blue Buffs.
Silver	Contract Killer	Each round, mark an opponent to take 10% more damage and grant an extra 350 gold on death.
Gold	Combo Master	Gain the Electrocute and Phase Rush Keystone Runes.
Prismatic	Courage of the Colossus	Gain a Shield scaling with max Health after Immobilizing an enemy champion.
Gold	Soul Siphon	Gain 20% crit chance, and 35% lifesteal on critical strikes.
Gold	Tank it or leave it	You can Critically Defend using your Crit Chance (max 60% chance), giving you a chance to reduce damage. Gain 20% Crit Chance.
		Gain the Die Another Day Summoner Spell.
Gold	Die Another Day	Die Another Day creates a zone where no unit can die for 4 seconds.
Prismatic	Dashing	Your Movement Abilities gain 100 Ability Haste.

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Gold	Dawnbringer's Resolve	Upon dropping below 50% health, heal for 30% max health over 3s.
Silver	Deft	Gain 40% Attack Speed.
Silver	Erosion	Damaging enemies shreds 2% Armor and Magic Resist for 4s. Stacks up to 20 times.
Gold	Ethereal Weapon	Your Abilities apply on-hit effects.
Prismatic	Eureka	Gain Ability Haste equal to 20% of your Ability Power.
		Gain the Evocation Summoner Spell.
Silver	Evocation	Evocation lets you channel to restore Health and Mana.
Silver	Executioner	Deal 10% more damage to enemies below 50% health. Reset your basic abilities on takedown.
Silver	Fallen Aegis	Start combat with a Black Shield that blocks magic damage for 15s. Black Shield blocks Magic Damage and Immobilizing effects.
		Gain the Feel the Burn Summoner Spell.
Prismatic	Feel the Burn	Feel the Burn casts Ignite and Exhaust on all nearby enemy champions.
Silver	Light 'em Up	Every 4th Attack deals additional magic damage.
Silver	First Aid Kit	Gain 25% Heal and Shield Power.
Gold	From Beginning to End	Gain the First Strike and Dark Harvest Keystone Runes.
Silver	Frost Wraith	Every 8 seconds, Automatically Root nearby enemies for 1 second.
Prismatic	Goliath	Become large, gaining 30% Health and 30% Adaptive Force at the cost of 50% Attack Speed.
Silver	Guilty Pleasure	Immobilizing enemy champions restores 5% max Health.
		Gain the Houdini Summoner Spell
Silver	Now You See Me	Houdini teleports you back to the starting position of your last Movement Ability.
Gold	Extendo Arm	Automatically fire a Blitzcrank hook every 12 seconds at a nearby enemy champion.
Silver	Infernal Soul	You gain the Infernal Soul, dealing bonus damage when you hit enemies with Abilities or Attacks.
Gold	It's Critical	Gain 40% Crit Chance.
Prismatic	Jeweled Gauntlet	Your Abilities can Critically Strike. Gain 20% Crit Chance.
Silver	Juice Box	Each round, you and your teammate get an additional Juice for free.
Gold	Dive Bomber	Your team's first death each round explodes, dealing massive damage.
Gold	Lightning Strikes	Gain Attack Damage scaling with your Attack Speed.
Prismatic	Mad Scientist	On Round start you grow large (Attack Damage and Health) or tiny (Ability Haste and Move Speed).
Prismatic	Master of Duality	Your Attacks grant you stacking Ability Power and your Abilities grant you Attack Damage.
Silver	Midnight Express	Automatically throw a lantern to your ally every 12 seconds. The lantern can be clicked to dash to you.
Silver	Mind to Matter	Increase max Health by half of your Mana.
Silver	Mountain Soul	You gain the Mountain Soul, gaining Shield after being out of combat for a short time.
Prismatic	Infernal Conduit	Your abilities apply a bleed dealing 1-10(+2% AP)(+3%bAD) physical damage per second over 5s. Bleed damage you deal refunds 2% of remaining cooldowns on your basic abilities.
Prismatic	Mystic Punch	Your Attacks reduce your cooldowns by 1 second.

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Gold	Mythical	You can buy any number of Mythic Items.
Gold	Keystone Conjurer	Gain the Summon Aery and Arcane Comet Keystone Runes.
Silver	Ocean Soul	Gain the Ocean Soul, granting high Health and Mana regen after damaging enemies.
Prismatic	Omni-Soul	Gain 3 random Dragon Souls.
Gold	Outlaw's Grit	Your Movement Abilities grant you 15 Armor and Magic Resist. This stacks up to 5 times.
Gold	Perseverance	Gain hugely increased Health Regen, which is further increased while low on Health.
Gold	Phenomenal Evil	Permanently gain 1 Ability Power when you hit enemies with Abilities.
Prismatic	Quantum Computing	Automatically slash in a circle around you, dealing bonus damage on the outer edge every 15 seconds. Your Automatic Augments are affected by Ability Haste.
Gold	Rabble Rousing	Using an Ability heals you for 2% max Health.
Gold	Firebrand	Your Attacks apply an infinitely stacking Burn, dealing damage over time.
Gold	Recursion	Gain 45 Ability Haste.
Silver	Repulsor	On dropping below 60 or 30% Health, nearby enemies are Knocked Back.
Gold	Restless Restoration	You constantly heal (based on your max Health) while moving, increased by distance travelled.
		Gain the Defensive Maneuvers Summoner Spell.
Gold	Defensive Maneuvers	Defensive Maneuvers Casts both Summoner Barrier and Heal on you and your teammate.
Gold	Scoped Weapons	Gain 250 Attack Range, reduced to 150 for ranged characters.
Gold	Searing Dawn	Your Abilities mark enemies, causing them to take extra damage from your ally's next effect.
Silver	Shadow Runner	After using a movement Ability or exiting Stealth, gain 300 Move Speed for 2 seconds.
Gold	Shrink Ray	Your Attacks reduce an enemy's damage by 20% for 3 seconds.
Silver	SonicBoom	Buffing, Healing, or Shielding your ally deals damage and Slows enemies surrounding them.
Gold	OK Boomerang	(Autocast): Every 7s fire a boomerang at a nearby enemy
Prismatic	Spirit Link	40% of damage dealt to your ally is redirected to you, and 40% of healing they receive is given to you as well.
Silver	Don't Blink	Deal more damage to enemies the faster you are than them.
Prismatic	Symphony of War	Gain the Lethal Tempo and Conqueror Keystone Runes.
Prismatic	Tap Dancer	Your Attacks grant you 10 Move Speed, stacking infinitely. Gain AS equal to 10% of your MS.
Gold	The Brutalizer	Gain 25 Attack Damage, 10 Ability Haste, and 10 Lethality.
Gold	Thread the Needle	Gain 30% Armor Penetration and Magic Penetration.
Silver	Tormentor	Immobilizing enemy champions applies a Burn that deals damage over time, stacking infinitely.
Silver	Typhoon	Your Attacks fire a bolt at an additional target dealing reduced damage and applying on-hits.
Prismatic	Earthwake	Your Movement Abilities leave behind a trail that detonates after 1 second.
Prismatic	Thief's Gloves	Gain random items each combat. Stats and damage from items is increased by 20%.
Prismatic	Trueshot Prodigy	When you damage a champion from far away, fire a Trueshot Barrage at them.
Prismatic	Ultimate Revolution	Once per round, refresh your Ultimate Ability after casting it.

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		Gain the Vanish Summoner Spell.
Gold	Vanish	Vanish turns you Invisible.
Gold	Vengeance	Gain massively increased damage and Omnivamp while your partner is dead.
Silver	Virtuous Cycle	Your Heals grant extra Shield and your Shields grant extra Healing.
Silver	Vulnerability	Your Item and damage over time effects can Critically Strike. Gain 20% Crit chance.
Prismatic	Wisdom of Ages	Gain 1 bonus level every other round, and an extra level per Augment round. Your max level is increased to 30.
Silver	Ice Cold	Your Slowing effects reduce Move Speed by an extra 100.
Prismatic	Botanical Bully	Attacking a plant (includes shrines since they will become plants again in the future) creates an explosion that deals 15% true damage to enemies within range and knocks them back slightly
Gold	Unholy Grail	Damaging enemies with abilities stores 30% of the damage, your next heal or shield on an ally heals them for the stored amount
Gold	Take the Wheel	Replace your current items with random ones of a higher tier. Gain random items instead of gold during buy phase.
Silver	Sweet Tooth	Grants 50 gold on healing from a plant, and the heal is increased by 50%.
Prismatic	Shitake Happens	Three deadly teemo shrooms spawns randomly in the arena. Enemies and Allies can both trigger it. Your trap effects are increased by 50%.
Gold	Momentous Strike	Generates bonus MS while moving. At max MS, Lee Sin kick the first enemy you AA.
Gold	In Perfect Tempo	(Autocast): Every 6s, cast Sona Q or Sona W at random.
Prismatic	I'm the Juggernaut	Your movement speed is low and cannot be altered except by purchasing boots. Gain 50% size, 25% Health, Armor, Magic Resistance, and Tenacity.
Prismatic	Summoner's Roulette	After casting a Summoner Spell, gain a random new one that's on cooldown for 7s.
Gold	Summoning Expert	Gain 200 Summoner Spell Haste.
Silver	Electric Field	Casting a Summoner Spell damages all enemies within 450 range and grants you 10% movespeed for 3s.
Silver	Spontaneous Altruism	Every 10s your next heal/shield ability is increased by 30%.
Prismatic	Hug of Death	Active Summoner: Suppress yourself and an enemy next to you, dealing heavy damage to both over the course of the channel
Gold	Flicker	(Autocast): At start of combat and every 13 seconds, teleport to a random location within the arena and stealth for 1s. Your first stealth each round lasts 3.5s instead.
Gold	Feeling Lucky	Grants 2 random Silver augments
Silver	Fast Starter	For the first 10 seconds each round you have 40 Ability Haste and receive 15% less damage.
Prismatic	Dragon Trainer	Gain Nomsy to fight alongside you!
Silver	Double-Edged Sword	You deal 20% more damage and take 10% more damage
Prismatic	Blood Brothers	Draven gains Darius passive and Darius gains Draven passive.
Prismatic	Arbiter of Freedom	Immobilizing an enemy creates a 400 radius zone around you that reduces damage taken by 20% for allies within.
Silver	Adaptive Consumer	AD and AP from items is converted to Adaptive Force.
Prismatic	Pass-a-Fist	Your ally's attacks trigger your on-hit affects at reduced 50% damage.
Gold	Parry	Root yourself: For 1s all incoming damage is reflected back to your attacker.
Gold	Nimble	Gain 30% Dodge Chance
Gold	Allure of the Fox	Sniping an enemy charms them for 1s (8s cooldown)
Prismatic	4-Leaf Clover	Gain 40% Crit Chance and 30% Dodge Chance

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Gold	Intimidating Aura	Enemies near you lose 25% Tenacity
Silver	Ionic Spark	Enemies who use abilities near you take damage equal to 100% of the mana cost
Prismatic	Bombardment	Fire a barrage of cannon shots for the first 10s of combat before launching yourself from the last shot.
Gold	Assimilation	Gain 5% of all enemy primary stats on takedown
Gold	Shadow Drafting	You are stealthed while standing behind your ally, taking damage disables this for 2s
Gold	Twice as Nice	Your Per Round Augments activate an additional time, on round start gain 100g or 500xp at random (twice) (affects Blood pact, Castle, Dawnbringer's Resolve, Fallen Aegis, Kamikaze, Repulsor, Ultimate Backup)
Prismatic	Combat Medic	Your AAs deal halved damage. The other half is converted to healing split amongst you and your ally. Gain 10% AD and AS.
Gold	Plating	Gain 75 Armor
Gold	Runic Bulwark	Gain 75 Magic Resistance
Gold	Vampirism	Gain 30% Spell Vamp
Gold	Virtuoso's Flourish	Every 4th hit crits and deals bonus %missing health damage
Silver	Red Buff	Gain a permanent Red Buff
Silver	Hextech Soul	Gain Soul
Silver	Cloud Soul	Gain Soul
Silver	Chemtech Soul	Gain Soul
Silver	Blue Buff	Gain a permanent Blue Buff