









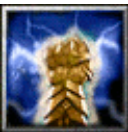



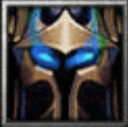


































































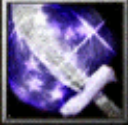




























































































Shop	Price	Icon	Description	Recipe
	510		<p>Bracer +6 Strength +3 Agility +3 Intelligence</p>	 Circlet of Nobility (185)  Gauntlets of Ogre Strength (150)  Bracer (175)
	2700		<p>Boots of Travel +90 movement speed Allows Teleport (75 mana) Boots of Travel has a 3 second Channeling time that can be Interrupted, wasting the cooldown. Teleport cannot target your own units. Boots of Travel shares cooldown with Scroll of Town Portal. Boots of Travel (BoT) is arguably the best movespeed-enhancing item in terms of sheer mobility. Besides providing the largest flat movespeed bonus in the game, BoT also allows the hero to Teleport to any allied non-hero unit. Being able to teleport to friendly creeps enables extremely rapid pushing and allied support virtually anywhere on the map.</p>	 Boots of Speed (500)  Boots of Travel (2200)
	1900		<p>Hand of Midas +30% attack speed Transmute (active) The animation of Transmute is a golden bottle projectile going from the hero to the selected unit. If the unit is killed while the bottle is flying towards it, no gold will be earned but the item skill will start its cooldown, and mana will be lost.</p>	 Gloves of Haste (500)  Hand of Midas (1400)
	460		<p>Wraith Band +3 Strength +6 Agility +3 Intelligence</p>	 Circlet of Nobility (185)  Slipper of Agility (150)  Wraith Band (125)
	657		<p>Headdress of Rejuvenation +2 to all Attributes +2 HP regeneration per second (500 radius) This aura stacks completely with Mekansm's hit point regeneration aura. In Recipes  Mekansm</p>	 Ring of Regeneration (375)  Ironwood Branch (57)  Headdress of Rejuvenation (225)
	1850		<p>Power Treads +65 movement speed +30% attack speed +10 of the chosen attribute Movement Speed does not stack with Boots of Speed, Phase Boots, Power Treads, or Boots of Travel. Cannot carry more than one By clicking on the Power Treads, you will change the +10 attributes. Strength -> Intelligence -> Agility -> Strength. Choosing one of the Attributes grants +10 of this Attribute. Clicking on the Power Treads changes the attribute. When buying the Power Treads recipe and having more than 1 possibility to build it (for example, you have Belt of Giant Strength, Boots of Elvenskin and Robe of the Magi in your Inventory), you will acquire an Agility Power Treads. If you don't have Boots of Elvenskin, Strength Power Treads will be acquired instead.</p>	 Boots of Speed (500)  Gloves of Haste (500)  Belt of Giant Strength (450)  Power Treads (400)
	500		<p>Ring of Basilus 0.65 Brilliance Aura (900 radius) +3 Devotion Aura (900 radius) +6 damage This aura does not stack with the Devotion Aura of Assault Cuirass and Vladimir's Offering. Clicking this item will toggle the Devotion Aura to target either all allied units or only allied heroes. The ring targets all allied units by default. This aura does not stack with the Brilliance Aura of Vladimir's Offering. In Recipes  Vladimir's Offering</p>	 Ring of Protection (175)  Sobi Mask (325)












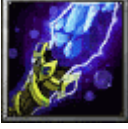
















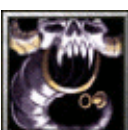









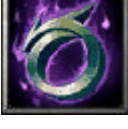



	807		<p><u>Netherezim Buckler</u> +5 Armor +2 to all Attributes +2 Armor when activated *The duration of the armor buff is 25 seconds on heroes and 30 seconds on creeps <u>In Recipes</u>  Mekansm</p>	 Chain Mail (550)  Ironwood Branch (57)  Netherezim Buckler (200)
	485		<p><u>Null Talisman</u> +3 Strength +3 Agility +6 Intelligence</p>	 Circlet of Nobility (185)  Mantle of Intelligence (150)  Null Talisman (150)
	1675		<p><u>Oblivion Staff</u> +10% attack speed +75% Mana regeneration +6 Intelligence +15 damage <u>In Recipes</u>  Refresher Orb  Orchid Malevolence</p>	 Quarterstaff (900)  Robe of the Magi (450)  Sobi Mask (325)
	1750		<p><u>Perseverance</u> +125% Mana regeneration +5 HP regeneration +10 damage This item can be separated to obtain its components (Void Stone and Ring of Health) when clicked on the item in the inventory. <u>In Recipes</u>  Battle Fury  Refresher Orb  Linken's Sphere  Bloodstone</p>	 Ring of Health (875)  Void Stone (875)
	1950		<p><u>Mask of Madness</u> 17% Lifesteal (Orb effect) Berserk (Active) Amplified damage between 2 and 3000 is recieved 13.1 seconds after it's activated. The Amplified damage is Pure Damage, and can kill the weilder. Berserk does not amplify HP loss due to direct life removal. Activating this skill doesn't cancel channeling spells. You can use Boots of Travel and then use this skill without canceling the teleportation.</p>	 Mask of Death (900)  Mask of Madness (1050)
	2364		<p><u>Mekansm</u> +5 to each Attribute +5 Armor +3 HP Regeneration Aura Mekansm Heal (Active) Mekansm can only heal if the target does not already have the Mekansm buff. The buff lasts 25 seconds.</p>	 Headdress of Rejuvenation (657)  Netherezim Buckler (807)  Mekansm (900)

	3250		<p><u>Maelstrom</u> +6 Agility +25 Damage 20% chance Chain Lightning Damage does not decrease with each jump. Damage type is Magical. Although the Chain Lightning may activate on Spell Immune units, it will simply bounce without damaging that unit. Chain Lightning hits 3 targets, starting with the target of the attack, and proceeding to the next closest valid enemy units. An attack command must be issued for Chain Lightning to occur. In other words, Right-Clicking an enemy or using the Attack-Move and Attack commands will allow Chain Lightning to activate, but Auto-engaging will not. If a second Chain Lightning occurs while the first is still bouncing, the counter of hits will reset to 0, but the first Chain Lightning will continue bouncing and increment the counter along with the second Chain Lightning. In other words, the first Chain Lightning will "steal" bounces from the second Chain Lightning. In addition, the group of units already hit by Chain Lightning resets, meaning that a unit hit by the first Chain Lightning could potentially be hit again by either the first or second Chain Lightning. Orb effects do not stack. <u>In Recipes</u>  Mjollnir</p>	 Boots of Elvenskin (450)  Claymore (1400)  Maelstrom (1400)
	2200		<p><u>Blade Mail</u> +22 damage +5 armor +10 Intelligence 100% damage returned (active) The damage to be returned is calculated after the hero's damage reductions have applied to the incoming damage. The damage dealt is then reduced further by the enemy's own damage reductions, so the final damage returned is effectively reduced twice. For example, a 300 damage Nuke will be reduced by 25% because of hero Spell Resistance, then dealt back as Magical damage, which will be reduced by another 25% (or whatever Spell Resistance the enemy has).</p>	 Broadsword (1200)  Chain Mail (550)  Robe of the Magi (450)
	3100		<p><u>Cranium Basher</u> +30 Damage +3 Strength Melee Hero: 25% Chance to Bash Ranged Hero: 10% Chance to Bash +25 Bonus Damage on Bash (1.1 seconds) Does not stack with itself or other Bash-related passives, namely Troll Warlord's Bash, Slitheren Guard's Bash, Faceless Void's Time Lock, or Spiritbreaker's Greater Bash. Purchasing a Cranium Basher on these heroes will only grant the additional +30 damage and +3 Strength. Multiple Cranium Bashes therefore do not increase the chance to Bash. Bash has a 10% chance to proc for Ranged heroes and a 25% chance to proc for Melee heroes. This Bash chance is set dynamically, and will change to reflect whatever state the Hero is currently in, in the case of Troll Warlord, Soul Keeper, and Lone Druid switching between Melee and Ranged forms. The effect of Bash on units with Spell Immunity varies depending on whether the hero is Ranged or Melee. If the hero is Ranged, then the damage will pierce Spell Immunity but not Stun. If the hero is Melee, then the target will be Stunned but not damaged. This is independent of whether the Basher was acquired in Melee or Ranged form and depends solely on the current form of the Hero. Illusions will not fake Bash with a Cranium Basher. Ranged bashes deal Normal damage which is reduced by Armor, whereas Melee bashes deal Spell damage which is reduced by Spell Resistance. This form of Bash does not follow the Pseudo Random Distribution that is true for other Bash-based skills. For more information regarding Bash stacking and damage, see the main Bash article.</p>	 Javelin (1500)  Gauntlets of Ogre Strength (150)  Cranium Basher Recipe Scroll (1450)
	3300		<p><u>Soul Booster</u> +450 HP +400 Mana +10% Mana Regeneration +1 HP Regeneration <u>In Recipes</u>  Aghanim's Scepter  Bloodstone</p>	 Energy Booster (1000)  Point Booster (1200)  Vitality Booster (1100)





















	1850		<p>Helm of the Dominator +5 Armor +20 Damage +15% Lifesteal Dominate (Active) Dominate cannot target Ancients or creeps above level 6. Orb effects do not stack. In Recipes  Satanic</p>	 Helm of Iron Will (950)  Mask of Death (900)
	2925		<p>Eul's Scepter of Divinity +16 Intelligence +100% Mana Regeneration +20 Movespeed Cyclone (Active) Cycloned units cannot move, attack or cast spells. You can pull cycloned units using Pudge's Meat Hook but it will deal no damage. Cycloned units are invulnerable, which mean they cannot be targeted by attack and spells. Some buffs have their duration paused while being cycloned, while others have their duration wasted. The Cyclone debuff can be Purged.</p>	 Robe of the Magi (450)  Void Stone (875)  Staff of Wizardry (1000)  Eul's Scepter of Divinity (600)
	2250		<p>Sange +16 Strength +10 Damage 15% Chance to Maim Maim from Sange lasts 4 seconds and slows movement speed by 20%. Orb effects do not stack. In Recipes  Sange and Yasha</p>	 Belt of Giant Strength (450)  Ogre Axe (1000)  Sange (800)
	2250		<p>Yasha +16 Agility +15% attack speed +10% movement speed The increase of movement speed does stack with Boots of Travel, Boots of Speed, Power Treads, Phase Boots and Eul's Scepter of Divinity, but not another Yasha or Sange and Yasha. In Recipes  Sange and Yasha</p>	 Blade of Alacrity (1000)  Boots of Elvenskin (450)  Yasha Recipe Scroll (800)
	3300		<p>Diffusal Blade +22 Agility +6 Intelligence Feedback (Passive) 10 Charges of Purge (Active) Can completely remove Omninknight's Repel. Slows by a factor of 5, affected units recover their speed gradually. Allied units are not slowed. Orb effects do not stack. In Recipes  Manta Style</p>	 Blades of Alacrity x2(2000)  Robe of the Magi (450)  Diffusal Blade (850)
	4050		<p>Aegis of the Immortal 35% Spell Resistance +10 Armor Charged: Reincarnation (to fountain) 3 Charges</p>	 Plate Mail (1400)  Planeswalker's Cloak (650)  Aegis of the Immortal (2000)
	5800		<p>Manta Style +6 intelligence +30 agility +250 HP Feedback (40 manaburn) Activatable Illusion The Illusions deal 40% damage and receive 300% damage. For more information on Illusions' damage, see the main Illusion article. There is a brief invulnerability period during the cast time while the hero is splitting.</p>	 Diffusal Blade (3000)  Vitality Booster (1100)  Manta Style (1400)












	2850		<p><u>Dagon</u> +10(+2xLevel) Intelligence +9 Damage +3 Stats 300 (+100xLevel) damage Energy Burst Can be upgraded four times by repurchasing the Recipe Scroll. Energy Burst works like Demon Witch's Finger of Death and Slayer's Laguna Blade, except that it is not blocked by Linken's Sphere. Deals Magical damage which is reduced by Spell Resistance and is blocked by Spell Immunity. Units killed by Dagon leave no corpse</p>	 Blades of Attack (500)  Staff of Wizardry (1000)  Dagon (1350)
	5175		<p><u>Linken's Sphere</u> +15 to each attribute +6 HP regeneration +150% mana regeneration Spell Negation Blocks a harmful targeted hardcoded spell cast on the bearer once every 20 seconds.</p>	 Peservence (1750)  Ultimate Orb (2100)  Linken's Sphere (1325)
	3610		<p><u>Lothar's Edge</u> +38 damage +10 attack speed Wind Walk (Active) Activating Wind Walk doesn't cancel channeling spells. You can use Boots of Travel and then use this skill without canceling the teleportation.</p>	 Mithril Hammer (1610)  Quarter Staff (900)  Lothar's Edge (1100)
	2200		<p><u>Crystalys</u> +35 damage 10% Critical Strike (1.75x damage) <u>In Recipes</u>  Buriza-do Kyanon</p>	 Blades of Attack (500)  Broadsword (1200)  Crystalys (500)
	4420		<p><u>Stygian Desolator</u> +60 damage Corruption (Orb effect)</p>	 Mithril Hammer x2 (3220)  Stygian Desolator (1200)
	3900		<p><u>Black King Bar</u> +10 strength +24 damage Avatar (Active) Black King Bar appears as Black King Bar (10) when first bought. When BKB (10) is then used, the cooldown of 80 seconds starts and Avatar lasts 10 seconds. Black King Bar then switches to Black King Bar (9), which when used, will have a duration of 9 seconds and a cooldown of 75 seconds. This continues for each use of Black King Bar until Black King Bar (5) is reached, at which point the item will no longer change and Avatar will always last 5 seconds with a 55 second cooldown. Avatar causes the hero's model size to increase by 25% for the duration of the ability. Couriers have a model size increase of 500%. Magic Immunity prevents all Magical damage, but Ultimates can still Disable units in Avatar.</p>	 Mithril Hammer (1610)  Ogre Axe (1000)  Black King Bar (1300)
	5000		<p><u>Sange and Yasha</u> +16 agility +16 strength +12 damage +15% attack speed +12% movement speed 15% Chance to Greater Maim (Orb effect) The duration of Sange and Yasha's Maim lasts 4 seconds while decreasing the enemy's movement speed by 30% and attack speed by 15%, as opposed to Sange's Maim which only decreases movespeed by 20%. The increase of movement speed does stack with Boots of Travel, Boots of Speed, Power Treads, Phase Boots and Eul's Scepter of Divinity, but not another Sange and Yasha or Yasha.</p>	 Yasha (2250)  Sange (2250)  Sange and Yasha (500)

	2750		<p><u>Necronomicon</u> Level 1 +15 intelligence +6 strength Demonic Summoning (Lvl 1) Level 2 +21 intelligence +10 strength Demonic Summoning (Lvl 2) Level 3 +24 intelligence +14 strength Demonic Summoning (Lvl 3) Summons a Necronomicon Archer and a Necronomicon Warrior for 35 seconds. Can be upgraded two times by repurchasing the Recipe Scroll. Cannot be Dropped</p> <p>Necronomicon Archer: Level 1/2/ 3: 31/ 61/ 91 Piercing Damage, 350/450 /550 Range, 6/ 8/ 10 Armor, has an Endurance aura that boosts units within 300 AoE movespeed and attack speed by 3/ 6/ 9%, and the ability to mana burn 125/ 175/ 225 MP.</p> <p>Necronomicon Warrior: Level 1/ 2/ 3:21/ 41/ 61 Normal Damage, 6/ 8/ 10 Armor, can burn and deal 25/ 50/ 75 MP/HP at the same time, and has the ability to deal 200/ 400/ 600 damage to the unit that kills it. They have 1300/ 1400/ 1500 vision range.</p> <p>Level 3 Necronomicon Warrior has true sight. Necronomicon Warrior and Archer have Base Attack Time of 1 second. Range of Mana Burn of Necronomicon Archer is 250 Necronomicon summons each have a 100 gold bounty. Necronomicon summons cannot attack ancients.</p>	 Belt of Giant Strength (450)  Staff of Wizardry (1000)  Necronomicon Recipe Scroll (1300)
	4350		<p><u>Battle Fury</u> +150% mana regeneration +6 HP regeneration +65 damage Cleaving Attack (melee) Deals 35% of the Hero's total attack damage in a circle in front of the Hero, excluding the attacked unit. Bypasses armor. Cleave stacks fully with other Battle Furies and other cleave skills.</p>	 Claymore (1400)  Broadsword (1200)  Perseverance (1750)
	5800		<p><u>Burize-do Kyanon</u> +75 damage 20% Critical Strike (2.2x Damage)</p>	 Crystalys (2200)  Demon Edge (2400)  Burize-do Kyanon (1200)
	6200		<p><u>Divine Rapier</u> +200 damage Divine Rapier drops on death, unless the bearer has Reincarnation. If Spectre is using Spectral Dagger, it will be removed from the game. This items gives the highest +damage in the game. It also has the highest total price of all single recipe items.</p>	 Demon Edge (2400)  Sacred Relic (3800)
	6650		<p><u>Eye of Skadi</u> +25 to each attribute +200 hit points +150 mana Frost Attack (Orb effect) Slows movement speed by 30% and attack speed by 20% The debuff on the enemy unit lasts for 3 seconds if a melee unit is wielding Eye of Skadi while the debuff only lasts 2 seconds if it is wielded by a ranged unit. Buff placers do not stack.</p>	 Point Booster (1200)  Ultimate Orb x2 (4200)  Eye of Skadi (1250)
	5675		<p><u>Guinsoo's Scythe of Vyse</u> +200% Mana Regeneration +35 Intellegence +10 strength +10 agility Active: Hex 800 Cast Range, 3.5 Second Duration 20 Seconds Cooldown, 100 Mana Cost</p>	 Ultimate Orb (2100)  Void Stone (875)  Mystic Staff (2700)

	5500		<p>Heart of Tarrasque +35 strength +300 hit points 1% HP regeneration</p>	 Messerschmidt's Reaver (3200)  Vitality Booster (1100)  Heart of Tarrasque (1200)
	6000		<p>The Butterfly +30 Agility +30 damage +30% increased attack speed 30% Evasion Butterfly gives 30% Evasion, which doesn't stack with other normal evasion, but stacks with miss chance, and with Triggered Heals such as Backtrack, and Dispersion.</p>	 Eaglehorn (3300)  Quarter Staff (900)  The Butterfly (1800)
	6000		<p>Aghanim's Scepter +500 Hitpoints +500 Mana +30 Intelligence Passive: Improves Ultimates for Lina Inverse, Zeus, Furion, Keeper of the Light, Rylai, Rhasta, Queen of Pain, Venomancer, Lich, Leshrac, Lion, Luna, Necrolyte, Ogre Magi, Pugna, Lucifer and Witch Doctor</p>	 Mystic Staff (2700)  Soul Booster (3300)
	5400		<p>Monkey King Bar +80 damage +15% attack speed 35% chance for 100 bonus damage and stop channeling spells</p>	 Demon Edge (2400)  Javelin x2(1500)
	5325		<p>Radiance +60 damage Radiance effect (deal 35 dmg in 550 AOE) 8% evasion The burning aura and the evasion bonuses are transferred to Illusions. The bonus damage from the Radiance item itself does not transfer. Only one such Aura will apply to an enemy at a given time. The Aura works even if the bearer is invisible, or Cycloned. Radiance will still damage Invisible units even if you don't see them. It deals attack type spells, damage type magic It's reduced by Spell Resistance Prevented by Spell Immunity Decrepifed Unit's take more damage from it Doesn't stack with other Evasion-based spells.</p>	 Sacred Relic (3800)  Radiance (1525)
	5300		<p>Refresher Orb +150% Mana Regeneration +4 HP/Sec Regeneration +40 Damage Activate: Refresh Ability Cooldowns 210 Second Cooldown 375 Mana Cost</p>	 Perseverance (1755)  Oblivion Staff (1675)  Refresher Orb (1875)
	6150		<p>Satanic +25% lifesteal (Orb effect) +25 strength +5 armor Unholy Rage (active) Total lifesteal under the effect of Unholy Rage is 15+25 = 40% from Satanic alone.</p>	 Helm of the Dominator (1850)  Messerschmidt's Reaver (3200)  Satanic (1100)
	2275		<p>Vanguard +5 HP regeneration +300 hit points 65% Chance to block 40 Damage</p>	 Ring of Health (875)  Vitality Booster (1100)  Stout Shield (300)
	1700		<p>Arcane Ring +3 Armor +300 Mana Replenish (Active) A ring with great arcane power imbued within, this ring is very useful for heroes with very low manapool and rely on spells very much (for example, Stone Giant). It gives a good AoE instant mana regain, which is also a good choice in a team battle, providing all your allies with sufficient mana.</p>	 Ring of Protection (175)  Energy Booster (1000)  Arcane Ring Scroll (525)

	6550		<p><u>Mjollnir</u> +35 agility +35 damage 20% Chance Chain Lightning (Orb effect) Static Charge (Active) <u>Chain Lightning</u> Damage does not decrease with each jump. Damage type is Magical. Although the Chain Lightning may activate on Spell Immune units, it will simply bounce without damaging that unit. Chain Lightning hits 3 targets, starting with the target of the attack, and proceeding to the next closest valid enemy units. An attack command must be issued for Chain Lightning to occur. In other words, Right-Clicking an enemy or using the Attack-Move and Attack commands will allow Chain Lightning to activate, but Auto-engaging will not. If a second Chain Lightning occurs while the first is still bouncing, the counter of hits will reset to 0, but the first Chain Lightning will continue bouncing and increment the counter along with the second Chain Lightning. In other words, the first Chain Lightning will "steal" bounces from the second Chain Lightning. In addition, the group of units already hit by Chain Lightning resets, meaning that a unit hit by the first Chain Lightning could potentially be hit again by either the first or second Chain Lightning.</p> <p><u>Static Charge</u> Damage does not decrease with each jump. Damage type is Magical. Although the Chain Lightning may activate on Spell Immune units, it will simply bounce without damaging that unit. Chain Lightning hits 3 targets, starting with the target of the attack, and proceeding to the next closest valid enemy units. An attack command must be issued for Chain Lightning to occur. In other words, Right-Clicking an enemy or using the Attack-Move and Attack commands will allow Chain Lightning to activate, but Auto-engaging will not. If a second Chain Lightning occurs while the first is still bouncing, the counter of hits will reset to 0, but the first Chain Lightning will continue bouncing and increment the counter along with the second Chain Lightning. In other words, the first Chain Lightning will "steal" bounces from the second Chain Lightning. In addition, the group of units already hit by Chain Lightning resets, meaning that a unit hit by the first Chain Lightning could potentially be hit again by either the first or second Chain Lightning. The Forked Lightning strikes three units: the attacking unit that triggered Static Charge, and the two closest enemy units. Damage type is Magical. Static Charge triggers at the start of the enemy unit's attack. Static Charge kills are attributed to the caster of Static Charge, not the unit with the buff.</p>	 Maelstrom (3250)  Eaglehorn (3300)
	425		<p><u>Crow Courier</u> Creates a flying courier Has 150 HP and 10 armor. Cannot carry Gem or Aegis. Can be upgraded to have 400 mana by buying another Flying Courier recipe. Cannot use Dust of Appearance</p>	 Animal Courier (225)  Crow Courier (200)
	5025		<p><u>Oblivion Staff</u> +20 Intelligence +30% attack speed +40 damage +225% mana regeneration Soul Burn (active) Bonus damage of Soul Burn is dealt and displayed at the end of the five seconds, or when the debuff is Purged. Purge will remove the Silence and cause the damage amplification to be spent and ended prematurely. The damage type is Magical and reduced by Spell Resistance.</p>	 Oblivion Staff (1675)  Oblivion Staff (1675)  Oblivion Staff (1675)
	1550		<p><u>Phase Boots</u> +70 Move Speed +16 Damage +7 Armor Phase (active) Casting spells removes the buff. Phase is based on a Wind Walk with a fade time longer than its duration. Because it's based on Wind Walk, it doesn't cancel channeling spells. You can use Boots of Travel and then use this skill without canceling the teleportation.</p>	 Blades of Attack (500)  Chain Mail (550)  Boots of Speed (500)

	6050		<p>Assault Cuirass +10 armor +5 armor aura -5 armor aura +40% attack speed +15% attack speed aura Different Assault Cuirass auras won't stack. No attack speed is lost from Hyperstone (+55%), since you get +40%, plus the attack speed aura gives yourself (and nearby allied units) an additional +15% for a total of 55%. The +5 armor Aura affects allied units, and the -5 armor Aura affects enemy units. Therefore, you get 15 armor in total (10 +5 from aura).</p>	 Chain Mail (550)  Plate Mail (1400)  Hyperstone (2100)  Assault Cuirass (2000)
	5050		<p>Bloodstone +450 hit points +400 mana +200% mana regeneration +6 HP regeneration Bloodpact (passive) You gain 2 hp/mp extra regen per second for each charge. If you have no charges and you get a kill, you will get 2 charges. If you have at least 1 charge, each kill will give you 1 charge. With no charges, you respawn 10% faster and lose 20% less gold. With 1 or more charges, you respawn 20% faster and lose 40% less gold. While dead, you gain XP and vision of the place your hero died (marked by a red rune on the floor). AoE range for vision is 1800/1800, and 1000 for XP When you die, Bloodstone restores 450hp/400mana in a 1700 AoE around you to all friendly units and heroes. The AoE heal stacks with other bloodstones as of 6.50 There is no real cap of how many charges you can store.</p>	 Soul Booster (3300)  Perseverance (1750)
	2475		<p>Hood of Defiance 30% spell resistance +8 HP regeneration Ring of Health recipe requirement can be substituted with 2x Ring of Regeneration Does not stack with itself or Planewalker's Cloak A useful item when facing many nukers.</p>	 Helm of Iron Will (950)  Planeswalker's Cloak (650)  Ring of Health (875)
	2850		<p>Armlet of Mordiggian +9 damage +15% attack speed +5 armor +3 HP regeneration Unholy Strength (active) The cooldown starts when the Armlet is first activated. Armlet's HP loss over time is direct life removal, and will not reduce hit points below 1. Couriers and Illusions are unaffected by the HP loss. Activating the Armlet causes a direct life gain of 475 HP, i.e. 25 Strength multiplied by the 19 HP that each point grants. Deactivating the Armlet conversely causes a direct loss of 475 HP, but will not kill the hero even if he has less than that amount, leaving at least 1 HP. This feature allows the Armlet to be used to jungle efficiently at early levels (though you risk being ganked), and can also be used to soak up nukes at low HP if timed correctly. Don't forget to turn off Unholy Strength when spawning if you died with it on. At respawn, the Armlet does not automatically revert to its inactive state; it keeps whatever state it was in at the moment of death, and its health drain is harder to notice while at the fountain. Activating this skill doesn't cancel channeling spells. You can use Boots of Travel and then use this skill without canceling the teleportation.</p>	 Helm of Iron Will (950)  Gloves of Haste (500)  Blades of Attack (500)  Armlet of Mordiggian (900)

	4700		<p>Shiva's Guard +30 Intelligence +15 Armor Freezing Aura (-25% enemies' atk speed) Arctic Blast (active) The damage of Arctic Blast is Magic (Damage Type) and Spells (Attack Type). Each projectile has 600 movespeed and lasts for 1 second. They have an AoE of 100 except the last tick, which is 150. Damage from multiple Arctic Blasts stack fully with each other, with the slow duration resetting with each blast. The projectiles grant 800/600 sight each, for a total sight range of 1400/1200. Shiva's Guard becomes Shiva's Guard (Courier Edition) when placed on a non-hero unit. This version of the item cannot cast Arctic Blast. The Arctic Blast isn't always a circle with its center where it was cast; the projectiles move with the owner of Shiva's Guard. Activating Arctic Blast doesn't cancel channeling spells. You can use Boots of Travel and then use this skill without canceling the teleportation. The Arctic Blast does not hit Invisible units</p>	 Mystic Staff (2700)  Plate Mail (1400)  Shiva's Guard Scroll (600)
	2075		<p>Vladmir's Offering 16% Vampiric Aura (Melee only) Command Aura (+15% damage) Brilliance Aura (0.80 mana per sec) Devotion Aura (+5 armor) Does not stack with the auras of Ring of Basilius and Assault Cuirass.</p>	 Mask of Death (900)  Ring of Regeneration (375)  Ring of Basilius (500)  Vladmir's Offering Scroll (300)

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