

# League of Legends Items

Item (TechL=20)	Cost	Slot	d569
Arcane Sweeper, 0, UNIQUE Active - Hunter's Sight: A stealth-detecting mist grants vision in the target area for 5 seconds, revealing traps and enemy champions that enter for 3 seconds (90 second cooldown).	0	misc.	1
Death's Daughter, 0, Requires 500 Silver Serpents., UNIQUE Passive: Cannon Barrage additionally fires a mega-cannonball at center of the Barrage, dealing 300% true damage and slowing them by 60% for 1.5 seconds.	0	misc.	2
Diet Poro-Snax, 0, All the flavor of regular Poro-Snax, without the calories! Keeps your Poro happy AND healthy., Click to Consume: Gives your Poros a delicious healthy treat.	0	misc.	3
Entropy Field, 0, Stun minions and slow champions in an area., Places an Entropy Field at target location for 5 seconds. Enemy minions and Siege Ballistas trapped in the field are unable to move or attack while in the field. Enemy champions in the field have their Movement Speed reduced by 25%.	0	misc.	4
Explorer's Ward, 0, Click to Consume: Places an invisible ward that reveals the surrounding area for 60 seconds.	0	misc.	5
Farsight Alteration, 0, * Level 9+ required to upgrade., Alters the Warding Totem Trinket., + Massively increased cast range (+650%), + Infinite duration and does not count towards ward limit, - 10% increased cooldown, - Ward is visible, fragile, untargetable by allies, - 45% reduced ward vision radius, - Cannot store charges	0	misc.	6
Fire at Will, 0, Requires 500 Silver Serpents., UNIQUE Passive: Cannon Barrage fires at an increasing rate over time (additional 6 waves over the duration).	0	misc.	7
Flash Zone, 0, Allows team to cast Flash repeatedly in a limited zone., Creates a magic zone for your team for 5 seconds. While in this zone, you and your allies have your summoner spells replaced by an instant cast blink that moves you to any location in the zone (1 second cooldown)	0	misc.	8
Golden Transcendence, 0, Active: Use this trinket to teleport to one of the battle platforms. Can only be used from the summoning platform.	0	misc.	9
Oracle Alteration, * Level 9+ required to upgrade., Alters the Sweeping Lens Trinket., - Cast range reduced to zero	0	misc.	10
Poro-Snax, 0, This savory blend of free-range, grass-fed Avarosan game hens and organic, non-ZMO Freljordan herbs contains the essential nutrients necessary to keep your Poro purring with pleasure.	0	misc.	11
Port Pad, 0, Deploy an additional teleport target., Places a Port Pad at target location. After a 4 second delay, it activates, allowing you or your allies to teleport to it from base.	0	misc.	12
Prototype Hex Core, +10 Mana per level, +1 Ability Power per level, UNIQUE Passive - Progress: This item can be upgraded three times to enhance Viktor's basic abilities.	0	misc.	13
Raise Morale, 0, Requires 500 Silver Serpents., UNIQUE Passive: Allies in the Cannon Barrage gain 30% Movement Speed for 2 seconds.	0	misc.	14
Seer Stone (Trinket), 0, Limited to 1 Trinket., Active: Reveals a small area within 2500 range for 3 seconds. Enemy champions will be revealed for 5 seconds (60 second cooldown)	0	misc.	15
Shield Totem, 0, Place a totem that shields nearby deployables., Places a Shield Totem at target location. After a 2 second delay, the totem will activate, granting a 2 (+1 per additional Shield Totem) strength shield to all nearby deployables.	0	misc.	16
Siege Ballista, 0, Deploys a ballista that shoots the closest turret., Places a long range ballista if within 2200 range of an enemy turret. After an 5 second delay, it will begin firing at the nearest enemy turret, dealing heavy damage. If the targeted turret expires, the ballista will as well.	0	hands	17
Siege Refund, 0, Refunds all purchased Siege Weapons for their full price.	0	misc.	18
Siege Sight Warder, 0, Limited to 1 Trinket., Active: Places a Stealth Ward that lasts 30 seconds (30 second cooldown).	0	misc.	19
Siege Teleport (Inactive), 0,	0	misc.	20
Soul Anchor (Trinket), 0, Limited to 1 Trinket., Active: Consumes a charge to instantly revive at your Summoner Platform and grants 125% Movement Speed that decays over 12 seconds., Additional charges are gained at levels 9 and 14., (Max: 2 charges)	0	misc.	21
Sweeping Lens (Trinket), 0, Limited to 1 Trinket., Active: Scans an area for 6 seconds, warning against hidden hostile units and revealing / disabling invisible traps and wards (90 to 60 second cooldown)., Cast range and sweep radius gradually improve with level., (Switching to a Totem-type trinket will disable Trinket use for 120 seconds.)	0	goggles	22
The Black Spear, 0, Active: Offer to bind with an ally for the remainder of the game, becoming Oathsworn Allies. Oathsworn empowers you both while near one another.	0	hands	23
Total Biscuit of Rejuvenation, 0, Click to Consume: Restores 80 Health and 50 Mana over 10 seconds.	0	misc.	24
Tower: Beam of Ruination, 0, Attach, then recast to fire a damaging beam from a turret to your cursor., First Cast: Attach a Slayer Beam to the target turret that can be fired 3 times., Next Three Casts: Fires the attached beam towards your cursor, dealing 30/level + 30% of the hit target's maximum health (20% damage to minions) in magic damage to all targets in a line., Beam will last 15 seconds, or until it has been fired 3 times.	0	hands	25

Vanguard Banner, 0, Place a banner that buffs minions., Place a Vanguard Banner at target location. After an 2 second delay, any nearby minions will be granted a buff, increasing their damage by 50%, and granting them 50 Armor and 100 Magic Resistance while within range.	0	hands	26
Warding Totem (Trinket), 0, Limited to 1 Trinket., Active: Consume a charge to place an invisible Stealth Ward which reveals the surrounding area for 60 - 120 seconds., Stores one charge every 180 - 90 seconds, up to 2 maximum charges., Ward duration and recharge time gradually improve with level., (Limit 3 Stealth Wards on the map per player. Switching to a Lens type trinket will disable Trinket use for 120 seconds.)	0	misc.	27
Nexus Siege: Siege Weapon Slot, 0, In Nexus Siege, Summoner Spells are replaced with Siege Weapon Slots. Spend Crystal Shards to buy single-use Siege Weapons from the item shop, then use your Summoner Spell keys to activate them!	100	misc.	28
Siege Teleport, 0, Active: Use this trinket to teleport to one of your team's port pads. Can only be used from the summoning platform.	100	misc.	29
Mana Potion, Regenerates 3.33 mana every 0.5 seconds over 15 seconds, restoring a total of 100 mana., LimitationsLimited to 5 at one time.	350	misc.	30
Health Potion, 0, Limited to 5 at one time. Limited to 1 type of Healing Potion., Click to Consume: Restores 150 Health over 15 seconds.	500	misc.	31
Health Potion, Regenerates 4 health every 0.5 seconds over 15 seconds, restoring a total of 120 health., LimitationsLimited to 1 type of Potion. Limited to 5 at a time.	500	misc	32
Total Biscuit of Rejuvenation, 0, Click to Consume: Restores 15 Health and 15 Mana immediately and then 150 Health over 15 seconds.	500	misc.	33
Total Biscuit of Rejuvenation, Restores 15 health and 15 mana upon consumption, and regenerates 5 health every 0.5 seconds over 16.5 seconds, restoring a total of 165 health., LimitationsLimited to 5 at one time. Limited to one type of Healing Potion.	500	misc.	34
Vision Ward, 0, Can only carry 2 Vision Wards in inventory., Click to Consume: Places a visible ward that reveals the surrounding area and invisible units in the area until killed. Limit 1 Vision Ward on the map per player., (Revealing a ward in this manner grants a portion of the gold reward when that unit is killed.)	750	misc.	35
Vision Ward, Places a visible ward that grants sight of the surrounding 1100 units and reveals within a 1000 radius. Until killed, it regenerates 1 health every 3 seconds after 5 seconds of not taking damage., Limit 1 Vision Ward on the map per player.	750	misc.	36
Faerie Charm, +25% Base Mana Regen,	1250	misc.	37
Refillable Potion, Consumes a charge to regenerate 4.166 health every 0.5 seconds over 12 seconds, restoring a total of 100 health., Unique: Holds charges that refill upon visiting the shop (2 charges).	1500	misc	38
Rejuvenation Bead, +50% Base Health Regen,	1500	misc.	39
Elixir of Agility, Grants 12% – 22% (based on level) bonus attack speed and 8% critical strike chance for 240 seconds., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	2500	misc.	40
Elixir of Brilliance, Grants 25 – 40 (based on level) ability power and 10% cooldown reduction for 180 seconds., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	2500	misc.	41
Faerie Charm, +50% base mana regeneration	2500	misc	42
Farsight Orb, Places a visible ward at the target location that grants sight of the surrounding area and lasts 60 seconds. Also grants sight of the area for 2 seconds, with enemy champions inside at the time of placement being revealed for 5 seconds (90 second cooldown; 4000 range)., LimitationsLimited to 1 Trinket. Selling a Trinket will disable Trinket use for 120 seconds.	2500	hands	43
Greater Stealth Totem, Places a Stealth Ward at the target location that grants sight of the surrounding area lasts for 180 seconds (60 second cooldown; 60 seconds recharge time; 2 charges)., LimitationsLimited to 1 Trinket. Selling a Trinket will disable Trinket use for 120 seconds. Limited to 3 Stealth Wards on the map per player.	2500	misc.	44
Greater Vision Totem, Places a Vision Ward at the target location that grants sight of the surrounding area and lasts indefinitely (120 second cooldown)., LimitationsLimited to 1 Trinket. Selling a Trinket will disable Trinket use for 120 seconds. Limited to 1 Vision Ward on the map per player.	2500	misc.	45
Oracle s Lens, Summons a sweeper drone at the target location for 6 seconds. The drone reveals and disables all invisible traps and wards. Additionally, your champion gains true sight for 10 seconds (75 second cooldown; 600 range; 600 radius)., LimitationsLimited to 1 Trinket. Selling a Trinket will disable Trinket use for 120 seconds.	2500	goggles	46
Boots, +25 movement speed, LimitationsLimited to 1 Boots item.	3000	boots	47
Cloth Armor, +15 Armor	3000	armor	48
Dagger, +12% Attack Speed	3000	hands	49
Oracle s Extract, Grants True Sight as well as obscured vision of hidden enemies within a 500-unit detection radius for 5 minutes. The detection ignores terrain and brush, and highlights units, traps and wards through a silhouette.	3000	misc.	50
Rejuvenation Bead, +100% base health regeneration	3000	misc	51
Crystalline Flask, Consumes a charge to restore 120 health and 60 mana over 12 seconds., Unique: Holds 3 charges and refills upon visiting the shop.	3450	misc.	52

Ancient Coin, +5% Cooldown Reduction, +25% Base Mana Regen, UNIQUE Passive - Favor: Being near a minion's death without dealing the killing blow grants 4 Gold and 5 Health., Limited to 1 Gold Income Item.	3500	misc.	53
Dark Seal, +15 ability power, +40 health, Unique – Glory: Gain 2 stacks for each champion kill and 1 stack for each assist, up to a maximum of 10 stacks. Lose 5 stacks on death. Stacks are preserved when upgrading to Mejai's Soulstealer.Unique – Dread: Gain 4 ability power for each stack of Glory.	3500	misc	54
Elixir of Fortitude, Grants 15 attack damage and 120 – 235 (based on level) bonus health for 180 seconds, as well as healing for the same amount of health gained., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	3500	misc.	55
Emberknife, +7% omnivamp against monsters, Unique – Sear: Damaging monsters burns them for 「 60 (+ 30% AP) (+ 5% bonus AD) (+ 2% bonus health) total magic damage over 5 seconds. 」 「 12 (+ 6% AP) (+ 1% bonus AD) (+ 0.4% bonus health) magic damage every second over 5 seconds. 」 Omnivamp against monsters provided by this item is not reduced by area of effect damage.Unique – Challenging Path: Using Smite 5 times consumes this item to upgrade the spell into Challenging Smite, doubling its damage, and grants all of this item's effects permanently after a 2.5-second delay.Unique – Huntsman: Killing large monsters grants 60 bonus experience. The first large monster killed grants an additional 150 bonus experience, for a total of 210. If you are at least 2 levels below the average level of the game, large monster kills grant 50 bonus experience per level below the average level of all players in the game. If your gold from minions is greater than 40% your gold from monsters, a lane minion will grant 13 less gold and 50% reduced experience. This penalty is removed at 20 minutes.Unique – Recoup: Regenerate up to 8 – 18 (based on level) mana per second while in the jungle or river, based on missing mana.	3500	hands	56
Hailblade, +7% omnivamp against monsters, Unique – Sear: Damaging monsters burns them for 「 60 (+ 30% AP) (+ 5% bonus AD) (+ 2% bonus health) total magic damage over 5 seconds. 」 「 12 (+ 6% AP) (+ 1% bonus AD) (+ 0.4% bonus health) magic damage every second over 5 seconds. 」 Omnivamp against monsters provided by this item is not reduced by area of effect damage.Unique – Chilling Path: Using Smite 5 times consumes this item to upgrade the spell into Chilling Smite, doubling its damage, and grants all of this item's effects permanently after a 2.5-second delay.Unique – Huntsman: Killing large monsters grants 60 bonus experience. The first large monster killed grants an additional 150 bonus experience, for a total of 210. If you are at least 2 levels below the average level of the game, large monster kills grant 50 bonus experience per level below the average level of all players in the game. If your gold from minions is greater than 40% your gold from monsters, a lane minion will grant 13 less gold and 50% reduced experience. This penalty is removed at 20 minutes.Unique – Recoup: Regenerate up to 8 – 18 (based on level) mana per second while in the jungle or river, based on missing mana.	3500	hands	57
Hunter s Machete, +10% life steal vs. monsters, Unique – Nail: Basic attacks against monsters deal 35 bonus physical damage on-hit. Healing provided by this item is increased by 50% while below 30% maximum health.Unique – Monster Hunter: Killing large or epic monsters grants 60 bonus experience. The first large monster killed grants an additional 150 bonus experience, for a total of 210. If your gold from minions is greater than 40% your gold from monsters, a lane minion will grant 13 less gold and 50% reduced experience. This penalty is removed at 20 minutes.	3500	hands	58
Hunter s Talisman, Unique – Tooth: Damaging a monster by most means sets it aflame, dealing an additional 60 magic damage over 5 seconds while causing you to heal for 6 per second for every enemy being burned. Healing provided by this item is increased by 50% when below 30% maximum health. While in the jungle or river, regenerate 0 – 8 (based on missing mana) mana per second., Unique – Monster Hunter: Killing large or epic monsters grants 60 bonus experience. The first large monster killed grants an additional 150 bonus experience, for a total of 210. If your gold from minions is greater than 40% your gold from monsters, a lane minion will grant 13 less gold and 50% reduced experience. This penalty is removed at 20 minutes., LimitationsLimited to 1 Jungle or Gold Income item. The bonus experience effect does not stack with Nail.	3500	amulet	59
Hunter's Machete, +8% Life Steal vs. Monsters, UNIQUE Passive - Nail: Basic attacks deal 20 bonus damage on hit vs. Monsters. Killing monsters grants special bonus experience.	3500	hands	60
Long Sword, +10 attack damage	3500	hands	61
Obsidian Edge, +8% omnivamp against monsters, Unique – Sear: Damaging monsters burns them for 「 60 (+ 30% AP) (+ 5% bonus AD) (+ 2% bonus health) total magic damage over 5 seconds. 」 「 12 (+ 6% AP) (+ 1% bonus AD) (+ 0.4% bonus health) magic damage every second over 5 seconds. 」 Omnivamp against monsters provided by this item is not reduced by area of effect damage.Unique – Auto Path: Triggering Attack-Smite 5 times consumes this item, granting all of the item's effects permanently as well as increasing the threshold and damage to 900.Unique – Huntsman: Killing large monsters grants 60 bonus experience. The first large monster killed grants an additional 150 bonus experience, for a total of 210. If you are at least 2 levels below the average level of the game, large monster kills grant 50 bonus experience per level below the average level of all players in the game. If your gold from minions is greater than 40% your gold from monsters, a lane minion will grant 13 less gold and 50% reduced experience. This penalty is removed at 20 minutes.Unique – Recoup: Regenerate up to 8 – 18 (based on level) mana per second while in the jungle or river, based on missing mana.	3500	hands	62

Relic Shield, +2 Gold per 10 seconds, +75 Health, UNIQUE Passive - Spoils of War: Melee basic attacks execute minions below 195 (+5 per level) Health. Killing a minion heals the owner and the nearest allied champion for 15 Health and grants them kill Gold., These effects require a nearby ally. Recharges every 40 seconds. Max 2 charges., Limited to 1 Gold Income Item.	3500	hands	63
Sapphire Crystal, +250 Mana	3500	misc.	64
Spellthief's Edge, +25% Base Mana Regen, +2 Gold per 10 seconds, +5 Ability Power, UNIQUE Passive - Tribute: Spells and basic attacks against champions or buildings deal 10 additional damage and grant 8 Gold. This can occur up to 3 times every 30 seconds. Killing a minion disables this passive for 12 seconds., Limited to 1 Gold Income Item.	3500	hands	65
The Dark Seal, +100 Mana, +25% Increased Healing from Potions, +15 Ability Power, UNIQUE Passive - Dread: Grants +3 Ability Power per Glory., UNIQUE Passive - Do or Die: Grants 2 Glory for a champion kill or 1 Glory for an assist, up to 10 Glory total. Lose 4 Glory on death.	3500	amulet	66
Murksphere, +5% cooldown reduction, +25% base mana regeneration, ActiveUnique – Swindler's Shield: Shields the target ally for 60. You generate 1 for every 4 damage the shield mitigated, up to 15. Self-targeted shields will not grant gold from mitigating damage dealt by monsters (15 second cooldown).	3650	misc.	67
Meki Pendant, +7 mana per 5 seconds	3900	misc.	68
Ancient Coin, +5% cooldown reduction, +5 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 28 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 500 using this item and upgrade to Nomad's Medallion. Reward: Permanently upgrades Nomad's Medallion to Nomad's Eye and Remnant of the Ascended to Eye of Ascension, giving them the Warding active with respectively 3 and 4 wards in stock.	4000	hands	69
Black Mist Scythe, +20 attack damage, +75 health, +100% base mana regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	4000	hands	70
Brawler's Gloves, +10% Critical Strike Chance	4000	bracers	71
Bulwark of the Mountain, +20 ability power, +250 health, +100% base health regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	4000	armor	72
Doran's Lost Idol, +10 ability power, +75% base mana regeneration, +5% heal and shield power, Basic attacks deal 12 bonus physical damage to minions on-hit.	4000	misc.	73
Doran's Lost Ring, +15 ability power, +60 health, +10 mana per 5 seconds, Basic attacks deal 5 bonus physical damage to minions on-hit.	4000	rings	74
Elixir of Ruin, Grants 250 bonus health, 15% increased damage to turrets, and Siege Commander for 180 seconds., Unique – Siege Commander: Grants nearby minions 15% increased damage to turrets and bonus movement speed based on your movement speed.	4000	misc.	75
Eye of Frost, +15 ability power, +70 health, +50% base mana regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	4000	goggles	76
Frostfang, +15 ability power, +70 health, +50% base mana regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	4000	hands	77
Harrowing Crescent, +10 attack damage, +60 health, +50% base mana regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	4000	hands	78
Heart of Targon, +60 health, +50% base health regeneration, + 5 per 10 seconds, Unique – Spoils of War: Grants a charge every 20 seconds, up to 3 charges. Melee basic attacks can consume one charge to execute minions below 240 – 920 (based on level) (+ 100% AD) health. Killing a minion by any means with a charge heals you and the nearest allied champion for 10 – 60 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.	4000	amulet	79
Hunter's Potion, 0, Limited to 1 type of Healing Potion., UNIQUE Active: Consumes a charge to restore 60 Health and 35 Mana over 8 seconds. Holds up to 5 charges and refills upon visiting the shop., Killing a Large Monster grants 1 charge., (Killing a Large Monster at full charges will automatically consume the newest charge.)	4000	misc.	80
Oracle's Elixir, Grants detection of nearby invisible units for up to 4 minutes or until death., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	4000	misc.	81

Pauldrons of Whiterock, +15 attack damage, +250 health, +100% base health regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	4000	hands	82
Relic Shield, +5 ability power, +30 health, +50% base health regeneration, + 2 per 10 seconds, Unique – Spoils of War: Grants a charge every 35 seconds, up to 3 charges. Basic attacks can consume a charge to execute minions below ( 50% / 30%) of their maximum health. Killing a minion by any means with a charge grants you and the nearest allied champion kill gold. These effects require an allied champion to be nearby. Receive diminishing gold from excessive minion kills.Unique – Quest: Earn 500 using this item to upgrade to Targon's Buckler, gaining the Warding active with 3 wards in stock.	4000	hands	83
Ruby Crystal, +150 health	4000	misc	84
Runesteel Spaulders, +6 attack damage, +100 health, +75% base health regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	4000	armor	85
Shard of True Ice, +40 ability power, +75 health, +100% base mana regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	4000	hands	86
Spectral Sickel, +5 attack damage, +10 health, +25% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 12 seconds, up to 3 charges. If an allied champion is nearby, damaging basic attacks and abilities against champions and structures consume a charge, up to one per attack or cast. Consuming a charge grants 20. Receive diminishing gold from excessive minion kills.Unique – Quest: Earn 500 using this item to upgrade to Harrowing Crescent, gaining the Warding active with 3 wards in stock.	4000	hands	87
Spellthief's Edge, +8 ability power, +10 health, +25% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 12 seconds, up to 3 charges. If an allied champion is nearby, damaging basic attacks and abilities against champions and structures consume a charge, up to one per attack or cast. Consuming a charge grants 20. Receive diminishing gold from excessive minion kills.Unique – Quest: Earn 500 using this item to upgrade to Frostfang, gaining the Warding active with 3 wards in stock.	4000	hands	88
Steel Shoulderguards, +3 attack damage, +30 health, +50% base health regeneration, + 2 per 10 seconds, Unique – Spoils of War: Grants a charge every 35 seconds, up to 3 charges. Basic attacks can consume a charge to execute minions below ( 50% / 30%) of their maximum health. Killing a minion by any means with a charge grants you and the nearest allied champion kill gold. These effects require an allied champion to be nearby. Receive diminishing gold from excessive minion kills.Unique – Quest: Earn 500 using this item to upgrade to Runesteel Spaulders, gaining the Warding active with 3 wards in stock.	4000	armor	89
Targon's Buckler, +10 ability power, +100 health, +75% base health regeneration, + 3 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	4000	hands	90
Tear of the Goddess, +240 mana, Unique – Focus: Basic attacks deal 5 bonus physical damage on-hit against minions.Unique – Mana Charge: Grants a charge every 8 seconds, up to 4 charges. Affecting an enemy or ally with an ability consumes a charge to grant 3 bonus mana, increased to 6 if they are a champion, up to maximum of 360 bonus mana.	4000	amulet	91
Timeworn Ancient Coin, +5% cooldown reduction, +5 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 28 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 750 using this item and upgrade to Timeworn Nomad's Medallion. Reward: Favor is upgraded to Emperor's Favor causing champion takedowns to grant both the gold and mana. You also grant 8% bonus movement speed to nearby allied champions moving toward you.	4000	hands	92
Timeworn Relic Shield, +50 health, + 2 per 10 seconds, Unique – Spoils of War: Grants a charge every 40 seconds, up to 2 charges. Melee basic attacks can consume one charge to execute minions below 200 – 285 (based on level) (+ 100% AD) health. Killing a minion by any means with a charge heals you and the nearest allied champion for 5 – 30 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.Unique – Quest: Earn 750 using this item and upgrade to Timeworn Targon's Brace. Reward: Shield Battery, a permanent shield for 255 – 340 (based on level) health. The shield regenerates slowly while out-of-combat. Executing minions with Spoils of War restores shield strength equal to 64 – 85 (based on level).	4000	hands	93
Timeworn Spellthief's Edge, +10 ability power, +25% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 10 seconds, up to 3 charges. Damaging spells and attacks against champions and buildings consume a charge, up to one per attack or cast. Consuming a charge deals them 13 bonus magic damage, and if an allied champion is nearby, also grants 11. Before quest completion, killing a minion or non-epic monster pauses Tribute generation and the gold generation for 12 seconds per unit slain.Unique – Quest: Earn 750 using this item and upgrade to Timeworn Frostfang. Reward: Tribute is upgraded to Queen's Tribute, granting you 50% bonus movement speed for 1 second for each charge consumed.	4000	hands	94

Amplifying Tome, +20 ability power	4350	hands	95
Regrowth Pendant, +15 health per 5 seconds	4350	amulet	96
Alacrity, Unique – Alacrity: Grants 20 bonus movement speed.	4500	misc.	97
Captain, Unique – Captain: Grants 10% bonus movement speed to nearby allied champions moving towards you.	4500	misc.	98
Cull, +3 Life on Hit, +7 Attack Damage, UNIQUE Passive: Killing a lane minion grants 1 additional Gold. Killing 100 lane minions grants an additional 350 bonus gold immediately and disables this passive.	4500	misc.	99
Distortion, Unique – Distortion: Ghost, Flash, and Teleport summoner spell cooldowns are reduced by 20% and grant bonus movement speed upon their activation.; • Teleport grants 30% bonus movement speed for 3 seconds after the channel completes.	4500	misc.	100
Doran's Lost Blade, +8 attack damage, +80 health, +8% life steal, LimitationsLimited to 1 Starter item.	4500	hands	101
Doran's Lost Shield, +100 health, +15 health per 5 seconds, Basic attacks deal 5 bonus physical damage to minions on hit.Unique: After taking damage from an enemy champion, gain health regeneration equal to 20 health over 10 seconds.	4500	hands	102
Doran's Blade, +3% Life Steal, +80 Health, +8 Attack Damage	4500	hands	103
Furor, Unique – Furor: Dealing damage with single-targeted attacks or spells grants you 12% bonus movement speed that decays over 2 seconds.	4500	misc.	104
Gustwalker Hatchling, +20% damage against non-epic monsters, Unique: After your pet reaches its final evolution, consumes this item to grant you the Gustwalker buff.	4500	misc	105
Mosstomper Seedling, +20% damage against non-epic monsters, Unique: After your pet reaches its final evolution, consumes this item to grant you the Mosstomper buff.	4500	misc	106
Null-Magic Mantle, +25 Magic Resist	4500	cloak	107
Philosopher's Medallion, +10% cooldown reduction, +50% base health regeneration, + 5 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 10% missing mana (minimum 20). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.	4500	amulet	108
Pridestalker's Blade, Unique – Tooth and Nail: Basic attacks versus monsters deal 40 bonus physical damage on-hit. Damaging a monster by any means set it aflame, dealing an additional 80 magic damage over 5 seconds while causing you to heal for 6 per second for every enemy being burned. While in the jungle or river, regenerate 0 – 8 (based on missing mana) mana per second., Unique – Chilling Smite: Upgrading this item with an enchant upgrades Smite to Chilling Smite., LimitationsLimited to 1 Starter item.	4500	hands	109
Scorchclaw Pup, +20% damage against non-epic monsters, Unique: After your pet reaches its final evolution, consumes this item to grant you the Scorchclaw buff.	4500	misc	110
Enchantment: Homeguard, Unique – Homeguard: Entering the fountain greatly increases its health and mana restore and grants 200% bonus movement speed that decays over 8 seconds. These effects are disabled for 8 seconds upon dealing or taking damage.	4750	misc.	111
Corrupting Potion, 0, Limited to 1 type of Healing Potion., UNIQUE Active: Consumes a charge to restore 125 Health and 75 Mana over 12 seconds and grants Touch of Corruption during that time. Holds up to 3 charges that refills upon visiting the shop., Touch of Corruption: Damaging spells and attacks burn enemy champions for 15 - 30 magic damage over 3 seconds. (Half Damage for Area of Effect or Damage over Time spells. Damage increases with champion level.), (Corrupting Potion can be used even at full Health and Mana.)	5000	misc.	112
Elixir of Iron, Grants 300 bonus health, 25% Tenacity, and 15% increased size for 180 seconds. While active, moving leaves behind a path briefly that grants 15% bonus movement speed to allied champions within. Can be used while dead., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	5000	misc.	113
Elixir of Sorcery, Grants 50 ability power and 15 bonus mana regeneration for 180 seconds. While active, going in combat by affecting enemy champions or turrets deals 25 bonus true damage (5 second cooldown on each champion, no cooldown against turrets). Can be used while dead., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	5000	misc	114
Elixir of Wrath, Grants 30 bonus attack damage and heals for 12% of physical damage dealt to champions for 180 seconds. The heal is reduced to 33% effectiveness for area damage. Can be used while dead., LimitationsLimited to 1 Elixir effect at a time. Drinking a different Elixir will replace the existing one's effects.	5000	misc	115
Ichor of Illumination, Upon consumption, grants 30 – 64 (based on level) ability power and 10% cooldown reduction for 180 seconds. Additionally, if you use mana, restores a lot of mana per second, and if you have energy, instead restores 3 energy and 0.5% of maximum energy per second.	5000	misc.	116
Ichor of Rage, Upon consumption, grants 20 – 40 (based on level) bonus attack damage, 20% – 40% (based on level) bonus attack speed and 15% increased damage to turrets for 180 seconds.	5000	misc.	117

Poacher s Dirk, +10 attack damage, Unique – Headhunter: After killing any enemy, your next damaging spell will deal 40 bonus physical damage to all enemies hit (30 second cooldown).Unique: After killing 4 large monsters from the enemy jungle, transforms into a Serrated Dirk.	5000	hands	118
Blue Pill, Blinks the champion to their team's fountain.	6000	misc.	119
Cloak of Agility, +15% critical strike chance	6000	cloak	120
Crystalline Bracer, +50% Base Health Regen, +200 Health	6500	bracers	121
Emblem of Valor, +20 armor	6500	misc.	122
Kircheis Shard, +15% attack speed, Unique – Energized: Moving and basic attacking generates Energize stacks, up to 100.Unique – Jolt: When fully Energized, your next basic attack deals 80 bonus magic damage on-hit.	7000	misc	123
Philosopher s Stone, +7 health per 5 seconds, +9 mana per 5 seconds, Unique – Transmute: Gain 5 per 10 seconds.	7000	amulet	124
Quill Coat, +20 armor, ActiveUnique – Hunter's Ward: Places a Stealth Ward at the target location that grants sight of the surrounding area and lasts for 180 seconds (180 second cooldown; 600 range).	7000	robe	125
Sheen, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 100% base AD bonus physical damage on-hit (1.5 (begins after using the empowered attack) second cooldown).	7000	misc	126
Spirit Stone, Unique – Butcher: Deal 20% bonus damage to monsters and restore 6% of damage dealt to them as health and 3% as mana.	7000	misc.	127
Negatron Cloak, +40 Magic Resist	7200	cloak	128
Broken Stopwatch, Unique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items., LimitationsCannot be purchased while owning Guardian Angel or Zhonya's Hourglass. Transforms into Broken Stopwatch when activated, which cannot be activated again. Once broken, all future purchases are also broken. Limited to 1 Stopwatch.	7500	bracers	129
Kircheis Shard, +15% Attack Speed, Passive: Moving and attacking will make an attack Energized., UNIQUE Passive - Energized Strike: Your Energized attacks deal 40 bonus magic damage on hit.	7500	misc.	130
Madred s Razors, +15% attack speed, Unique – Maim: Basic attacks against monsters deal 50 bonus magic damage and heal for 8.	7500	hands	131
Stopwatch, Unique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items., LimitationsCannot be purchased while owning Guardian Angel or Zhonya's Hourglass. Transforms into Broken Stopwatch when activated, which cannot be activated again. Once broken, all future purchases are also broken. Limited to 1 Stopwatch.	7500	bracers	132
Tear of the Goddess (Quick Charge), +250 Mana, UNIQUE Passive - Awe: Refunds 15% of Mana spent., UNIQUE Passive - Mana Charge: Grants 6 maximum Mana on spell cast or Mana expenditure (up to 2 times per 8 seconds)., Caps at +750 Mana.	7500	amulet	133
Kage s Lucky Pick, +25 ability power, Unique – Lucky Shadow: + 5 per 10 seconds.	7650	hands	134
Avarice Blade, +10% critical strike chance, Unique – Avarice: Gain 3 per 10 secondsUnique – Greed: Grants 2 upon killing an enemy minion, monster, or champion.	8000	hands	135
Bramble Vest, +30 armor, Unique – Thorns: When struck by a basic attack on-hit, deal 6 magic damage to the attacker and, if they are a champion, inflict them with Grievous Wounds for 3 seconds.	8000	armor	136
Chain Vest, +40 Armor	8000	armor	137
Chalice of Harmony, +50% base mana regeneration, +30 magic resistance, Unique – Harmony: Gain 25% base health regeneration for every additional 25% base mana regeneration.	8000	hands	138
Cloak of Agility, +20% Critical Strike Chance	8000	cloak	139
Crystalline Bracer, +200 health, +100% base health regeneration	8000	bracers	140
Executioner s Calling, +15 attack damage, Unique – Rend: Dealing physical damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	8000	hands	141
Forbidden Idol, +50% base mana regeneration, +8% heal and shield power	8000	misc	142
Kindlegem, , +200 Health, UNIQUE Passive: +10% Cooldown Reduction	8000	misc.	143
Oblivion Orb, +30 ability power, Unique – Cursed: Dealing magic damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	8000	hands	144
Rageknife, +25% attack speed, Unique – Wrath: Convert every 1% critical strike chance into 1.75 bonus physical damage on-hit, capped at 100% critical strike chance, for a maximum of 175 bonus physical damage on-hit. This damage is affected by critical strike modifiers.	8000	hands	145
Sightstone, +150 health, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (3 charges; 600 range).	8000	misc.	146
Winged Moonplate, +150 health, Unique – Flight: Gain 5% bonus movement speed.	8000	armor	147
Heart of Gold, +200 health, Unique: + 5 per 10 seconds.	8250	amulet	148
Aether Wisp, +30 ability power, Unique – Glide: Gain 5% bonus movement speed.	8500	misc	149

Blasting Wand, +40 Ability Power	8500	hands	150
Celestial Eye, +125 health, +50% base health regeneration, + 1 per 10 seconds, Unique – Spoils of War: Grants a charge every 30 seconds, up to 3 charges. Melee basic attacks can consume one charge to execute minions below 215 – 470 (based on level) (+ 100% AD) health. Killing a minion by any means with a charge heals you and the nearest allied champion for 10 – 60 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Targon's Brace to Celestial Eye and Remnant of the Aspect to Eye of the Aspect, giving them the Warding active with respectively 3 and 4 wards in stock.	8500	goggles	151
Forbidden Idol, +50% Base Mana Regen, UNIQUE Passive: +10% Cooldown Reduction, UNIQUE Passive: +10% Heal and Shield Power	8500	misc.	152
Frostfang, +75% Base Mana Regen, +2 Gold per 10 seconds, +15 Ability Power, UNIQUE Passive - Tribute: Spells and basic attacks against champions or buildings deal 15 additional damage and grant 15 Gold. This can occur up to 3 times every 30 seconds. Killing a minion disables this passive for 12 seconds., Limited to 1 Gold Income Item.	8500	hands	153
Nomad s Eye, +10% cooldown reduction, +50% base health regeneration, +10 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Nomad's Medallion to Nomad's Eye and Remnant of the Ascended to Eye of Ascension, giving them the Warding active with respectively 3 and 4 wards in stock.	8500	goggles	154
Nomad s Medallion, +10% cooldown reduction, +50% base health regeneration, +10 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Nomad's Medallion to Nomad's Eye and Remnant of the Ascended to Eye of Ascension, giving them the Warding active with respectively 3 and 4 wards in stock.	8500	amulet	155
Poacher s Knife, + 30 on large monster kill., Unique: Upgrades Smite to Scavenging Smite.If Scavenging Smite is used on a large monster in the enemy's jungle, the recharge timer is reduced by 50%. Upon killing the affected monster, you gain an additional 30 and 175% bonus movement speed that decays over 2 seconds.Unique – Jungler: Deal 45 bonus magic damage on-hit to monsters over 2 seconds and restore 10 health and 5 mana per second while in combat with them.	8500	hands	156
Ranger s Trailblazer, + 30 on large monster kill., Unique – Blasting Smite: Upgrades Smite to Blasting Smite.Blasting Smite deals 50% damage to all surrounding minions and monsters and stuns them for 1.5 seconds. If cast on a monster, also restores 15% of missing health and missing mana.Unique – Jungler: Deal 45 bonus magic damage on-hit to monsters over 2 seconds and restore 10 health and 5 mana per second while in combat with them.	8500	boots	157
Targon's Brace, +2 Gold per 10 seconds, +50% Base Health Regen, +175 Health, UNIQUE Passive - Spoils of War: Melee basic attacks execute minions below 200 (+10 per level) Health. Killing a minion heals the owner and the nearest allied champion for 40 Health and grants them kill Gold., These effects require a nearby ally. Recharges every 30 seconds. Max 3 charges., Limited to 1 Gold Income Item.	8500	hands	158
Timeworn Frostfang, +20 ability power, +10% cooldown reduction, +50% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 10 seconds, up to 3 charges. Damaging spells and attacks against champions and buildings consume a charge, up to one per attack or cast. Consuming a charge deals them 18 bonus magic damage, and if an allied champion is nearby, also grants 22. Before quest completion, killing a minion or non-epic monster pauses Tribute generation and the gold generation for 12 seconds per unit slain.Unique – Quest: Earn 750 using this item. Reward: Tribute is upgraded to Queen's Tribute, granting you 50% bonus movement speed for 1 second for each charge consumed.	8500	misc.	159
Timeworn Nomad s Medallion, +10% cooldown reduction, +50% base health regeneration, +10 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 750 using this item. Reward: Favor is upgraded to Emperor's Favor causing champion takedowns to grant both the gold and mana. You also grant 8% bonus movement speed to nearby allied champions moving toward you.	8500	amulet	160
Timeworn Targon s Brace, +125 health, +50% base health regeneration, + 4 per 10 seconds, Unique – Spoils of War: Grants a charge every 30 seconds, up to 3 charges. Melee basic attacks can consume one charge to execute minions below 210 – 380 (based on level) (+ 100% AD) health. Killing a minion by any means with a charge heals you and the nearest allied champion for 10 – 60 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.Unique – Quest: Earn 750 using this item. Reward: Shield Battery, a permanent shield for 255 – 510 (based on level). The shield regenerates slowly while out-of-combat. Executing minions with Spoils of War restores shield strength equal to 64 – 85 (based on level).	8500	hands	161



Swindler's Orb, +10% cooldown reduction, +50% base mana regeneration, ActiveUnique – Swindler's Shield: Shields the target ally for 60. You generate 1 for every 4 damage the shield mitigated, up to 15. Self-targeted shields will not grant gold from mitigating damage dealt by monsters (15 second cooldown).	8650	hands	162
Pickaxe, +25 Attack Damage	8750	hands	163
Boots of Mobility, 0, UNIQUE Passive - Enhanced Movement: +25 Movement Speed. Increases to +115 Movement Speed when out of combat for 5 seconds.	9000	boots	164
Boots of Swiftess, +60 movement speed, +25% slow resist, LimitationsLimited to 1 Boots item.	9000	boots	165
Chalice of Harmony, +50% Base Mana Regen, +25 Magic Resist, UNIQUE Passive: Increases Base Health Regeneration by 100% if current Health % is lower than current Mana %, Increases Base Mana Regeneration by 100% if current Mana % is lower than current Health %.	9000	misc.	166
Fiendish Codex, +30 Ability Power, UNIQUE Passive: +10% Cooldown Reduction	9000	hands	167
Giant's Belt, +350 health	9000	belt	168
Glacial Buckler, +10 ability haste, +250 mana, +20 armor,	9000	hands	169
Glacial Shroud, +250 mana, +20 armor, Unique: +10% cooldown reduction	9000	cloak	170
Ionian Boots of Lucidity, 0, UNIQUE Passive: +10% Cooldown Reduction, UNIQUE Passive - Enhanced Movement: +45 Movement Speed, UNIQUE Passive: Reduces Summoner Spell cooldowns by 10%, "This item is dedicated in honor of Ionia's victory over Noxus in the Rematch for the Southern Provinces on 10 December, 20 CLE."	9000	boots	171
Lost Chapter, +300 Mana, +25 Ability Power, UNIQUE Passive: Upon levelling up, restores 20% of your maximum Mana over 3 seconds.	9000	misc.	172
Negatron Cloak, +50 magic resistance	9000	cloak	173
Raptor Cloak, +125% base health regeneration, +30 armor, Unique – Point Runner: Builds up to 20% bonus movement speed over 2 seconds while near turrets, fallen turrets and Void Gates.	9000	cloak	174
Vampiric Scepter, +10% Life Steal, +15 Attack Damage,	9000	hands	175
Bandleglass Mirror, +20 ability power, +10 ability haste, +50% base mana regeneration, LimitationsLimited to 1 Mythic Component item.	9500	hands	176
Guardian's Blade, +30 attack damage, +15 ability haste, +150 health, Unique – Legendary: This item counts as a Legendary item.	9500	hands	177
Guardian's Horn, +150 health, +20 health per 5 seconds, Unique – Undaunted: Reduces all sources of incoming champion damage by 15 (3.75 against damage over time abilities).Unique – Legendary: This item counts as a Legendary item.	9500	hands	178
Guardian's Orb, +50 ability power, +150 health, Unique – Recovery: Restore 10 mana every 5 seconds. Manaless champions restore 15 health instead.Unique – Legendary: This item counts as a Legendary item.	9500	hands	179
Guardian's Hammer, +10% Life Steal, +15 Attack Damage, +150 Health, Limited to 1 Guardian's Item.	9500	hands	180
Guardian's Horn, +150 Health, Passive: Restores 20 Health every 5 seconds., UNIQUE Passive: Blocks 12 damage from attacks and spells from champions (25% effectiveness vs. damage over time abilities)., Limited to 1 Guardian's Item.	9500	hands	181
Ionian Boots of Lucidity, +20 ability haste, +45 movement speed, +12 summoner spell haste, LimitationsLimited to 1 Boots item.	9500	boots	182
Prospector's Blade, +16 attack damage, +15% attack speed, Unique – Prospector: Gain 150 bonus health.	9500	hands	183
Prospector's Ring, +35 ability power, Gain 6 bonus mana regeneration.Unique – Prospector: Gain 150 bonus health.	9500	rings	184
Sage's Ring, +500 mana	9750	rings	185
Augment: Death, +45 ability power, Grants 3 – 54 (based on level) ability power.Unique – Ability Augment: Death Ray sets fire to enemies, dealing 30% additional magic damage over 4 seconds.	10000	misc.	186
Augment: Gravity, +10% cooldown reduction, +200 mana, +5 mana per 5 seconds, Grants 3 – 54 (based on level) ability power.Unique – Ability Augment: Gravity Field's cast range is increased by 30%.	10000	misc.	187
Augment: Power, +220 health, +6 health per 5 seconds, Grants 3 – 54 (based on level) ability power.Unique – Ability Augment: Power Transfer grants Viktor 30% bonus movement speed for 3 seconds.	10000	misc.	188
Bami's Cinder, +300 health, Unique – Immolate: Taking or dealing damage activates this for 3 seconds. Deal 12 (+ 1% bonus health) magic damage every second to enemies within 325 (+ 100% bonus size) units, with the damage being increased by 25% against minions and monsters. This executes minions that would be killed by one more tick of damage.	10000	misc	189
Boots of Mobility, Unique – Enhanced Movement: Grants 115 movement speed., Reduces movement speed by 90 for 5 seconds while you are in in-combat. This duration can refresh while staying in-combat., LimitationsLimited to 1 Boots item.	10000	boots	190
Ghostwalkers, Unique: Become ghostly for 6 seconds, ignoring terrain collision. While inside terrain, gain 250 bonus movement speed and become untargetable, invisible, and silenced. Cannot be activated if damaged within the last 3 seconds. (80 second cooldown)., Unique – Enhanced Movement: Gain 45 bonus movement speed.	10000	boots	191
Giant Slayer, , +10 Attack Damage, UNIQUE Passive - Giant Slayer: Grants up to +10% physical damage against enemy champions with greater maximum Health than you (+1% damage per 50 Health difference, maxing at 500 Health difference)., (Unique Passives with the same name don't stack.)	10000	hands	192

Giant's Belt, +380 Health	10000	belt	193
Glacial Shroud, +250 Mana, +25 Armor, UNIQUE Passive: +10% Cooldown Reduction	10000	cloak	194
Hearthbound Axe, +15 attack damage, +15% attack speed, Unique – Nimble: Basic attacks grant ( 20 / 10) bonus movement speed for 2 seconds.	10000	hands	195
Mobility Boots, +115 movement speed, Reduces movement speed by 90 for 5 seconds while you are in in-combat. This duration can refresh while staying in-combat.	10000	boots	196
Pathfinder s Knife, +10% life steal against monsters, ActiveUnique – Control: Consume a charge to place a Control Ward. Charges are refilled by killing large monsters in the enemy jungle or returning to the shop.	10000	hands	197
Recurve Bow, +25% attack speed, Unique – Steeltipped: Basic attacks deal 15 bonus physical damage on-hit.	10000	hands	198
Seeker s Armguard, +30 ability power, +15 armor, Unique – Witch's Path: Killing a unit grants 0.5 bonus armor, up to a maximum of 15 at 30 unit kills.	10000	hands	199
Skirmisher's Sabre, 0, Limited to 1 Jungle item, +10% Life Steal vs. Monsters, +180% Base Mana Regen while in Jungle, Passive - Challenging Smite: Smite can be cast on enemy champions, marking them for 4 seconds. While marked, basic attacks deal bonus true damage over 3 seconds, you have vision of them, and their damage to you is reduced by 20%., UNIQUE Passive - Tooth / Nail: Basic attacks deal 20 bonus damage vs. monsters. Damaging a monster with a spell or attack steals 30 Health over 5 seconds. Killing monsters grants special bonus experience.	10000	hands	200
Stalker's Blade, 0, Limited to 1 Jungle item, +10% Life Steal vs. Monsters, +180% Base Mana Regen while in Jungle, UNIQUE Passive - Chilling Smite: Smite can be cast on enemy champions, dealing reduced true damage and stealing 20% Movement Speed for 2 seconds., UNIQUE Passive - Tooth / Nail: Basic attacks deal 20 bonus damage vs. monsters. Damaging a monster with a spell or attack steals 30 Health over 5 seconds. Killing monsters grants special bonus experience.	10000	hands	201
Tracker s Knife, +10% life steal against monsters, +225% base mana regeneration while in the jungle, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (2 charges; 600 range).	10000	hands	202
Tracker's Knife, 0, Limited to 1 Jungle item, +10% Life Steal vs. Monsters, +180% Base Mana Regen while in Jungle, UNIQUE Passive - Tooth / Nail: Basic attacks deal 20 bonus damage vs. monsters. Damaging a monster with a spell or attack steals 30 Health over 5 seconds. Killing monsters grants special bonus experience., UNIQUE Active - Warding: Consumes a charge to place a Stealth Ward that reveals the surrounding area for 150 seconds. Holds up to 2 charges which refill upon visiting the shop., (A player may only have 3 Stealth Wards on the map at one time. Unique Passives with the same name don't stack.)	10000	hands	203
Verdant Barrier, +20 ability power, +25 magic resistance, Unique – Adaptive: Killing a unit grants 0.3 bonus magic resistance, up to a maximum of 9 at 30 unit kills.	10000	misc	204
Warden's Mail, +40 Armor, UNIQUE Passive - Cold Steel: When hit by basic attacks, reduces the attacker's Attack Speed by 15% for 1 seconds.	10000	armor	205
Hextech Revolver, +40 ability power, Unique – Magic Bolt: Damaging an enemy champion with a basic attack shocks them for 50 – 125 (based on level) bonus magic damage on-hit (40 (shared with other Hextech items) second cooldown).	10500	hands	206
Hextech Revolver, +40 Ability Power, UNIQUE Passive - Magic Bolt: Damaging an enemy champion with a basic attack shocks them for 75 - 150 bonus magic damage (40 second cooldown, shared with other Hextech items)., Magic Bolt's cooldown is reduced by Active Item cooldown reduction., (Damage scales based on level. Hextech effects can trigger other item spell effects.)	10500	hands	207
Sheen, +10% Cooldown Reduction, +250 Mana, UNIQUE Passive - Spellblade: After using an ability, the next basic attack deals bonus physical damage equal to 100% base Attack Damage on hit (1.5 second cooldown).	10500	hands	208
Zeal, +18% attack speed, +15% critical strike chance, Unique – Zealous: Gain 7% bonus movement speed.	10500	misc	209
Bami's Cinder, +280 Health, UNIQUE Passive - Immolate: Deals 5 (+1 per champion level) magic damage per second to nearby enemies. Deals 50% bonus damage to minions and monsters.	11000	misc.	210
Berserker s Greaves, +35% attack speed, +45 movement speed, LimitationsLimited to 1 Boots item.	11000	boots	211
Berserker's Greaves, +10% Life Steal, +25 Attack Damage, UNIQUE Passive - Enhanced Movement: +45 Movement Speed	11000	misc.	212
Catalyst of Aeons, +225 health, +300 mana, Unique – Eternity: Restore mana equal to 7% of pre-mitigation damage taken from champions, and heal for an amount equal to 25% of mana spent, up to 20 per cast. Toggled abilities can only heal for up to 20 per second.	11000	misc	213
Catalyst of Aeons, +300 Mana, +225 Health, UNIQUE Passive - Eternity: 15% of damage taken from champions is gained as Mana., Spending Mana restores 20% of the cost as Health, up to 15 per spell cast., (Toggled Spells heal for a maximum of 15 per second.)	11000	misc.	214
Caulfield's Warhammer, +25 Attack Damage, UNIQUE Passive: +10% Cooldown Reduction	11000	hands	215

Eleisa s Miracle, +10 health per 5 seconds, +15 mana per 5 seconds, Unique – Aid: Heal, Clarity and Clairvoyance summoner spell cooldowns are reduced by 25%.Unique – Eleisa's Blessing: If you gain 3 levels while owning this item, it is consumed and you gain all of its effects permanently.	11000	misc.	216
Ironspike Whip, +30 attack damage, ActiveUnique – Crescent: Deal 100% base AD physical damage to enemies in a 450 radius centered around you (20 (affected by ability haste) second cooldown).	11000	hands	217
Mercury s Treads, +25 magic resistance, +45 movement speed, +30% tenacity, LimitationsLimited to 1 Boots item.	11000	boots	218
Ninja Tabi, +30 Armor, UNIQUE Passive: Blocks 12% of the damage from basic attacks., UNIQUE Passive - Enhanced Movement: +45 Movement Speed	11000	armor	219
Phage, +15 attack damage, +200 health, Unique – Sturdy: After dealing physical damage to an enemy champion, heal for ( 1.6% / 0.8%) of maximum health over 6 seconds.	11000	hands	220
Plated Steelcaps, +20 armor, +45 movement speed, Unique: Reduces incoming damage from all basic attacks by 12% (excluding turret attacks).	11000	armor	221
Serrated Dirk, +20 Attack Damage, UNIQUE Passive: +10 Armor Penetration, UNIQUE Passive: After killing any unit, your next basic attack or single target spell deals +15 damage.	11000	hands	222
Sorcerer s Shoes, +45 movement speed, +18 magic penetration, LimitationsLimited to 1 Boots item.	11000	boots	223
Stinger, +35% Attack Speed, UNIQUE Passive: +10% Cooldown Reduction	11000	hands	224
Stirring Wardstone, Unique – Arcane Cache: This item can store up to 3 purchased Control Wards., Unique – Blooming Empire: Placing 20 Stealth Wards or Totem Wards transforms this item into Watchful Wardstone., LimitationsLimited to 1 Sightstone item.	11000	misc.	225
Vigilant Wardstone, +15 ability haste, +150 health, Unique – Arcane Cache: This item can store up to 3 purchased Control Wards.Unique – Behold: Increase your Stealth Ward, Totem Ward, and Control Ward caps by 1.Unique – Blessing of Ixtal: Increases bonus attack damage, bonus health, ability power and ability haste by 12%.	11000	misc.	226
Watchful Wardstone, +10 ability haste, +150 health, Unique: Automatically upgrades to Vigilant Wardstone after completing a support quest ( 1000 generated gold) and reaching level 13.Unique – Arcane Cache: This item can store up to 3 purchased Control Wards.	11000	misc	227
Hex Core mk-1, Grants 3 – 54 (based on level) ability power and 15 – 270 (based on level) mana., Unique – Progress: Viktor can upgrade one of his basic abilities., LimitationsOnly available to Viktor.	11500	amulet	228
Aegis of the Legion, +10 ability haste, +30 armor, +30 magic resistance	12000	cloak	229
Catalyst the Protector, +225 health, +300 mana, Unique – Valor's Reward: Upon leveling up, restores 150 health and 200 mana over 8 seconds.	12000	misc.	230
Jaurim s Fist, +15 attack damage, +200 health, Unique: Killing a unit grants 5 bonus health, stacking up to 20 times for a maximum of 100.	12000	hands	231
Raptor Cloak, +125% Base Health Regen, +40 Armor, UNIQUE Passive - Point Runner: Builds up to +20% Movement Speed over 2 seconds while near turrets, fallen turrets and Void Gates.	12000	cloak	232
Seeker's Armguard, +20 Ability Power, +30 Armor, UNIQUE Passive: Killing a unit grants 0.5 bonus Armor and Ability Power. This bonus stacks up to 30 times.	12000	armor	233
Spectre's Cowl, +30 Magic Resist, +250 Health, UNIQUE Passive: Grants 150% Base Health Regen for up to 10 seconds after taking damage from an enemy champion.	12000	cloak	234
Tiamat, +50% Base Health Regen, +20 Attack Damage, UNIQUE Passive - Cleave: Basic attacks deal 20% to 60% of total Attack Damage as bonus physical damage to enemies near the target on hit (enemies closest to the target take the most damage)., UNIQUE Active - Crescent: Deals 60% to 100% of total Attack Damage as physical damage to nearby enemy units (enemies closest to the target take the most damage) (10 second cooldown).	12000	hands	235
Wicked Hatchet, +20 attack damage, +10% critical strike chance, Unique: Critical strikes cause enemies to bleed for an additional 60% bonus AD as magic damage over 3 seconds.	12000	hands	236
Blighting Jewel, +25 ability power, +13% magic penetration, LimitationsLimited to 1 Void Pen item.	12500	misc	237
Needlessly Large Rod, +60 Ability Power	12500	hands	238
Phage, +15 Attack Damage, +200 Health, UNIQUE Passive - Rage: Basic attacks grant 20 Movement Speed for 2 seconds. Kills grant 60 Movement Speed instead. This Movement Speed bonus is halved for ranged champions.	12500	hands	239
Spectre s Cowl, +250 health, +25 magic resistance, Unique – Incorporeal: Gain 150% base health regeneration after taking damage from a champion, with the duration equal to 33.3% of the damage taken, up to a maximum of 10 seconds.	12500	cloak	240
The Hex Core mk-1, +15 Mana per level, +3 Ability Power per level, UNIQUE Passive - Progress: Viktor can upgrade one of his basic spells.	12500	misc.	241
Leviathan (old), +180 health, Unique: Gain 2 stacks for each champion kill and 1 stack for each assist, up to a maximum of 20 stacks. Each stack grants 32 bonus health, up to 640 at maximum stacks. Lose a third of the stacks upon death. At maximum stacks, also reduce all incoming damage by 15%.	12750	misc.	242
B. F. Sword, , +40 Attack Damage	13000	hands	243

Hexdrinker, +25 attack damage, +35 magic resistance, Unique – Lifeline: If you would take magic damage that would reduce you below 30% of your maximum health, you first gain a shield that absorbs ( 110 – 280 / 82.5 – 210) (based on level) magic damage for 3 seconds (90 second cooldown).	13000	hands	244
Last Whisper, +25 Attack Damage, UNIQUE Passive - Last Whisper: +30% Bonus Armor Penetration	13000	misc.	245
Leeching Leer, +20 ability power, +250 health, +5% omnivamp, LimitationsLimited to 1 Mythic Component item.	13000	misc	246
Lost Chapter, +40 ability power, +10 ability haste, +300 mana, Unique – Enlighten: Upon leveling up, restores 20% of maximum mana over 3 seconds.	13000	misc	247
Noonquiver, +30 attack damage, +15% attack speed, Unique – Precision: Basic attacks deal 20 bonus physical damage on-hit against minions and monsters.	13000	cloak	248
Quicksilver Sash, +30 Magic Resist, UNIQUE Active - Quicksilver: Removes all crowd control debuffs (90 second cooldown).	13000	cloak	249
Zeal, +20% Critical Strike Chance, +15% Attack Speed, UNIQUE Passive: +5% Movement Speed	13000	hands	250
The Brutalizer, +25 attack damage, Unique: Gain 10% cooldown reduction.Unique: Gain 10 armor penetration.	13370	hands	251
Juggernaut, +10% cooldown reduction, +500 health, Unique – Tenacity: Grants 35% Tenacity.	14000	misc.	252
Magus, +80 ability power, +20% cooldown reduction	14000	misc.	253
Mejai's Soulstealer, +200 Mana, +20 Ability Power, UNIQUE Passive - Dread: Grants +5 Ability Power per Glory. Grants 10% Movement Speed if you have at least 15 Glory., UNIQUE Passive - Do or Die: Grants 4 Glory for a champion kill or 2 Glory for an assist, up to 25 Glory total. Lose 10 stacks of Glory upon dying.	14000	misc.	254
Soul Sickle, +20 attack damage, +10% life steal, Unique: Basic attacks restore mana equal to 1-6% of physical damage dealt (based on missing mana).	14000	hands	255
Sword of the Occult, +10 attack damage, Unique: Gain 5 bonus attack damage per stack, automatically starting with 5 stacks upon purchase. Grants 2 stacks per kill and 1 stack per assist, up to 20 stacks, for a total of 100 bonus attack damage. Half of the stacks are lost upon death. At maximum stacks, grants 20% bonus attack speed.	14000	hands	256
Yordle Stompers, Unique: Blink to the target location (240 second cooldown), Unique – Enhanced Movement: Gain 45 bonus movement speed.	14000	boots	257
Cloak and Dagger, +20% attack speed, +20% critical strike chance, +35% tenacity, LimitationsLimited to 1 Cloak and Dagger.	14500	cloak	258
Devourer, +40% attack speed, +30 on-hit magic damage, Unique – Devouring: Takedowns grant stacks of Devourer, increasing the bonus magic damage on-hit by 1.Stacks on takedown:• +1 for champions and large monsters. • +2 for Rift Scuttlers and Rift Herald. • +5 for Dragon, Baron and Vilemaw.Transforms into Sated Devourer at 30 Devourer stacks.	14500	hands	259
Last Whisper, +20 attack damage, +18% armor penetration, LimitationsLimited to 1 Last Whisper item.	14500	hands	260
Sated Devourer, +40% attack speed, +60 on-hit magic damage, Unique – Phantom Hit: Every ( second / fourth) basic attack triggers a Phantom Hit that applies on-hit effects twice.	14500	hands	261
Flesheater, +20 attack damage, +10% life steal, ActiveUnique – Flesheater: Rip the flesh from the target enemy minion, dealing 200 (+ 75% AD) true damage and healing you for 50 (+ 75% AD). Each activation increases Flesheater's attack damage by 1. Can only be used while at 5 Flesh charges.	14600	hands	262
Aegis of the Legion, +20 Magic Resist, +100% Base Health Regen, +200 Health, UNIQUE Aura - Legion: Grants nearby allies +10 Magic Resist.	15000	cloak	263
Ancient Pocket Watch, +5 movement speed, ActiveUnique: Blinks your champion to the target location (120 second cooldown).	15000	bracers	264
Bilgewater Cutlass, +10% Life Steal, +25 Attack Damage, UNIQUE Active: Deals 100 magic damage and slows the target champion's Movement Speed by 25% for 2 seconds (90 second cooldown).	15000	hands	265
Cinderhulk, +300 health, Grants bonus health equal to 15% bonus health.Unique – Immolate: Deals 12 – 29 (based on level) magic damage per second to enemies within 325 (+ 100% bonus size) units. Hitting an enemy with an immobilizing ability deals 12 – 29 (based on level) (+ 3% bonus health) bonus magic damage and releases a fire nova that also deals that bonus damage to enemies within 400 (+ 100% bonus size) units (12 second cooldown).Immolate's damage is increased by 300% against minions and monsters.	15000	misc.	266
Eye of Ascension, +10% cooldown reduction, +200 health, +125% base health regeneration, +10 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Nomad's Medallion to Nomad's Eye and Remnant of the Ascended to Eye of Ascension, giving them the Warding active with respectively 3 and 4 wards in stock.	15000	goggles	267
Haunting Guise, +35 ability power, +200 health, Unique – Madness: Damaging an enemy champion generates 1 stack every second for the next 4 seconds. Deal 2% increased damage for each stack, up to a maximum of 10%.	15000	helmet	268

Remnant of the Ascended, +10% cooldown reduction, +200 health, +125% base health regeneration, +10 movement speed, + 2 per 10 seconds, Unique – Favor: Nearby enemy minions killed by an ally (excluding yourself) will sometimes drop a gold coin that can be picked up to either grant 50 or restore 6% missing mana (minimum 10). Coin can only drop if an allied champion is nearby. Siege minions always drop a coin upon death as long as you did not kill them.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Nomad's Medallion to Nomad's Eye and Remnant of the Ascended to Eye of Ascension, giving them the Warding active with respectively 3 and 4 wards in stock.	15000	misc.	269
Runic Echoes, +80 ability power, +10% cooldown reduction, +300 mana, Unique – Echo: Grants 1 charge per 35 units traveled by any means or 10 charges per ability cast. At 100 charges, the next instance of ability damage dealt expends all charges to deal 60 (+ 10% AP) bonus magic damage to the first enemy hit and to 3 enemies within 600 range, prioritizing enemies damaged by the ability and champions over minions.Echo deals 「 250% damage 」 「 150 (+ 25% AP) magic damage 」 to large monsters. Hitting a large monster with this effect restores 25% of your missing mana.	15000	misc.	270
Lifeline, +20 attack damage, ActiveUnique: Mark your current location. After 4 seconds, you will blink to the marked location (120 second cooldown).	15500	hands	271
Bilgewater Cutlass, +25 attack damage, +10% life steal, ActiveUnique: Impairs the target enemy champion, dealing 100 magic damage and slowing them by 25% for 2 seconds (90 second cooldown; 550 range).	16000	hands	272
Haunting Guise, +200 Health, +25 Ability Power, UNIQUE Passive - Eyes of Pain: +15 Magic Penetration	16000	armor	273
Mejai s Soulstealer, +20 ability power, +100 health, Unique – Glory: Gain 4 stacks for each champion kill and 2 stacks for each assist, up to a maximum of 25 stacks. Lose 10 stacks on death. Stacks are preserved from Dark Seal.Unique – Dread: Gain 5 ability power for each stack of Glory, up to 125 at maximum stacks, and 10% bonus movement speed if you have at least 10 stacks.	16000	hands	274
Priscilla s Blessing, +25 health per 5 seconds, ActiveUnique: Grants 30% bonus movement speed for 2 seconds (60 second cooldown).	16000	misc.	275
Ruby Sightstone, +500 Health, UNIQUE Passive: Item Active cooldowns are reduced by 20%., UNIQUE Active - Warding: Consumes a charge to place a Stealth Ward that reveals the surrounding area for 150 seconds. Holds up to 4 charges and refills when visiting the shop., (A player may only have 3 Stealth Wards on the map at one time. Unique Passives with the same name don't stack.)	16000	misc.	276
Bloodrazor, +50% attack speed, Unique: Basic attacks deal 4% of the target's maximum health bonus physical damage on-hit, capped at 75 damage against minions and monsters.	16250	hands	277
Runeglaive, +40 ability power, +10% cooldown reduction, +250 mana, Unique – Spellblade: After using an ability, your next basic attack deals 100% base AD (+ 30% AP) bonus magic damage (1.5 second cooldown).Against monsters, Spellblade deals its damage to all nearby enemies and restores 8% missing mana. The first monster hit is dealt 200% damage.	16250	hands	278
Warrior, +60 attack damage, +10% cooldown reduction	16250	hands	279
Wriggle s Lantern, +25 attack damage, +20% attack speed, +12% life steal, +10% spell vamp, ActivePlaces a Stealth Ward at target location that grants sight of the surrounding area (180 second cooldown; 600 range).	16500	hands	280
Wizard s Regalia, +25 ability power, +54 armor, Unique: +25 ability powerUnique: +60 armorUnique: Being hit by an enemy reduces cooldowns by 0.4 seconds and restores 20 mana (1 second cooldown).	17350	armor	281
Greze s Spectral Lantern, +15 attack damage, +30% attack speed, ActiveUnique: Summons mist over the target location that grants sight of the area for 5 seconds and reveals enemies that enter it for 3 seconds (60 second cooldown; 800 range; 375 radius).	17400	hands	282
Eye of the Aspect, +10% cooldown reduction, +350 health, +200% base health regeneration, + 1 per 10 seconds, Unique – Spoils of War: Grants a charge every 20 seconds, up to 4 charges. Melee basic attacks can consume one charge to execute minions below 350 – 860 (based on level) (+ 100% AD) health. Attacks that trigger Spoils of War gain 150 bonus range and 30% bonus attack speed. Killing a minion by any means with a charge heals you and the nearest allied champion for 15 – 90 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Targon's Brace to Celestial Eye and Remnant of the Aspect to Eye of the Aspect, giving them the Warding active with respectively 3 and 4 wards in stock.	18000	goggles	283
Eye of the Watchers, +35 ability power, +10% cooldown reduction, +200 health, +50% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 10 seconds, up to 3 charges. Damaging spells and attacks against champions and buildings consume a charge, up to one per attack or cast. Consuming a charge deals them 18 bonus magic damage, and if an allied champion is nearby, also grants 22. Before quest completion, killing a minion or non-epic monster pauses Tribute generation and the gold generation for 12 seconds per unit slain.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Frostfang to Eye of Frost and Remnant of the Watchers to Eye of the Watchers, giving them the Warding active with respectively 3 and 4 wards in stock.	18000	goggles	284
Feral Flare, +12 attack damage, +30% attack speed, ActiveUnique: Places a Stealth Ward at the target location that grants sight of the surrounding area and lasts for 180 seconds (180 second cooldown; 1000 range).	18000	hands	285

Remnant of the Aspect, +10% cooldown reduction, +350 health, +200% base health regeneration, + 1 per 10 seconds, Unique – Spoils of War: Grants a charge every 20 seconds, up to 4 charges. Melee basic attacks can consume one charge to execute minions below 350 – 860 (based on level) (+ 100% AD) health. Attacks that trigger Spoils of War gain 150 bonus range and 30% bonus attack speed. Killing a minion by any means with a charge heals you and the nearest allied champion for 15 – 90 (based on missing health), reduced by 50% if the user is ranged, and grants them kill gold. These effects require an allied champion within 1050 units of the user.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Targon's Brace to Celestial Eye and Remnant of the Aspect to Eye of the Aspect, giving them the Warding active with respectively 3 and 4 wards in stock.	18000	misc.	286
Remnant of the Watchers, +35 ability power, +10% cooldown reduction, +200 health, +50% base mana regeneration, + 2 per 10 seconds, Unique – Tribute: Grants a charge every 10 seconds, up to 3 charges. Damaging spells and attacks against champions and buildings consume a charge, up to one per attack or cast. Consuming a charge deals them 18 bonus magic damage, and if an allied champion is nearby, also grants 22. Before quest completion, killing a minion or non-epic monster pauses Tribute generation and the gold generation for 12 seconds per unit slain.Unique – Quest: Earn 500 using this item. Reward: Permanently upgrades Frostfang to Eye of Frost and Remnant of the Watchers to Eye of the Watchers, giving them the Warding active with respectively 3 and 4 wards in stock.	18000	misc.	287
Martyr s Gambit, +10% cooldown reduction, +400 health, +100% base health regeneration, ActiveUnique: Binds yourself to the target allied champion for the next 3 seconds, redirecting 60% of all damage dealt to them to yourself (30 second cooldown).	18500	misc.	288
Eye of the Oasis, +10% cooldown reduction, +200 health, +125% base health regeneration, + 2 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	19000	goggles	289
Evolution: Death Storm, +70 ability power, +30% magic penetration, Grants 3 – 54 (based on level) ability power.Unique – Augment Ability: Death Ray sets fire to enemies, dealing 30% additional magic damage over 3 seconds and moving 30% further.Unique – Evolve Ability: Chaos Storm deals 20% increased damage on the initial blast.	20000	misc.	290
Evolution: Gravity Storm, +40 ability power, +12% cooldown reduction, +12% movement speed, Grants 3 – 54 (based on level) ability power.Unique – Augment Ability: Gravity Field's cast range is increased by 30% and the device is set up instantly.Unique – Evolve Ability: Chaos Storm silences enemies it damages for the first time for 2 seconds.	20000	misc.	291
Spirit of the Ancient Golem, +10% cooldown reduction, +200 health, +20 armor, ActiveHunter's Ward: Places a Stealth Ward at the target location that grants sight of the surrounding area and lasts for 180 seconds (180 second cooldown; 600 range).	20000	misc.	292
Spirit of the Elder Lizard, +30 attack damage, +10% cooldown reduction, Unique – Incinerate: Dealing physical damage deals 16 – 50 (based on level) bonus true damage over 3 seconds.Unique – Butcher: Against monsters, deal 20% bonus damage and restore 6% of damage dealt to them as health and 3% as mana.Unique – Conservation: Generate Conservation stacks every 1.5 seconds, up to 80. Killing a large monster consumes up to 40 stacks and grant 1 per stack consumed.	20000	hands	293
Spirit of the Spectral Wraith, +50 ability power, +10% cooldown reduction, Unique – Spirit Drain: Grants 2 ability power for every large monster kill, up to 30.Unique – Butcher: Against monsters, deal 30% bonus damage and restore 6% of damage dealt to them as health and 3% as mana.Unique – Conservation: Generate Conservation stacks every 1.5 seconds, up to 80. Killing a large monster consumes up to 40 stacks and grants 1 per stack consumed.	20000	misc.	294
Typhoon Claws, +30 attack damage, +20% attack speed, +4% movement speed, Unique – Phantom Hit: Basic attacks generate a stack of Malice for 3 seconds. At 3 stacks, your next basic attack is empowered to become a flurry of 3 attacks at maximum attack speed. These attacks are modified to deal 50% damage.	20000	hands	295
Malady, +25 ability power, +45% attack speed, Unique: Basic attacks deal 15 (+ 10% AP) bonus magic damage.Unique: Basic attacks reduce the target's magic resistance by 4 for 8 seconds. Stacks up to 7 times for a total of 28 magic resistance reduction.	20350	misc.	296
Oponn s Razor, +40% attack speed, +15% life steal, Unique: Basic attacks against enemy champions have a 30% chance to apply a debuff to the target for 8 seconds, granting 8 bonus magic damage on-hit. Stacks up to a maximum of 6 times, for a total of 48.	20400	hands	297
Shurelya s Reverie, +10% cooldown reduction, +300 health, +100% base health regeneration, +100% base mana regeneration, ActiveUnique: Grants you and allies within 1000 units 40% bonus movement speed for 3 seconds (90 second cooldown).	20500	misc.	298
Athene s Unholy Grail, +30 ability power, +10% cooldown reduction, +100% base mana regeneration, +30 magic resistance, Unique: Gain 35% of the pre-mitigation damage dealt to champions as Blood Charges, up to 100 – 250 (based on level). Healing or shielding an ally (excluding yourself) consumes charges equal to 100% of the heal or shield, to heal them, up to the original effect amount.Unique – Dissonance: Gain 5 ability power for every additional 25% base mana regeneration. Disables Harmony on your other items.	21000	hands	299

Globe of Trust, +20% cooldown reduction, +150% base mana regeneration, ActiveUnique – Safe Harbor: Lobs a bubble that grants a shield to allies struck for 150. You generate 1 for every 4 damage each shield mitigated, for a maximum of 37.5 for each ally and up to 150 per use. Self-targeted shields will not grant gold from mitigating damage dealt by monsters (15 second cooldown).	21000	hands	300
Ionic Spark, +50% attack speed, +250 health, Unique: Every 4th basic attack unleashes a chain of lightning, dealing 125 magic damage to up to 4 targets in a 400 radius of each other. Targets cannot be hit twice by the same lightning.	21000	misc.	301
Mikael s Crucible, +10% cooldown reduction, +100% base mana regeneration, +40 magic resistance, ActiveUnique: Remove all crowd control debuffs (except Airborne, Blind, Disarm, Ground, Nearsight, and Suppression) from yourself or an allied champion and grant the target 2 seconds of slow immunity. Successfully cleansing an effect will also grant the target 40% bonus movement speed for 2 seconds (120 second cooldown; 600 range).	21000	hands	302
Salvation, +10% cooldown reduction, +300 health, +150% base health regeneration, +200% base mana regeneration, ActiveUnique: Call upon a beam of light to strike upon the target location after 2.5 seconds, granting sight of the area for 3 seconds. Allies within the area are healed for 30 – 370 (based on target's level), which is increased by 3 × your Heal Power, while enemy champions within take 10% of target's maximum health true damage and enemy minions take 250 true damage. Can be used while dead. (120 second cooldown; 5500 range).	21000	misc.	303
Timeworn Face of the Mountain, +10% cooldown reduction, +300 health, +100% base health regeneration, + 4 per 10 seconds, ActiveUnique – Deadly Phalanx: Grants a shield to yourself and the target allied champion equal to 10% of your maximum health for 4 seconds. Afterwards, the shield explodes to slow nearby enemies by 40% for 2 seconds (60 second cooldown).	21000	helmet	304
Trickster s Glass, +60 ability power, +400 health, ActiveUnique – Disguise: Blinks to the target allied champion and copies their appearance for 30 seconds, disguising you with their current health, current mana, and emotes. The disguise is interrupted if you basic attack or cast a spell or your or the disguise's health drops to 0 (90 second cooldown; 550 range).	21150	goggles	305
Arcane Sweeper (Item), +20% cooldown reduction, +225 health, +250 mana, +25 armor, ActiveUnique: Summons mist over an area, lasting for 5 seconds and revealing enemies that pass through it for 3 seconds (60 second cooldown; 800 range; 375 radius).	21500	hands	306
Hex Core mk-2, Grants 6 – 108 (based on level) ability power and 20 – 360 (based on level) mana., Unique – Progress: Viktor can upgrade one of his basic abilities., LimitationsOnly available to Viktor.	21500	amulet	307
Arcane Helix, +10% cooldown reduction, +400 health, +300 mana, Unique: Heal for 30% of mana spent.	21750	misc.	308
Banner of Command, +125% base health regeneration, +60 armor, +30 magic resistance, ActiveUnique – Promote: Strengthens the target lane minion, increasing their stats by 100%, granting them 100% bonus damage against turrets, and reducing their damage taken from champions by 40% (120 second cooldown; 1200 range).	22000	misc.	309
Circlet of the Iron Solari, +45 armor, +75 magic resistance, ActiveUnique: Grants a decaying shield to nearby allied champions and yourself for up to 2.5 seconds, absorbing up to 130 – 300 (based on highest level between target and user) (+ 20% of user's bonus health) damage. Shielded targets are Eclipsed for 20 seconds (120 second cooldown; 650 radius).	22000	amulet	310
Eye of the Equinox, +2 Gold per 10 seconds, +100% Base Health Regen, +500 Health, UNIQUE Passive - Spoils of War: Melee basic attacks execute minions below 320 (+20 per level) Health. Killing a minion heals the owner and the nearest allied champion for 50 Health and grants them kill Gold. These effects require a nearby ally. Recharges every 30 seconds. Max 4 charges., UNIQUE Active - Warding: Consumes a charge to place a Stealth Ward that reveals the surrounding area for 150 seconds. Holds up to 4 charges which refill upon visiting the shop., Limited to 1 Gold Income Item., (A player may only have 3 Stealth Wards on the map at one time. Unique Passives with the same name don't stack.)	22000	misc.	311
Eye of the Oasis, +10% Cooldown Reduction, +100% Base Mana Regen, +150% Base Health Regen, +200 Health, UNIQUE Passive - Favor: Being near a minion's death without dealing the killing blow grants 6 Gold and 10 Health., UNIQUE Active - Warding: Consumes a charge to place a Stealth Ward that reveals the surrounding area for 150 seconds. Holds up to 4 charges which refill upon visiting the shop., Limited to 1 Gold Income Item., (A player may only have 3 Stealth Wards on the map at one time. Unique Passives with the same name don't stack.)	22000	goggles	312
Eye of the Watchers, +2 Gold per 10 seconds, +10% Cooldown Reduction, +25 Ability Power, +100% Base Mana Regen, +200 Health, UNIQUE Passive - Tribute: Spells and basic attacks against champions or buildings deal 15 additional damage and grant 15 Gold. This can occur up to 3 times every 30 seconds., UNIQUE Active - Warding: Consumes a charge to place a Stealth Ward that reveals the surrounding area for 150 seconds. Holds up to 4 charges which refill upon visiting the shop., Limited to 1 Gold Income Item., (A player may only have 3 Stealth Wards on the map at one time. Unique Passives with the same name don't stack.)	22000	goggles	313
Face of the Mountain, +10% cooldown reduction, +450 health, +100% base health regeneration, + 2 per 10 seconds, ActiveUnique – Deadly Phalanx: Shield yourself and an ally equal to 10% of your maximum health for 4 seconds. Afterwards, the shield is consumed to slow nearby enemies by 40% for 2 seconds (60 second cooldown).	22000	helmet	314

Face of the Mountain, +2 Gold per 10 seconds, +10% Cooldown Reduction, +100% Base Health Regen, +450 Health, UNIQUE Passive - Spoils of War: Melee basic attacks execute minions below 320 (+20 per level) Health. Killing a minion heals the owner and the nearest allied champion for 50 Health and grants them kill Gold. These effects require a nearby ally. Recharges every 30 seconds. Max 4 charges., UNIQUE Active: Grant a shield to an ally equal to 10% of your maximum Health for 4 seconds. After 4 seconds, the shield explodes to slow nearby enemies by 40% for 2 seconds (60 second cooldown)., Limited to 1 Gold Income Item.	22000	helmet	315
Frost Queen's Claim, +60 ability power, +10% cooldown reduction, +50% base mana regeneration, +2 per 10 seconds, ActiveUnique: Summon 2 icy ghosts for 6 seconds that seek out enemy champions within a 4500 radius. Ghosts reveal enemies on contact and slow them by 40% for 2 - 5 seconds (90 second cooldown).	22000	misc.	316
Orb of Winter, +100% base health regeneration, +70 magic resistance, Unique: Grants a shield that refreshes after a short period without taking damage.	22000	hands	317
Puppeteer, +20% cooldown reduction, +250 health, +50% base health regeneration, +25 magic resistance, ActiveUnique: Pulls all marked champions up to 250 units toward you (45 second cooldown).	22000	misc.	318
Talisman of Ascension, +10% cooldown reduction, +175% base health regeneration, +45 armor, +2 per 10 seconds, ActiveUnique: Grants you and nearby allies 40% bonus movement speed for 3 seconds (60 second cooldown; 600 range).	22000	amulet	319
Timeworn Frost Queen's Claim, +60 ability power, +10% cooldown reduction, +50% base mana regeneration, +2 per 10 seconds, ActiveUnique: Summon 2 icy ghosts for 6 seconds that seek out enemy champions within a 4500 radius. Ghosts reveal enemies on contact and slow them by 40% for 2 - 5 (based on distance traveled) seconds (90 second cooldown).	22000	misc.	320
Timeworn Talisman of Ascension, +10% cooldown reduction, +175% base health regeneration, +45 armor, +10 movement speed, , +2 per 10 seconds, ActiveUnique: Grants nearby allies 40% bonus movement speed for 3 seconds (60 second cooldown).	22000	amulet	321
Athene's Unholy Grail, +75% Base Mana Regen, +20% Cooldown Reduction, +25 Magic Resist, +40 Ability Power, UNIQUE Passive: Gain 20% of the premitigation damage dealt to champions as Blood Charges, up to 100 - 250 max. Healing or shielding another ally consumes charges to heal them, up to the original effect amount., UNIQUE Passive: Increases Base Health Regeneration by 100% if current Health % is lower than current Mana %. Increases Base Mana Regeneration by 100% if current Mana % is lower than current Health %, (Maximum amount of Blood Charges stored is based on level. Healing amplification is applied to the total heal value.)	22500	misc.	322
The Hex Core mk-2, +20 Mana per level, +6 Ability Power per level, UNIQUE Passive - Progress: Viktor can upgrade one of his basic spells.	22500	misc.	323
Zeke's Harbinger, +50 ability power, +10% cooldown reduction, +250 mana, +30 armor, ActiveUnique – Conduit: Bind to the target allied champion. This will remove all Conduits from them (60 second cooldown).	22500	armor	324
Oracle's Hood, +25% critical strike chance, +500 mana, Unique: Magic damage dealt can critically strike based on critical strike chance to deal 25% bonus true damage.	22550	helmet	325
Soul Shroud, +520 health, LimitationsLimited to 1 Soul Shroud.	22850	cloak	326
Ardent Censer, +60 ability power, +100% base mana regeneration, +8% heal and shield power, Unique – Sanctify: Healing or shielding allied champions (excluding yourself) enhances you and them for 6 seconds, granting 10% – 30% (based on target's level) bonus attack speed and 5 – 20 (based on target's level) bonus magic damage on-hit on basic attacks.	23000	hands	327
Atma's Impaler, +15% critical strike chance, +45 armor, Unique: Gain bonus attack damage equal to 1.5% of your maximum health.	23000	hands	328
Chemtech Putrifier, +40 ability power, +15 ability haste, +100% base mana regeneration, +8% heal and shield power, Unique – Puffcap Toxin: Dealing damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	23000	misc	329
Eye of the Equinox, +10% cooldown reduction, +500 health, +200% base health regeneration, +2 per 10 seconds, ActiveUnique – Warding: Consumes a charge to place a Stealth Ward at the target location, which grants sight of the surrounding area. Charges refill upon visiting the shop (4 charges; 600 range).	23000	goggles	330
Knight's Vow, +20 ability haste, +400 health, +200% base health regeneration, ActiveUnique – Pledge: Designate the target allied champion as being Worthy, forming a tether between you and them. Champions can only be designated as Worthy by one Knight's Vow at a time (60 second cooldown; 1250 range).	23000	misc.	331
Mikael's Blessing, +15 ability haste, +100% base mana regeneration, +50 magic resistance, +16% heal and shield power, ActiveUnique – Purify: Remove all crowd control debuffs (except Airborne, Blind, Disarm, Ground, Nearsight, and Suppression) from yourself or the target allied champion and heal the target for 100 – 180 (based on target's level) (120 second cooldown; 650 range).	23000	misc.	332
Redemption, +15 ability haste, +200 health, +100% base mana regeneration, +16% heal and shield power, ActiveUnique – Intervention: Call upon a beam of light to strike upon the target location after 2.5 seconds, granting sight of the area for the duration. Allies within the area are healed for 180 – 340 (based on target's level), while enemy champions within take 10% of target's maximum health as true damage. Can be used while dead. (90 second cooldown; 5500 range).	23000	misc.	333



Staff of Flowing Water, +50 ability power, +100% base mana regeneration, +8% heal and shield power, Unique – Rapids: Healing or shielding allied champions (excluding yourself) grants you and them 25 – 45 (based on target's level) ability power and 20 ability haste for 4 seconds.	23000	hands	334
Umbral Glaive, +50 attack damage, +15 ability haste, +10 Lethality (6.22 – 10 (based on level) armor penetration), Unique – Blackout: When near an enemy stealthed ward or trap, gain Blackout for 8 seconds (50 second cooldown; 400 range). You disable surrounding stealthed wards, as well as expose and reveal nearby stealthed wards and traps while Blackout is active. Unique: Your basic attacks deal ( 2 / 1) bonus true damage to wards.	23000	hands	335
Will of the Ancients, +80 ability power, +10% cooldown reduction, Unique: Heal for 15% of all pre-mitigation damage dealt (including true damage) by abilities. Area damage only heals 5% for every unit affected.	23000	misc.	336
Lightbringer, +30 attack damage, +30% critical strike chance, ActiveUnique: Summons mist over the target location that grants sight of the area for 5 seconds and reveals enemies that enter it for 3 seconds (60 second cooldown; 800 range; 375 radius).	23500	hands	337
The Lightbringer, +30% Critical Strike Chance, +30 Attack Damage, UNIQUE Passive: Critical Strikes cause enemies to bleed for an additional 90% of bonus Attack Damage as magic damage over 3 seconds and reveal them for the duration., UNIQUE Passive - Trap Detection: Nearby stealthed enemy traps are revealed., UNIQUE Active - Hunter's Sight: A stealth-detecting mist grants vision in the target area for 5 seconds, revealing enemy champions that enter for 3 seconds (60 second cooldown).	23500	hands	338
Thornmail, , +100 Armor, UNIQUE Passive: Upon being hit by a basic attack, reflects magic damage back to the attacker equal to 25% of your bonus Armor plus 15% of the incoming damage., (Bonus Armor is Armor from items, buffs, runes and masteries.), (Reflect damage is calculated based on damage taken before being reduced by Armor.)	23500	armor	339
Zeke's Harbinger, +10% Cooldown Reduction, +50 Ability Power, +30 Armor, +250 Mana, UNIQUE Active - Conduit: Bind to target ally (60 second cooldown)., UNIQUE Passive: When within 1000 units of each other, you and your ally generate Charges. Attacking or casting spells generates extra Charges. At 100 Charges, causing damage consumes them, increasing your and your ally's Ability Power by 20% and Critical Strike Chance by 50% for 8 seconds.	23500	hands	340
Ardent Censer, +50% Base Mana Regen, +10% Cooldown Reduction, +60 Ability Power, UNIQUE Passive: +15% Heal and Shield Power, UNIQUE Passive: +8% Movement Speed, UNIQUE Passive: Your heals and shields on another allied champion grant them 15% Attack Speed and 30 magic damage on-hit for 6 seconds., (This does not include regeneration effects or effects on yourself.)	24000	misc.	341
Guardian Angel, +45 Magic Resist, +60 Armor, UNIQUE Passive: Upon taking lethal damage, restores the greater of 700 Health or 30% of maximum Health and 30% of maximum Mana after 4 seconds of stasis (300 second cooldown).	24000	misc.	342
Manamune, +250 Mana, +25 Attack Damage, UNIQUE Passive - Awe: Grants bonus Attack Damage equal to 2% of maximum Mana. Refunds 15% of Mana spent., UNIQUE Passive - Mana Charge: Grants +4 maximum Mana (max +750 Mana) for each basic attack, spell cast or Mana expenditure (occurs up to 2 times every 8 seconds)., Transforms into Muramana at +750 Mana.	24000	hands	343
Mikael's Crucible, +150% Base Mana Regen, +10% Cooldown Reduction, +35 Magic Resist, UNIQUE Passive: +15% Heal and Shield Power, UNIQUE Passive: Increases Base Health Regeneration by 100% if current Health % is lower than current Mana %. Increases Base Mana Regeneration by 100% if current Mana % is lower than current Health %, UNIQUE Active: Removes all stuns, roots, taunts, fears, silences, and slows on an allied champion and heals that champion for 150 (+10% of maximum Health) (180 second cooldown).	24000	hands	344
Moonflair Spellblade, +50 ability power, +50 armor, +50 magic resistance, Unique – Tenacity: Grants 35% Tenacity.	24000	hands	345
Muramana, +1000 Mana, +25 Attack Damage, UNIQUE Passive - Awe: Grants bonus Attack Damage equal to 2% of maximum Mana. Refunds 15% of Mana spent., UNIQUE Passive - Shock: Single target spells and attacks (on hit) on Champions consume 3% of current Mana to deal bonus physical damage equal to twice the amount of Mana consumed., This effect only activates while you have greater than 20% maximum Mana.	24000	hands	346
Sanguine Blade, +10% Life Steal, +45 Attack Damage, UNIQUE Passive: Basic attacks grant +6 Attack Damage and +1% Life Steal for 8 seconds on hit (effect stacks up to 5 times).	24000	hands	347
Twin Shadows, +70 ability power, +10% cooldown reduction, +7% movement speed, ActiveUnique – Spectral Pursuit: Summons 2 untargetable ghosts for 6 seconds that seek out nearby enemy champions. Ghosts, on contact, reveal and slow targets by 40% for 2 – 5 (based on distance traveled) seconds (90 second cooldown).	24000	misc.	348
Zeke's Convergence, +20 ability haste, +250 health, +250 mana, +35 armor, ActiveUnique – Conduit: Designate the target allied champion as the Accomplice, forming a tether between you and them. Champions can only be designated as the Accomplice by one Zeke's Convergence at a time (60 second cooldown; 1250 range).	24000	armor	349
Banshee's Veil, +100% Base Health Regeneration, +70 Magic Resist, +300 Health, UNIQUE Passive: Grants a spell shield that blocks the next enemy ability. This shield refreshes after no damage is taken from enemy champions for 40 seconds.	24500	misc.	350
Odyn's Veil, +350 health, +350 mana, +50 magic resistance, ActiveUnique: Deals 200 (+ 100% damage stored) magic damage to nearby enemies, capped at 400 (90 second cooldown; 525 range).	24500	helmet	351

Zeke's Herald, +20% cooldown reduction, +250 health, Limitations Limited to 1 Zeke's Herald.	24500	misc.	352
Kitae's Bloodrazor, +30 attack damage, +40% attack speed, Unique: Basic attacks deal 2.5% of target's maximum health bonus magic damage.	24750	hands	353
Anathema's Chains, +20 ability haste, +650 health, Active Unique – Vow: Curse the target enemy champion, designating them as your Nemesis and granting you 1 stack of Vengeance every 2 seconds over 60 seconds, stacking up to 30 times. These stacks are lost upon selecting a new Nemesis. Cannot be cast for 15 seconds while in combat with enemy champions (90 second cooldown; Global range).	25000	hands	354
Equinox, +20 ability haste, +200 health, +30 armor, +30 magic resistance, Unique – Coruscation: Becoming affected by or applying an immobilizing or grounding effect to or from an enemy champion affects them and all enemy champions within 600 units of you with Repent, increasing the damage they take by 10% for 5 seconds. Mythic : Empowers each of your other Legendary items with 5 armor and 5 magic resistance.	25000	armor	355
Evenshroud, +20 ability haste, +200 health, +30 armor, +30 magic resistance, Unique – Coruscation: Becoming affected by or applying an immobilizing or grounding effect to or from an enemy champion affects them and all enemy champions within 600 units of you with Repent, increasing the damage they take by 10% for 5 seconds. Mythic : Empowers each of your other Legendary items with 5 armor and 5 magic resistance.	25000	armor	356
Hextech Protobelt-01, +10% Cooldown Reduction, +60 Ability Power, +300 Health, UNIQUE Active - Fire Bolt: Dash forward and unleash a nova of fire bolts that deal 75 - 150 (+35% of your Ability Power) as magic damage (40 second cooldown, shared with other Hextech items)., Champions and Monsters hit by multiple fire bolts take 20% damage per additional bolt., (This dash cannot pass through terrain.)	25000	belt	357
Imperial Mandate, +40 ability power, +20 ability haste, +200 health, +100% base mana regeneration, Unique – Coordinated Fire: Abilities that slow or immobilize enemy champions deal 45 – 75 (based on level) bonus magic damage and mark them for 4 seconds. Allied champions that damage marked enemies consume the mark to deal 90 – 150 (based on ally's level) bonus magic damage and grant you and the triggering ally 20% bonus movement speed for 2 seconds (6 (per champion, starts upon mark application) second cooldown). Mythic : Empowers each of your other Legendary items with 15 ability power.	25000	misc.	358
Locket of the Iron Solari, +10% Cooldown Reduction, +20 Magic Resist, +100% Base Health Regen, +400 Health, UNIQUE Active: Grants a shield to nearby allies for 2 seconds that absorbs up to 75 (+15 per level) damage (60 second cooldown). This shielding is halved for units recently shielded this way., UNIQUE Aura - Legion: Grants nearby allies +15 Magic Resist.	25000	amulet	359
Moonflair Spellblade, +50 Magic Resist, +50 Armor, +50 Ability Power, UNIQUE Passive - Tenacity: Reduces the duration of stuns, slows, taunts, fears, silences, blinds, polymorphs, and immobilizes by 35%.	25000	hands	360
Moonstone Renewer, +40 ability power, +20 ability haste, +200 health, +100% base mana regeneration, Unique – Starlit Grace: When affecting champions with attacks or abilities in combat, heal the nearby allied champion (excluding yourself) with the most missing health for 60 (2 second cooldown). Each second spent in combat with champions grants 5% heal and shield power, stacking up to 4 times for maximum of 20%. Mythic : Empowers each of your other Legendary items with 8 increased heal for Starlit Grace.	25000	misc.	361
Rapid Firecannon, +35% attack speed, +20% critical strike chance, +7% movement speed, Unique – Energized: Moving and basic attacking generates Energize stacks, up to 100. Unique – Sharpshooter: When fully Energized, your next basic attack deals 120 bonus magic damage on-hit. Energized attacks gain 35% bonus range, capped at 150.	25000	hands	362
Reliquary of the Golden Dawn, +20 ability haste, +200 health, +30 armor, +30 magic resistance, Active Unique – Devotion: Grant you and allied champions within 850 units a shield for 180 – 330 (based on target's level) that decays over 2.5 seconds (90 second cooldown).	25000	misc.	363
Righteous Glory, +100% Base Health Regen, +300 Mana, +500 Health, UNIQUE Passive - Eternity: 15% of damage taken from champions is gained as Mana. Spending Mana restores 20% of the cost as Health, up to 25 per spell cast., UNIQUE Active: Grants +75% Movement Speed when moving towards enemies or enemy turrets for 4 seconds. After 3 seconds, a shockwave is emitted, slowing nearby enemy champion Movement Speed by 75% for 2 second(s) (90 second cooldown)., This effect may be reactivated early to instantly release the shockwave.	25000	boots	364
Seat of Command, +40 ability power, +20 ability haste, +200 health, +100% base mana regeneration, Unique – Coordinated Fire: Abilities that slow or immobilize enemy champions deal 45 – 75 (based on level) bonus magic damage and mark them for 4 seconds. Allied champions that damage marked enemies consume the mark to deal 90 – 150 (based on ally's level) bonus magic damage and grant you and the triggering ally 20% bonus movement speed for 2 seconds (6 (per champion, starts upon mark application) second cooldown). Mythic : Empowers each of your other Legendary items with 15 ability power.	25000	misc.	365
Shurelya's Battlesong, +40 ability power, +20 ability haste, +200 health, +100% base mana regeneration, Active Unique – Inspire: Grants you and all allies within 1000 units 30% bonus movement speed for 4 seconds (75 second cooldown).	25000	misc.	366

Starcaster, +40 ability power, +20 ability haste, +200 health, +100% base mana regeneration, Unique – Starlit Grace: When affecting champions with attacks or abilities in combat, heal the nearby allied champion (excluding yourself) with the most missing health for 60 (2 second cooldown).Each second spent in combat with champions grants 5% heal and shield power, stacking up to 4 times for maximum of 20%.Mythic : Empowers each of your other Legendary items with 8 increased heal for Starlit Grace.	25000	misc.	367
Sword of the Divine, +25 attack damage, +25% attack speed, ActiveUnique: Gain 100% bonus attack speed and 100% critical strike chance on your next 3 basic attacks within 3 seconds (90 second cooldown).	25000	hands	368
Talisman of Ascension, +10% Cooldown Reduction, +75% Base Mana Regen, +150% Base Health Regen, +45 Armor, UNIQUE Passive - Point Runner: Builds up to +20% Movement Speed over 2 seconds while near turrets, fallen turrets and Void Gates., UNIQUE Passive - Favor: Being near a minion's death without dealing the killing blow grants 6 Gold and 10 Health., UNIQUE Active: Grants nearby allies +40% Movement Speed for 3 seconds (60 second cooldown)., Limited to 1 Gold Income Item., "Praise the sun." - Historian Shurelya, 22 September, 25 CLE	25000	amulet	369
Wit's End, +40 Magic Resist, +40% Attack Speed, UNIQUE Passive: Basic attacks deal 40 bonus magic damage on hit., UNIQUE Passive: Basic attacks steal 5 Magic Resist from the target on hit (stacks up to 5 times.)	25000	hands	370
Overlord s Bloodmail, +800 health, +100% base health regeneration, Unique: Upon scoring a champion takedown, heal for 300 over 5 seconds.	25500	armor	371
Phantom Dancer, +5% Movement Speed, +30% Critical Strike Chance, +45% Attack Speed, UNIQUE Passive - Spectral Waltz: While within 550 units of an enemy champion you can see, +7% Movement Speed and you can move through units., UNIQUE Passive - Lament: The last champion hit deals 12% less damage to you (ends after 10 seconds of not hitting).	25500	boots	372
Stark s Fervor, +20% attack speed, LimitationsLimited to 1 Stark's Fervor.	25500	misc.	373
Banshee s Veil, +80 ability power, +10 ability haste, +45 magic resistance, Unique – Annul: Grants a spell shield that blocks the next hostile ability (40 (restarts upon taking damage from champions) second cooldown).	26000	cloak	374
Entropy, +55 attack damage, +275 health, ActiveUnique: For 5 seconds, basic attacks deal 80 true damage and reduce the target's movement speed by 30% both over 2.5 seconds (60 second cooldown).	26000	hands	375
Fimbulwinter, +15 ability haste, +400 health, +860 mana, Unique – Awe: Grants bonus health equal to 8% maximum mana.Unique – Everlasting: Immobilizing, or slowing if you are melee, an enemy champion consumes 3% current mana to grant a 100 – 180 (based on level) (+ 4.5% current mana) shield for 3 seconds (8 second cooldown). The shield's strength is increased 「 by 80% 」 「 to 180 – 360 (based on level) (+ 9% current mana) 」 if there is more than one enemy champion within 1200 units. Can only activate if you have greater than 20% maximum mana.	26000	misc	376
Guinsoo s Rageblade, +45% attack speed, +20% critical strike chance, Unique – Wrath: Convert every 1% critical strike chance into 2 bonus physical damage on-hit, capped at 100% critical strike chance, for a maximum of 200 bonus physical damage on-hit. This damage is affected by critical strike modifiers.Unique – Seething Strike: Basic attacks on-attack grant a stack for 6 seconds, up to 2 stacks. At 2 stacks, the next basic attack consumes all stacks on-attack to trigger a Phantom Hit that applies on-hit effects to the target at 100% effectiveness after a 0.15 second delay.	26000	hands	377
Phantom Dancer, +20 attack damage, +25% attack speed, +20% critical strike chance, +7% movement speed, Unique – Spectral Waltz: Basic attacks on-attack grant ghosting, 7% bonus movement speed, and a stack of Spectral Waltz for 3 seconds, up to 4 stacks. While at 4 stacks, gain 30% bonus attack speed.	26000	hands	378
Rapid Firecannon, +5% Movement Speed, +30% Critical Strike Chance, +30% Attack Speed, Passive: Moving and attacking will make an attack Energized., UNIQUE Passive - Firecannon: Your Energized attacks gain 35% bonus Range (+150 range maximum) and deal 50~160 bonus magic damage (based on level) on hit., Energized attacks function on structures.	26000	hands	379
Runaan s Hurricane, +45% attack speed, +20% critical strike chance, +7% movement speed, Unique – Wind's Fury: Basic attacks on-attack fire additional bolts at up to 2 enemies in front of you, each dealing 40% AD physical damage. Bolts apply on-hit effects at 100% effectiveness and are affected by critical strike modifiers.The bolts will target the closest enemies to you that are not the main target.	26000	hands	380
Rylai s Crystal Scepter, +75 ability power, +400 health, Unique – Rimefrost: Dealing ability damage slows affected units by 30% for 1 second.	26000	hands	381
Serpent s Fang, +55 attack damage, +12 Lethality (7.47 – 12 (based on level) armor penetration), Unique – Shield Reaver: Dealing damage to an enemy champion inflicts them with venom for 3 seconds, reducing any shields they gain within the duration by ( 50% / 35%), and if the target was not already afflicted by the venom, reducing all of their active shields by the same amount.	26000	hands	382
Statikk Shiv, +40% attack speed, +25% critical strike chance, +7% movement speed, Unique – Energized: Moving and basic attacking generates Energize stacks, up to 100.Unique – Electroshock: When fully Energized, your next basic attack deals 120 bonus magic damage on-hit. Energized attacks bounce to 7 targets.	26000	hands	383

Winter's Approach, +15 ability haste, +400 health, +500 mana, Unique – Awe: Grants bonus health equal to 8% maximum mana. Unique – Mana Charge: Grants a charge every 8 seconds, up to 4 charges. Consumes a charge on-hit and whenever affecting an enemy or ally with an ability to grant 3 bonus mana, increased to 6 for champion targets, up to a maximum of 360 bonus mana. Transforms into Fimbulwinter at 360 bonus mana.	26000	misc.	384
Blackfire Torch, +80 ability power, +10% cooldown reduction, ActiveUnique: Burns the target enemy champion for 4 seconds, dealing magic damage equal to 20% of their maximum health over the duration and increasing all subsequent magic damage taken by them by 20% (90 second cooldown).	26500	hands	385
Ohmwrecker, +10% cooldown reduction, +300 health, +150% base health regeneration, +50 armor, ActiveUnique: Nearby enemy turrets are unable to attack for 3 seconds. This effect cannot be applied on the same structure for 8 seconds afterwards (120 second cooldown; 950 range).	26500	armor	386
Righteous Glory, +10% cooldown reduction, +400 health, +300 mana, +100% base health regeneration, +30 armor, ActiveUnique: For 4 seconds, grants 75% bonus movement speed and ghosting while moving towards a turret or visible enemy champion within 2000 units. After the duration or when an enemy champion is within 225 range, you emit a shockwave that slows enemy champions within 450 units by 75% for 2 seconds (90 second cooldown).	26500	armor	387
Void Staff, +80 Ability Power, UNIQUE Passive: +35% Magic Penetration.	26500	hands	388
Dervish Blade, +10% cooldown reduction, +50% attack speed, +45 magic resistance, ActiveUnique – Quicksilver: Removes all debuffs from your champion. Melee champions also gain 50% bonus movement speed for 1 second (90 second cooldown).	27000	hands	389
Frozen Heart, +20 ability haste, +400 mana, +90 armor, Unique – Rock Solid: Every first incoming instance of post-mitigation basic damage per cast instance is reduced by 5 (+ 3.5 per 1000 maximum health), maximum 40% reduction each. Unique – Winter's Caress: Cripples the attack speed of enemies within 700 units by 20%.	27000	amulet	390
Iceborn Gauntlet, +500 Mana, +20% Cooldown Reduction, +65 Armor, UNIQUE Passive - Spellblade: After using an ability, the next basic attack deals bonus physical damage equal to 100% of base Attack Damage in an area and creates an icy zone for 2 seconds that slows Movement Speed by 30% (1.5 second cooldown)., Size of zone increases with bonus armor.	27000	bracers	391
Lord Dominik's Regards, , +50 Attack Damage, UNIQUE Passive - Giant Slayer: Grants up to +15% physical damage against enemy champions with greater maximum Health than you (+1.5% damage per 50 Health difference, maxing at 500 Health difference)., UNIQUE Passive - Last Whisper: +45% Bonus Armor Penetration	27000	misc.	392
Mortal Reminder, +50 Attack Damage, UNIQUE Passive - Executioner: Physical damage inflicts Grievous Wounds on enemy champions for 5 seconds., UNIQUE Passive - Last Whisper: +45% Bonus Armor Penetration.	27000	hands	393
Rod of Ages, +60 Ability Power, +300 Mana, +300 Health, Passive: Grants +20 Health, +10 Mana, and +4 Ability Power per stack (max +200 Health, +100 Mana, and +40 Ability Power). Grants 1 stack per minute (max 10 stacks)., UNIQUE Passive - Eternity: 15% of damage taken from champions is gained as Mana. Spending Mana restores 20% of the cost as Health, up to 25 per spell cast.	27000	hands	394
Sterak's Gage, +25% Base Attack Damage, +400 Health, UNIQUE Passive - Lifeline: Upon taking at least 400 to 1800 damage (based on level) within 5 seconds, gain a rapidly decaying Shield for 30% of your maximum Health for 8 seconds (60 second cooldown).	27000	hands	395
Stormrazor, +45 attack damage, +15% attack speed, +20% critical strike chance, Unique – Energized: Moving and basic attacking generates Energize stacks, up to 100. Unique – Paralyze: When fully Energized, your next basic attack deals 120 bonus magic damage on-hit. Energized effects slow by 75% for 0.5 seconds.	27000	hands	396
Sunfire Aegis, +500 health, +50 armor, Unique – Immolate: Taking or dealing damage activates this for 3 seconds. Deal 15 (+ 1.75% bonus health) magic damage every second to enemies within 325 (+ 100% bonus size) units, with the damage being increased by 25% against minions. This executes minions that would be killed by one more tick of damage. Damaging enemy champions or epic monsters with this effect grants a stack for 5 seconds that increases subsequent Immolate damage by 10%, stacking up to 6 times for a 60% increase.	27000	armor	397
Thornmail, +350 health, +70 armor, Unique – Thorns: When struck by a basic attack on-hit, deal 10 (+ 25% bonus armor) magic damage to the attacker and, if they are a champion, inflict them with Grievous Wounds for 3 seconds.	27000	armor	398
Zz Rot Portal, +125% base health regeneration, +55 armor, +55 magic resistance, ActiveUnique: Spawns a Void Gate at the target location for 120 seconds. Every 4 seconds the gate summons a Voidspawn that travels down the nearest lane and decays in health over time. The Voidspawn explodes upon attacking structures. Voidspawn do not attack enemy champions nor void targets. The first and every fourth Voidspawn deals damage equal to 15% of your maximum health (120 second cooldown).	27000	hands	399
Abyssal Scepter, +10% Cooldown Reduction, +60 Magic Resist, +60 Ability Power, UNIQUE Aura: Reduces the Magic Resist of nearby enemy champions by 10 - 25.	27500	hands	400

Forgefire Cape, +425 health, +60 armor, Unique – Immolate: Deals 26 – 43 (based on level) magic damage per second to enemies within 325 (+ 100% bonus size) units. Hitting an enemy with an immobilizing ability deals 26 – 43 (based on level) (+ 4% bonus health) bonus magic damage and releases a fire nova that also deals that bonus damage to enemies within 400 (+ 100% bonus size) units (12 second cooldown).Immolate's damage is increased by 50% against minions and monsters.	27500	cloak	401
Sunfire Cape, +425 health, +60 armor, Unique – Immolate: Deals 26 – 43 (based on level) magic damage per second to enemies within 325 (+ 100% bonus size) units. Hitting an enemy with an immobilizing ability deals 26 – 43 (based on level) (+ 4% bonus health) bonus magic damage and releases a fire nova that also deals that bonus damage to enemies within 400 (+ 100% bonus size) units (12 second cooldown).Immolate's damage is increased by 50% against minions and monsters.	27500	cloak	402
Abyssal Scepter, +10% cooldown reduction, +300 health, +100% base health regeneration, +65 magic resistance, LimitationsLimited to 1 Abyssal Scepter.	28000	hands	403
Adaptive Helm, +10% cooldown reduction, +350 health, +100% base health regeneration, +55 magic resistance, Unique: Taking magic damage from a spell or effect reduces all subsequent magic damage taken from that source by 20% for 4 seconds. Multiple sources of magic damage can have this effect active at any one time and the duration is tracked separately per source.	28000	helmet	404
Caesura, +70 ability power, +20 ability haste, +250 health, +600 mana, Unique – Safeguard: Become Safeguarded to reduce incoming champion damage by 75%, lingering for 1.5 seconds after taking damage from a champion (40 (restarts upon taking damage from champions) second cooldown).Unique – Poise: While Safeguarded, gain 10 – 40 (based on level) ability power, lingering for 3 seconds after Safeguard is deactivated.Mythic : Empowers each of your other Legendary items with 1% bonus movement speed and 8 ability power.	28000	armor	405
Chempunk Chainsword, +55 attack damage, +25 ability haste, +250 health, Unique – Hackshorn: Dealing physical damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	28000	hands	406
Crown of the Shattered Queen, +70 ability power, +20 ability haste, +250 health, +600 mana, Unique – Safeguard: Become Safeguarded to reduce incoming champion damage by 75%, lingering for 1.5 seconds after taking damage from a champion (40 (restarts upon taking damage from champions) second cooldown).Unique – Poise: While Safeguarded, gain 10 – 40 (based on level) ability power, lingering for 3 seconds after Safeguard is deactivated.Mythic : Empowers each of your other Legendary items with 1% bonus movement speed and 8 ability power.	28000	helmet	407
Eternal Winter, +70 ability power, +20 ability haste, +250 health, +600 mana, ActiveUnique – Glaciate: Unleash a fan of icy shards in a cone in the target direction, dealing 100 (+ 30% AP) magic damage to enemies struck within and slowing them by 65% for 1 second. Enemies hit in the center of the cone are rooted for the same duration instead (30 second cooldown).	28000	misc.	408
Everfrost, +70 ability power, +20 ability haste, +250 health, +600 mana, ActiveUnique – Glaciate: Unleash a fan of icy shards in a cone in the target direction, dealing 100 (+ 30% AP) magic damage to enemies struck within and slowing them by 65% for 1 second. Enemies hit in the center of the cone are rooted for the same duration instead (30 second cooldown).	28000	misc.	409
Frostfire Gauntlet, +20 ability haste, +450 health, +25 armor, +25 magic resistance, Unique – Immolate: Taking or dealing damage activates this for 3 seconds. Deal 12 (+ 1% bonus health) magic damage every second to enemies within 325 (+ 100% bonus size) units, with the damage being increased by 25% against minions and 150% against monsters. This executes minions that would be killed by one more tick of damage.Unique – Snowbind: Basic attacks create a frost field around the target that lasts for 1.5 seconds and deals ( 12 – 85 / 6 – 42.5) (based on level) magic damage to all enemies inside initially and slows all enemies within by ( 25% / 12.5%) (+ ( 4% / 2%) per 1000 maximum health) for 1.5 seconds (( 4 / 6) second cooldown).Mythic : Empowers each of your other Legendary items with 100 bonus health and 6% increased size.	28000	bracers	410
Frozen Heart, +400 Mana, +20% Cooldown Reduction, +90 Armor, UNIQUE Aura: Reduces the Attack Speed of nearby enemies by 15%.	28000	amulet	411
Hextech GLP-800, +80 ability power, +10% cooldown reduction, +600 mana, ActiveUnique – Frost Bolt: After a 0.25-second delay, fires a spray of five icy bolts in a cone over 0.2 seconds, with each bolt dealing 100 – 200 (based on level) (+ 20% AP) magic damage and slowing by 65%, decaying over 2 seconds (40 (shared with other Hextech items) second cooldown).	28000	misc.	412
Hullbreaker, +50 attack damage, +400 health, +150% base health regeneration, Unique – Boarding Party: While no allied champions are within 1400 units, gain ( 10 – 75 / 5 – 37.5) (based on level) bonus armor and bonus magic resistance and 20% bonus basic damage against structures. Allied siege minions and super minions within 1050 units gain ( 30 – 225 / 15 – 112.5) (based on level) bonus armor and bonus magic resistance, 10% bonus size and deal 200% bonus damage against structures. Bonus resistances are lost instantly when an allied champion is nearby.	28000	hands	413
Infinite Convergence, +60 ability power, +400 health, +400 mana, Unique: This item gains 20 bonus health, 20 bonus mana, and 4 ability power every minute, up to 10 times, for a maximum of 200 bonus health, 200 bonus mana, and 40 ability power. Upon reaching maximum stacks, gain a level that preserves your current experience (cap remains at level 18) and increase all effects of Eternity by 50%.Unique – Eternity: Restore mana equal to 7% of pre-mitigation damage taken from champions, and heal for an amount equal to 25% of mana spent, up to 20 per cast. Toggled abilities can only heal for up to 20 per second. For every 200 healing or mana restored this way, gain 35% bonus movement speed that decays over 3 seconds.Mythic : Empowers each of your other Legendary items with 5 ability haste.	28000	misc.	414

Innervating Locket, +30 attack damage, +10% cooldown reduction, +400 health, +300 mana, Unique – Eternity: Restore mana equal to 15% of damage taken from champions, and health equal to 20% of mana spent, up to 25 health per cast. Toggled abilities can only heal for up to 25 per second.Unique: After using an ability, restore 8% of missing health and 3% of missing mana over 3 seconds.	28000	amulet	415
Mariner's Vengeance, +45 attack damage, +40 armor, Unique: Upon taking lethal damage, cleanses yourself from all crowd control, refreshes your basic abilities' cooldowns, and grants invulnerability for 4 seconds, after which you die (210 second cooldown).	28000	hands	416
Rimeforged Grasp, +25 ability haste, +600 health, +40 armor, +40 magic resistance, Unique – Immolate: Taking or dealing damage activates this for 3 seconds. Deal 12 (+ 1% bonus health) magic damage every second to enemies within 325 (+ 100% bonus size) units, with the damage being increased by 25% against minions and 150% against monsters. This executes minions that would be killed by one more tick of damage.Unique – Snowbind: Basic attacks create a frost field around the target that lasts for 1.5 seconds and deals ( 12 – 85 / 6 – 42.5) (based on level) magic damage to all enemies inside initially and slows all enemies within by ( 25% / 12.5%) (+ ( 4% / 2%) per 1000 maximum health) for 1.5 seconds (( 4 / 6) second cooldown).Mythic : Empowers each of your other Legendary items with 100 bonus health and 6% increased size.	28000	armor	417
Rod of Ages, +60 ability power, +400 health, +400 mana, Unique: This item gains 20 bonus health, 20 bonus mana, and 4 ability power every minute, up to 10 times, for a maximum of 200 bonus health, 200 bonus mana, and 40 ability power. Upon reaching maximum stacks, gain a level that preserves your current experience (cap remains at level 18) and increase all effects of Eternity by 50%.Unique – Eternity: Restore mana equal to 7% of pre-mitigation damage taken from champions, and heal for an amount equal to 25% of mana spent, up to 20 per cast. Toggled abilities can only heal for up to 20 per second. For every 200 healing or mana restored this way, gain 35% bonus movement speed that decays over 3 seconds.Mythic : Empowers each of your other Legendary items with 5 ability haste.	28000	hands	418
Spellbreaker, +40 attack damage, +20% critical strike chance, +25 magic resistance, Unique – Lifeline: Upon taking magic damage that would reduce you below 30% of your maximum health, gain a shield that absorbs 400 magic damage for 5 seconds (90 second cooldown).Unique – Tenacity: Grants 35% Tenacity.	28000	hands	419
Spirit Visage, +10% Cooldown Reduction, +200% Base Health Regen, +55 Magic Resist, +500 Health, UNIQUE Passive: Increases all healing received by 25%.	28000	cloak	420
Turbo Chemtank, +10 ability haste, +500 health, +50 magic resistance, ActiveUnique – Supercharged: For 4 seconds, grants 40% bonus movement speed and ghosting while facing a turret or visible enemy champion within 2000 units. After the duration or when an enemy champion is within 225 units, you emit a shockwave, slowing enemy champions within 450 units by 40% for 1.5 seconds (90 second cooldown).	28000	misc.	421
Turbocharged Hexperiment, +25 ability haste, +600 health, +40 armor, +40 magic resistance, ActiveUnique – Supercharged: For 4 seconds, grants 40% bonus movement speed and ghosting while facing a turret or visible enemy champion within 2000 units. After the duration or when an enemy champion is within 225 units, you emit a shockwave, slowing enemy champions within 450 units by 50% for 1.5 seconds (90 second cooldown).	28000	misc.	422
Void Staff, +65 ability power, +40% magic penetration, LimitationsLimited to 1 Void Pen item.	28000	hands	423
Zephyr, +50 attack damage, +40% attack speed, +10% movement speed, Unique – Tenacity: Grants 35% Tenacity.	28000	hands	424
Warmog's Armor, +200% Base Health Regen, +800 Health, UNIQUE Passive: +10% Cooldown Reduction, UNIQUE Passive: Grants Warmog's Heart if you have at least 3000 maximum Health., Warmog's Heart: Restores 15% of maximum Health every 5 seconds if damage hasn't been taken within 8 seconds.	28500	armor	425
Atma's Reckoning, +25 attack damage, +30 armor, +30 magic resistance, Unique: While in combat with enemy champions, turrets, or epic monsters, gain bonus attack damage equal to 0.5% – 2.5% (based on seconds in-combat) of maximum health.	29000	hands	426
Dead Man's Plate, +50 Armor, +500 Health, UNIQUE Passive - Dreadnought: While moving, build stacks of Momentum, increasing movement speed by up to 60 at 100 stacks. Momentum quickly decays while under the effects of a stun, taunt, fear, polymorph, or immobilize effect, and slowly decays while slowed., UNIQUE Passive - Crushing Blow: Basic attacks discharge all Momentum, dealing 1 physical damage per 2 stacks. If 100 stacks are discharged, damage is doubled and the target is slowed by 50% decaying over 1 second (melee only)., "There's only one way you'll get this armor from me..." - forgotten namesake	29000	armor	427
Edge of Night, +50 attack damage, +325 health, +10 Lethality (6.22 – 10 (based on level) armor penetration), Unique – Annul: Grants a spell shield that blocks the next hostile ability (40 (restarts upon taking damage from champions) second cooldown).	29000	hands	428
Essence Reaver, +55 attack damage, +20 ability haste, +20% critical strike chance, Unique – Spellblade: After using an ability, your next basic attack on-hit within 10 seconds deals 100% base AD (+ 40% bonus AD) bonus physical damage and restores mana equal to 40% base AD (+ 16% bonus AD) (1.5 (begins after using the empowered attack) second cooldown).	29000	hands	429

Force of Nature, +350 health, +70 magic resistance, +5% movement speed, Unique – Absorb: Taking magic damage from champions grants a stack of Steadfast for 7 seconds, stacking up to 6 times with the duration refreshing on subsequent magic damage from them and whenever dealing damage to them. Becoming immobilized by an enemy champion grants 2 stacks and also refreshes the duration. Damaging basic attacks and spells per cast instance can only grant 1 stack of Steadfast every 1 second.Unique – Dissipate: While at 6 stacks of Steadfast, gain 10% bonus movement speed and reduce all incoming magic damage by 25%.	29000	misc	430
Manamune, +35 attack damage, +15 ability haste, +500 mana, Unique – Awe: Grants bonus attack damage equal to 2.5% maximum mana.Unique – Mana Charge: Grants a charge every 8 seconds, up to 4 charges. Consumes a charge on-hit and whenever affecting an enemy or ally with an ability to grant 3 bonus mana, increased to 6 for champion targets, up to a maximum of 360 bonus mana.Transforms into Muramana at 360 bonus mana.	29000	hands	431
Maw of Malmortius, +65 attack damage, +50 magic resistance, Unique – Lifeline: If you would take magic damage that would reduce you below 30% of your maximum health, you first gain a shield that absorbs ( 200 / 150) (+ ( 225% / 168.75%) bonus AD) magic damage for 5 seconds (75 second cooldown).Unique: Triggering Lifeline also grants 12% life steal for 5 seconds. After 2 seconds into the duration, taking or dealing damage refreshes this effect to 3 seconds.	29000	hands	432
Morellonomicon, +400 Mana, +100 Ability Power, UNIQUE Passive: +20% Cooldown Reduction, UNIQUE Passive: Dealing magic damage to champions below 35% Health inflicts Grievous Wounds for 8 seconds., UNIQUE Passive: Kills and Assists restore 20% of your maximum Mana.	29000	hands	433
Muramana, +35 attack damage, +15 ability haste, +860 mana, Unique – Awe: Grants bonus attack damage equal to 2.5% maximum mana.Unique – Shock: Basic attacks on-hit against champions deal 1.5% maximum mana bonus physical damage. Dealing ability damage to champions deals ( 3.5% / 2.7%) maximum mana (+ 6% AD) bonus physical damage. Can only be triggered on the same target once every 6.5 seconds from the same attack or cast.	29000	hands	434
Randuin's Omen, -10% Damage taken from Critical Strikes, +60 Armor, +500 Health, UNIQUE Passive - Cold Steel: When hit by basic attacks, reduces the attacker's Attack Speed by 15% (1 second duration)., UNIQUE Active: Slows the Movement Speed of nearby enemy units by 35% for 4 seconds (60 second cooldown).	29000	misc.	435
Spellbinder, +120 ability power, +10% movement speed, ActiveUnique: Grants 0 – 80 (based on charges) ability power and 0% – 50% (based on charges) bonus movement speed that decays over 4 seconds (60 second cooldown).	29000	misc.	436
Spirit Visage, +10 ability haste, +450 health, +100% base health regeneration, +50 magic resistance, Unique – Boundless Vitality: Increases all healing and shielding received as well as health regeneration by 25%.	29000	misc.	437
Sunfire Cape, +50 Armor, +500 Health, UNIQUE Passive - Immolate: Deals 25 (+1 per champion level) magic damage per second to nearby enemies. Deals 50% bonus damage to minions and monsters.	29000	cloak	438
Youmuu s Wraithblade, +75 attack damage, +10% cooldown reduction, ActiveUnique: Gain 20% bonus movement speed and ghosting for 6 seconds (45 second cooldown).	29000	hands	439
Zhonya s Paradox, +100 ability power, +10% cooldown reduction, +60 armor, ActiveUnique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items (120 second cooldown).	29000	misc.	440
Zhonya's Hourglass, +10% Cooldown Reduction, +45 Armor, +70 Ability Power, UNIQUE Active - Stasis: Champion becomes invulnerable and untargetable for 2.5 seconds, but is unable to move, attack, cast spells, or use items during this time (120 second cooldown).	29000	armor	441
Runic Bulwark, +300 health, +20 armor, +30 magic resistance, LimitationsLimited to 1 Runic Bulwark.	29500	armor	442
Abyssal Mask, +10 ability haste, +500 health, +300 mana, +40 magic resistance, Unique – Eternity: Restore mana equal to 7% of pre-mitigation damage taken from champions, and heal for an amount equal to 25% of mana spent, up to 20 per cast. Toggled abilities can only heal for up to 20 per second.Unique – Unmake: Enemy champions within 550 units of you become cursed, reducing their magic resistance by 5 (+ 1.2% bonus health), capped at a reduction of 25. Gain 9 bonus magic resistance per cursed enemy.	30000	helmet	443
Archangel s Staff, +70 ability power, +10 ability haste, +200 health, +500 mana, Unique – Awe: Grants ability power equal to 1% bonus mana.Unique – Mana Charge: Grants a charge every 8 seconds, up to 4 charges. Affecting an enemy or ally with an ability consumes a charge to grant 3 bonus mana, increased to 6 if they are a champion, up to a maximum of 360 bonus mana.Transforms into Seraph's Embrace at 360 bonus mana.	30000	hands	444
Axiom Arc, +55 attack damage, +25 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), Unique – Flux: Scoring a takedown against an enemy champion within 3 seconds of damaging them refunds 20% of your ultimate ability's total cooldown.	30000	hands	445
Banner of Command, +10% Cooldown Reduction, +20 Magic Resist, +60 Ability Power, +100% Base Health Regen, +200 Health, UNIQUE Aura - Legion: Grants nearby allies +15 Magic Resist., UNIQUE Active - Promote: Greatly increases the power of a lane minion and grants it immunity to magic damage (120 second cooldown).	30000	hands	446

Bloodletter's Veil, +75 ability power, +350 health, Unique – Touch of Death: Gain 15 magic penetration.Unique: After hitting an enemy champion with a damaging ability, gain a spell shield for 2 seconds that blocks the next hostile ability (30 second cooldown).	30000	helmet	447
Cosmic Drive, +90 ability power, +30 ability haste, +5% movement speed, Unique – Spelldance: After dealing 3 instances of damage from basic attacks or ability damage to champions within 3 seconds, gain 15% bonus movement speed, decaying to 5% over 2 seconds, and 40 ability power for 5 seconds, refreshing on damage dealt to champions though not resetting the effect.	30000	boots	448
Deathfire Grasp, +120 ability power, +10% cooldown reduction, ActiveUnique: Deals magic damage equal to 15% of the target enemy champion's maximum health and increases all subsequent magic damage taken by the target by 20% for 4 seconds (90 second cooldown; 750 range).	30000	misc.	449
Demonic Embrace, +75 ability power, +350 health, Unique – Dark Pact: Gain ability power equal to 2% bonus health.Unique – Azakana Gaze: Dealing ability damage curses enemies, causing them to take 「 ( 6.4% / 4%) of their maximum health as total magic damage over 4 seconds, capped at 400 against monsters. 」 「 ( 1.6% / 1%) of their maximum health as magic damage every second over 4 seconds, capped at 40 against monsters. 」	30000	misc	450
Frozen Fist, +20 ability haste, +400 health, +50 armor, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 100% base AD bonus physical damage on-hit and creates a 300 radius frost field for 2.5 seconds. Enemies within the field are slowed by ( 15% / 7.5%) (+ ( 0.4% / 0.2%) per 100 maximum health). Your primary target is slowed for double the amount and has their damage against you reduced by 10% for 2.5 seconds (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 50 bonus health and 5% tenacity and slow resistance.	30000	hands	451
Guardian Angel, +45 attack damage, +40 armor, Unique – Saving Grace: Upon taking lethal damage, enter resurrection for 4 seconds, during which you are invulnerable, untargetable, and unable to act, and afterwards heal for 50% of base health and restore 30% of maximum mana (300 (starts after resurrecting) second cooldown).	30000	misc	452
Hextech GLP-800, +80 Ability Power, +400 Mana, +300 Health, UNIQUE Passive - Eternity: 15% of damage taken from champions is gained as Mana. Spending Mana restores 20% of the cost as Health, up to 25 per spell cast., UNIQUE Active - Frost Bolt: Fires a spray of icy bolts that explode, dealing 100 - 200 (+35% of your Ability Power) magic damage to all enemies hit. (40 second cooldown, shared with other Hextech items)., Enemies hit are slowed by 65% decaying over 0.5 seconds., (Frost Bolt has a cast time, in contrast to most actives.)	30000	armor	453
Horizon Focus, +100 ability power, +15 ability haste, +150 health, Unique – Hypershot: Dealing ability damage to a champion with an ability that is neither unit-targeted nor auto-targeted at more than 700 units away or slowing, immobilizing or polymorphing them reveals them and increases your damage dealt to them by 10% for 6 seconds.	30000	misc.	454
Iceborn Gauntlet, +20 ability haste, +400 health, +50 armor, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 100% base AD bonus physical damage on-hit and creates a 300 radius frost field for 2.5 seconds. Enemies within the field are slowed by ( 15% / 7.5%) (+ ( 0.4% / 0.2%) per 100 maximum health). Your primary target is slowed for double the amount and has their damage against you reduced by 10% for 2.5 seconds (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 50 bonus health and 5% tenacity and slow resistance.	30000	bracers	455
Infernal Mask, +10% cooldown reduction, +750 health, +300 mana, +100 magic resistance, Unique – Eternity: Restore mana equal to 15% of damage taken from champions, and health equal to 20% of mana spent, up to 25 health per cast. Toggled abilities can only heal for up to 25 per second.	30000	helmet	456
Lich Bane, +75 ability power, +15 ability haste, +8% movement speed, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 75% base AD (+ 50% AP) bonus magic damage on-hit (1.5 (begins after using the empowered attack) second cooldown).	30000	hands	457
Lord Dominik's Regards, +35 attack damage, +20% critical strike chance, +30% armor penetration, Unique – Giant Slayer: Deal 0% – 25% (based on maximum health difference) bonus physical damage against enemy champions with greater maximum health than you.	30000	hands	458
Lord Van Damm's Pillager, +50 attack damage, +10% cooldown reduction, +300 health, Unique – Ashes to Ashes: Controlling the Altar on the allied side of the map sets you aflame, dealing 26 – 43 (based on level) magic damage per second to nearby enemies. Deals 「 50% increased damage 」 「 39 – 64.5 (based on level) magic damage 」 to minions and monsters.Controlling the 'Altar' on the enemy's side of the map causes your basic attacks to apply a burn that deals 12 – 114 (based on level) true damage over 3 seconds.	30000	hands	459
Mercurial Scimitar, +40 attack damage, +20% critical strike chance, +40 magic resistance, ActiveUnique – Quicksilver: Removes all crowd control debuffs (except Airborne) from your champion and grants 50% bonus total movement speed and ghosting for 1.5 seconds (90 second cooldown).	30000	hands	460
Morellonomicon, +90 ability power, +200 health, +10 magic penetration, Unique – Affliction: Dealing magic damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	30000	misc.	461



Mortal Reminder, +35 attack damage, +20% critical strike chance, +30% armor penetration, Unique – Sepsis: Dealing physical damage to enemy champions inflicts them with Grievous Wounds for 3 seconds.	30000	hands	462
Nashor's Tooth, +100 ability power, +50% attack speed, Unique – Icathian Bite: Basic attacks deal 15 (+ 20% AP) bonus magic damage on-hit.	30000	misc.	463
Netherstride Grimoire, +100 ability power, +20% cooldown reduction, +100% base mana regeneration, Unique – Malice: Gain 20% bonus movement speed for 2 seconds whenever you deal ability damage.	30000	hands	464
Obsidian Cleaver, +60 attack damage, +20% cooldown reduction, +550 health, Unique: Dealing physical damage to an enemy champion Cleaves them, reducing their armor by 4% for 6 seconds, stacking up to 6 times for a maximum of 24%. Unique – Rage: Dealing physical damage grants (20 / 10) movement speed for 2 seconds. Assists on Cleaved enemy champions or kills on any unit grant (60 / 30) movement speed for 2 seconds instead.	30000	hands	465
Perfect Hex Core, +25 Mana per level, +10 Ability Power per level, UNIQUE Passive - Glorious Evolution: Viktor has reached the pinnacle of his power, upgrading Chaos Storm in addition to his basic spells.	30000	misc.	466
Pox Arcana, +100 ability power, +20% cooldown reduction, +100% base mana regeneration, ActiveUnique – Disease Harvest: Deals 100 magic damage plus 20 (+ 5% AP) per Pox stack, capped at 200 (+ 25% AP), to all nearby enemies affected by Pox, and restores 5% of your maximum mana for every Pox stack harvested (60 second cooldown).	30000	misc.	467
Randuim's Omen, +400 health, +60 armor, ActiveUnique – Humility: Unleash a shockwave around you that slows nearby enemies by 55% for 2 seconds (60 second cooldown; 500 range).	30000	armor	468
Rite of Ruin, +100 ability power, +20% cooldown reduction, +100% base mana regeneration, Unique – Razing: Gain charges upon moving or killing enemies, up to 300 charges. Attacking structures expends 50 charges to deal 100 (+ 15% AP) bonus true damage.	30000	misc.	469
Sanguine Blade, +50 attack damage, +10 Lethality (6.22 – 10 (based on level) armor penetration), +12% physical vamp, Unique – Frenzy: While near one or fewer visible enemy champions, gain 8 Lethality (4.98 – 8 (based on level) armor penetration) and 20% – 80% (based on level) bonus attack speed, decaying over 3 seconds if other enemy champions are within range (1350 radius).	30000	hands	470
Seraph's Embrace, +70 ability power, +10 ability haste, +200 health, +860 mana, Unique – Awe: Grants ability power equal to 2.5% bonus mana. Unique – Lifeline: If you would take damage that would reduce you below 30% of your maximum health, you first gain a shield that absorbs 250 (+ 20% current mana) damage for 3 seconds (90 second cooldown).	30000	misc.	471
Shadowflame, +100 ability power, +200 health, Unique – Cinderbloom: Dealing magic damage to champions ignores 10 – 20 (based on target's current health) of their magic resistance, increased to maximum value if they were affected by a shield within the last 5 seconds.	30000	misc.	472
Silvermere Dawn, +40 attack damage, +300 health, +40 magic resistance, ActiveUnique – Quicksilver: Removes all crowd control debuffs (except Airborne) from your champion and grants 50% tenacity, 50% slow resist, and ghosting for 3 seconds (90 second cooldown).	30000	hands	473
The Collector, +55 attack damage, +20% critical strike chance, +12 Lethality (7.47 – 12 (based on level) armor penetration), Unique – Death and Taxes: If you deal post-mitigation damage that would leave a champion below 5% of their maximum health, execute them. Champion kills grant you an additional 25.	30000	hands	474
Warmog's Armor, +10 ability haste, +800 health, +200% base health regeneration, Unique: Grants Warmog's Heart if you have at least 1100 bonus health. Unique – Warmog's Heart: Regenerate 「 2.5% maximum health every 0.5 seconds 」 「 25% maximum health every 5 seconds 」 if damage has not been taken in the last 6 seconds (3 seconds for damage from non-champions).	30000	armor	475
Youmuu's Ghostblade, +55 attack damage, +15 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), ActiveUnique – Wraith Step: Gain 20% bonus movement speed and ghosting for 6 seconds (45 second cooldown).	30000	hands	476
Zhonya's Hourglass, +80 ability power, +15 ability haste, +45 armor, ActiveUnique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items (120 second cooldown).	30000	hands	477
Spectral Cutlass, +70 attack damage, ActiveUnique: Mark your current location. After 4 seconds, you will blink to the marked location (60 second cooldown).	30500	hands	478
Archangel's Staff, +250 Mana, +80 Ability Power, UNIQUE Passive - Awe: Grants Ability Power equal to 3% of maximum Mana. Refunds 25% of Mana spent., UNIQUE Passive - Mana Charge: Grants +8 maximum Mana (max +750 Mana) for each spell cast or Mana expenditure (occurs up to 2 times every 8 seconds)., Transforms into Seraph's Embrace at +750 Mana.	31000	hands	479
Black Cleaver, +50 attack damage, +30 ability haste, +400 health, Unique – Carve: Dealing physical damage to an enemy champion applies a stack of Carve for 6 seconds, stacking up to 6 times. Each stack inflicts 5% armor reduction, up to 30% at 6 stacks. Unique – Rage: Dealing physical damage to an enemy champion grants 3 bonus movement speed per stack of Carve on them for 2 seconds, up to 18.	31000	hands	480

Draktharr's Shadowcarver, +60 attack damage, +20 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), Unique – Nightstalker: Your next basic attack against an enemy champion deals ( 75 / 55) (+ ( 30% / 25%) bonus AD) bonus physical damage on-hit and slows the target by 99% for 0.25 seconds (15 second cooldown).Scoring a takedown against an enemy champion within 3 seconds of damaging them resets this effect's cooldown and grants you invisibility for 1.5 seconds.Mythic : Empowers each of your other Legendary items with 5 bonus movement speed and 5 ability haste.	31000	hands	481
Duskblade of Draktharr, +60 attack damage, +20 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), Unique – Nightstalker: Your next basic attack against an enemy champion deals ( 75 / 55) (+ ( 30% / 25%) bonus AD) bonus physical damage on-hit and slows the target by 99% for 0.25 seconds (15 second cooldown).Scoring a takedown against an enemy champion within 3 seconds of damaging them resets this effect's cooldown and grants you invisibility for 1.5 seconds.Mythic : Empowers each of your other Legendary items with 5 bonus movement speed and 5 ability haste.	31000	hands	482
Eclipse, +60 attack damage, +15 ability haste, +12 Lethality (7.47 – 12 (based on level) armor penetration), Unique – Ever Rising Moon: Hitting an enemy champion with 2 separate attacks or abilities within 1.5 seconds deals bonus physical damage equal to ( 6% / 3%) of target's maximum health and grants you 15% bonus movement speed and a shield for ( 160 / 80) (+ ( 35% / 17.5%) bonus AD) for 2 seconds (( 6 / 12) second cooldown).Mythic : Empowers each of your other Legendary items with 4% armor penetration and 5 bonus movement speed.	31000	hands	483
Frozen Mallet, +30 attack damage, +700 health, Unique – Icy: Basic attacks slow the target on-hit by ( 40% / 20%) for 1.5 seconds, refreshing with every hit.	31000	hands	484
Liandry's Torment, +75 ability power, +300 health, Unique – Madness: Damaging an enemy champion generates one stack every second for the next 4 seconds. Deal 2% increased damage for each stack, up to a maximum of 10%.Unique – Torment: Dealing ability damage applies a burn that 「 deals 0.75% of the target's maximum health bonus magic damage every 0.5 seconds over 3 seconds. This is increased to 1.25% of the target's maximum health bonus magic damage with each tick 」 「 deals a total of 4.5% of the target's maximum health bonus magic damage over 3 seconds. This total damage is increased to 7.5% of the target's maximum health over the duration 」 against slowed or immobilized units, and is capped at 100 damage per second against monsters.	31000	misc.	485
Prowler's Claw, +60 attack damage, +20 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), ActiveUnique – Sandswipe: Dash in a line through the target enemy champion's location, and upon completing the dash, deal 75 (+ 30% bonus AD) physical damage to the target and increase your damage dealt to them by 15% for the next 3 seconds (90 second cooldown; 500 range).	31000	hands	486
Sandshrike's Claw, +60 attack damage, +20 ability haste, +18 Lethality (11.2 – 18 (based on level) armor penetration), ActiveUnique – Sandswipe: Dash in a line through the target enemy champion's location, and upon completing the dash, deal 75 (+ 30% bonus AD) physical damage to the target and increase your damage dealt to them by 15% for the next 3 seconds (90 second cooldown; 500 range).	31000	hands	487
Seraph's Embrace, +1000 Mana, +80 Ability Power, UNIQUE Passive - Awe: Grants Ability Power equal to 3% of maximum Mana. Refunds 25% of Mana spent., UNIQUE Active - Mana Shield: Consumes 20% of current Mana to grant a shield for 3 seconds that absorbs damage equal to 150 plus the amount of Mana consumed (120 second cooldown).	31000	cloak	488
Sterak's Gage, +400 health, Unique – The Claws that Catch: Gain bonus attack damage equal to 50% base AD.Unique – Lifeline: If you would take damage that would reduce you below 30% of your maximum health, gain a shield equal to 80% of bonus health that decays over 4.5 seconds (60 second cooldown).	31000	misc.	489
Syzygy, +60 attack damage, +15 ability haste, +12 Lethality (7.47 – 12 (based on level) armor penetration), Unique – Ever Rising Moon: Hitting an enemy champion with 2 separate attacks or abilities within 1.5 seconds deals bonus physical damage equal to ( 6% / 3%) of target's maximum health and grants you 15% bonus movement speed and a shield for ( 160 / 80) (+ ( 35% / 17.5%) bonus AD) for 2 seconds (( 6 / 12) second cooldown).Mythic : Empowers each of your other Legendary items with 4% armor penetration and 5 bonus movement speed.	31000	hands	490
The Black Cleaver, +20% Cooldown Reduction, +50 Attack Damage, +300 Health, UNIQUE Passive: Dealing physical damage to an enemy champion Cleaves them, reducing their Armor by 5% for 6 seconds (stacks up to 6 times, up to 30%)., UNIQUE Passive - Rage: Dealing physical damage grants 20 movement speed for 2 seconds. Assists on Cleaved enemy champions or kills on any unit grant 60 movement speed for 2 seconds instead. This Movement Speed is halved for ranged champions.	31000	hands	491
Wit's End, +40 attack damage, +40% attack speed, +40 magic resistance, Unique – Fray: Basic attacks deal 15 – 80 (based on level) bonus magic damage on-hit and grant you 20 bonus movement speed for 2 seconds.	31000	hands	492
Bloodthirster, +55 attack damage, +20% critical strike chance, +15% life steal, Unique – Ichorshield: Convert the healing received from life steal in excess of maximum health into a shield for up to 180 – 450 (based on level), which slowly decays after not dealing or taking damage for 25 seconds.	32000	hands	493

Eye of Luden, +80 ability power, +20 ability haste, +600 mana, +6 magic penetration, Unique – Echo: Dealing ability damage to an enemy deals 100 (+ 10% AP) additional magic damage to them and launches orbs at up to 3 other enemies within 600 units around them, impacting after 0.528 seconds to deal the same damage to each, and grants you 15% bonus movement speed for 2 seconds. Dealing ability damage against champions reduces the cooldown of Echo by 0.5 seconds per champion, up to a maximum of 3 seconds per cast (10 second cooldown).Mythic : Empowers each of your other Legendary items with 5 magic penetration.	32000	goggles	494
Forgefire Crest, +25 ability haste, +600 health, +50 armor, +50 magic resistance, Unique – Immolate: Taking or dealing damage activates this for 3 seconds. Deal 15 (+ 1.75% bonus health) magic damage every second to enemies within 325 (+ 100% bonus size) units, with the damage being increased by 25% against minions and 150% against monsters. This executes minions that would be killed by one more tick of damage. Damaging enemy champions or epic monsters with this effect grants a stack for 5 seconds that increases subsequent Immolate damage by 10%, stacking up to 6 times for a 60% increase.Unique – Flametouch: At maximum stacks, your basic attacks create an explosion around you, applying a burn to all enemies within 325 (+ 100% bonus size) units that deals your current Immolate damage to them over 3 seconds.Mythic : Empowers each of your other Legendary items with 5% tenacity, 50 bonus health and 5% slow resist.	32000	armor	495
Gargoyle Stoneplate, +15 ability haste, +60 armor, +60 magic resistance, ActiveUnique – Monolith: Gain a shield for 100 (+ 90% bonus health), decaying over 2.5 seconds, and 25% increased size while active (90 second cooldown).	32000	armor	496
Heartsteel, +20 ability haste, +800 health, +200% base health regeneration, Unique – Colossal Consumption: While within 700 units of an enemy champion, generate a stack on them each second, stacking up to 3 times. Your next basic attack against a target with 3 stacks is empowered to consume them all to deal 125 (+ 6% maximum health) bonus physical damage on-hit and grant you permanent bonus health equal to 「 10% of that amount 」 「 12.5 (+ 0.6% maximum health) 」 (30 (per target) second cooldown).Mythic : Empowers each of your other Legendary items with 1% bonus health and 6% increased size.	32000	amulet	497
Hextech Rocketbelt, +90 ability power, +15 ability haste, +250 health, +6 magic penetration, ActiveUnique – Supersonic: Dash 125 to 275 units in the target direction, though not through terrain, unleashing an arc of 7 rockets in the same direction that deal 125 (+ 15% AP) magic damage to enemies hit. Afterwards, gain 30% bonus movement speed while facing nearby enemy champions for 1.5 seconds (40 second cooldown).Supersonic resets the user's basic attack timer.	32000	belt	498
Iceathia s Curse, +70 ability power, +15 ability haste, +300 health, +7% omnivamp, Unique – Void Corruption: For each second in combat with champions, deal 3% increased damage, stacking up to 3 times for a maximum of 9%. While this effect is fully stacked, convert 100% of the increased damage into true damage.Mythic : Empowers each of your other Legendary items with 2% omnivamp and 8 ability power.	32000	misc.	499
Jak Sho, The Protean, +20 ability haste, +400 health, +30 armor, +30 magic resistance, Unique – Voidborn Resilience: For each second in combat with champions, gain 2 bonus armor and bonus magic resistance for 6 seconds, stacking up to 8 times for a maximum of 16 bonus resistances. At maximum stacks, instantly deal 80 (+ 7% bonus health) magic damage to enemy champions within 700 units, heal for the same amount for each target damaged, and increase your bonus resistances by 20% until the end of combat.Mythic : Empowers each of your other Legendary items with 5 armor and 5 magic resistance.	32000	armor	500
Leviathan, +20 ability haste, +800 health, +200% base health regeneration, Unique – Colossal Consumption: While within 700 units of an enemy champion, generate a stack on them each second, stacking up to 3 times. Your next basic attack against a target with 3 stacks is empowered to consume them all to deal 125 (+ 6% maximum health) bonus physical damage on-hit and grant you permanent bonus health equal to 「 10% of that amount 」 「 12.5 (+ 0.6% maximum health) 」 (30 (per target) second cooldown).Mythic : Empowers each of your other Legendary items with 1% bonus health and 6% increased size.	32000	misc.	501
Liandry s Anguish, +80 ability power, +20 ability haste, +600 mana, Unique – Torment: Dealing ability damage burns enemies, causing them to take 「 50 (+ 6% AP) (+ 4% target's maximum health) total magic damage over 4 seconds, capped at 400 against monsters. 」 「 6.25 (+ 0.75% AP) (+ 0.5% target's maximum health) magic damage every 0.5 seconds over 4 seconds, capped at 50 against monsters. 」 Unique – Agony: Deal 0% – 12% (based on target's bonus health) bonus magic damage against enemy champions.Mythic : Empowers each of your other Legendary items with 5 ability haste.	32000	misc.	502
Liandry s Lament, +80 ability power, +20 ability haste, +600 mana, Unique – Torment: Dealing ability damage burns enemies, causing them to take 「 50 (+ 6% AP) (+ 4% target's maximum health) total magic damage over 4 seconds, capped at 400 against monsters. 」 「 6.25 (+ 0.75% AP) (+ 0.5% target's maximum health) magic damage every 0.5 seconds over 4 seconds, capped at 50 against monsters. 」 Unique – Agony: Deal 0% – 12% (based on target's bonus health) bonus magic damage against enemy champions.Mythic : Empowers each of your other Legendary items with 5 ability haste.	32000	misc.	503
Liandry's Torment, , +300 Health, +80 Ability Power, UNIQUE Passive - Eyes of Pain: +15 Magic Penetration, UNIQUE Passive: Spells burn enemies for 3 seconds, dealing bonus magic damage equal to 2% of their current Health per second. Burn damage is doubled against movement-impaired units.	32000	misc.	504
Lich Bane, +250 Mana, +10% Cooldown Reduction, +7% Movement Speed, +80 Ability Power, UNIQUE Passive - Spellblade: After using an ability, the next basic attack deals 75% Base Attack Damage (+50% of Ability Power) bonus magic damage on hit (1.5 second cooldown).	32000	hands	505

Luden's Pulse, +90 ability power, +10% cooldown reduction, +600 mana, Unique – Haste: Grants an additional 10% cooldown reduction.Unique – Echo: Grants 1 charge per 35 units traveled by any means or 10 charges per ability cast. At 100 charges, the next instance of ability damage dealt expends all charges to deal 100 (+ 10% AP) bonus magic damage to the first enemy hit and to 3 enemies within a 600 radius, prioritizing enemies damaged by the ability and champions over minions.	32000	misc.	506
Luden's Tempest, +80 ability power, +20 ability haste, +600 mana, +6 magic penetration, Unique – Echo: Dealing ability damage to an enemy deals 100 (+ 10% AP) additional magic damage to them and launches orbs at up to 3 other enemies within 600 units around them, impacting after 0.528 seconds to deal the same damage to each, and grants you 15% bonus movement speed for 2 seconds. Dealing ability damage against champions reduces the cooldown of Echo by 0.5 seconds per champion, up to a maximum of 3 seconds per cast (10 second cooldown).Mythic : Empowers each of your other Legendary items with 5 magic penetration.	32000	misc.	507
Luden's Echo, +10% Movement Speed, +100 Ability Power, UNIQUE Passive - Echo: Gain charges upon moving or casting. At 100 charges, the next damaging spell hit expends all charges to deal 100 (+10% of Ability Power) bonus magic damage to up to 4 targets on hit.	32000	misc.	508
Mirage Blade, +60 attack damage, +15% critical strike chance, +12% life steal, ActiveUnique – Mirage Step: Blinks 350 units directly away from the marked target (60 second cooldown).	32000	hands	509
Night Harvester, +90 ability power, +25 ability haste, +300 health, Unique – Soulrend: Damaging an enemy champion deals 125 (+ 15% AP) bonus magic damage and grants you 25% bonus movement speed for 1.5 seconds, with the duration extending on subsequent triggers (30 (per champion) second cooldown).Mythic : Empowers each of your other Legendary items with 5 ability haste.	32000	misc.	510
Primordial Dawn, +20 ability haste, +400 health, +30 armor, +30 magic resistance, Unique – Guiding Light: Upon casting your ultimate, you Transcend for 9 seconds. While Transcended, increase your maximum health by 15% and cause you and all allies within 1200 units to heal for 3% of your maximum health upon you Transcending and every 3 seconds thereafter (90 second cooldown).Mythic : Empowers each of your other Legendary items with 100 bonus health.	32000	hands	511
Radiant Virtue, +20 ability haste, +400 health, +30 armor, +30 magic resistance, Unique – Guiding Light: Upon casting your ultimate, you Transcend for 9 seconds. While Transcended, increase your maximum health by 15% and cause you and all allies within 1200 units to heal for 3% of your maximum health upon you Transcending and every 3 seconds thereafter (90 second cooldown).Mythic : Empowers each of your other Legendary items with 100 bonus health.	32000	armor	512
Riftmaker, +70 ability power, +15 ability haste, +300 health, +7% omnivamp, Unique – Void Corruption: For each second in combat with champions, deal 3% increased damage, stacking up to 3 times for a maximum of 9%. While this effect is fully stacked, convert 100% of the increased damage into true damage.Mythic : Empowers each of your other Legendary items with 2% omnivamp and 8 ability power.	32000	misc.	513
Rylai's Crystal Scepter, +100 Ability Power, +400 Health, UNIQUE Passive: Damaging spells and abilities apply a Movement Speed reduction to enemies based on the spell type:, Single Target: 40% reduction for 1.5 seconds., Area of Effect: 40% reduction for 1 seconds., Damage over Time or Multi-hit: 20% reduction for 1 seconds., Summoned Minions: 20% reduction for 1 seconds., (If a spell fits in more than one category, it uses the weakest slow value.)	32000	hands	514
Serylda's Grudge, +45 attack damage, +20 ability haste, +30% armor penetration, Unique – Bitter Cold: Dealing ability damage slows affected units by 30% for 1 second.	32000	hands	515
The Unspoken Parasite, +20 ability haste, +400 health, +30 armor, +30 magic resistance, Unique – Voidborn Resilience: For each second in combat with champions, gain 2 bonus armor and bonus magic resistance for 6 seconds, stacking up to 8 times for a maximum of 16 bonus resistances. At maximum stacks, instantly deal 80 (+ 7% bonus health) magic damage to enemy champions within 700 units, heal for the same amount for each target damaged, and increase your bonus resistances by 20% until the end of combat.Mythic : Empowers each of your other Legendary items with 5 armor and 5 magic resistance.	32000	armor	516
Upgraded Aeropack, +90 ability power, +15 ability haste, +250 health, +6 magic penetration, ActiveUnique – Supersonic: Dash 125 to 275 units in the target direction, though not through terrain, unleashing an arc of 7 rockets in the same direction that deal 125 (+ 15% AP) magic damage to enemies hit. Afterwards, gain 30% bonus movement speed while facing nearby enemy champions for 1.5 seconds (40 second cooldown).Supersonic resets the user's basic attack timer.	32000	misc.	517
Vespertide, +90 ability power, +25 ability haste, +300 health, Unique – Soulrend: Damaging an enemy champion deals 125 (+ 15% AP) bonus magic damage and grants you 25% bonus movement speed for 1.5 seconds, with the duration extending on subsequent triggers (30 (per champion) second cooldown).Mythic : Empowers each of your other Legendary items with 5 ability haste.	32000	misc.	518
Youmuu's Ghostblade, +10% Cooldown Reduction, +60 Attack Damage, UNIQUE Passive: +20 Armor Penetration, UNIQUE Active: Grants +20% Movement Speed and +40% Attack Speed for 6 seconds (45 second cooldown).	32000	hands	519
Duskblade of Draktharr, +5% Movement Speed, +75 Attack Damage, UNIQUE Passive: +10 Armor Penetration, UNIQUE Passive: Basic Attacks on an enemy champion apply Nightfall (120 second cooldown)., Nightfall: After 2 seconds, deal physical damage equal to 90 plus 25% of the target's missing health. If you get a kill or assist on the target before Nightfall ends, the cooldown is refunded.	32500	hands	520

Maw of Malmortius, +10 Armor Penetration, +40 Magic Resist, +55 Attack Damage, UNIQUE Passive - Lifeline: Upon taking magic damage that would reduce Health below 30%, grants a shield that absorbs magic damage equal to 300 + 1 per bonus Magic Resistance for 5 seconds (90 second cooldown)., Lifegrip: When triggers, gain +10% Spell Vamp and +10% Life Steal until out of combat.	32500	hands	521
Blade of the Ruined King, +40 attack damage, +25% attack speed, +8% life steal, Unique – Mist's Edge: Basic attacks deal bonus physical damage on-hit equal to ( 12% / 9%) of the target's current health, with a minimum of 15 against all units and a maximum of 60 against minions and monsters.Unique – Siphon: Basic attacks on-hit against enemy champions apply a stack for 6 seconds, stacking up to 3 times. The third stack consumes them all to deal 40 – 103 (based on level) bonus magic damage on-hit and slow the target by 25% for 2 seconds, while also granting you 25% bonus movement speed for the same duration (30 second cooldown).	33000	hands	522
Ceaseless Hunger, +55 attack damage, +20 ability haste, +300 health, +8% omnivamp, ActiveUnique – Thirsting Slash: Deal 175% base AD physical damage to enemies in a 450 radius centered around you. Heal for 20% AD (+ 8% of your missing health) for each enemy champion hit (15 (reduced by ability haste) second cooldown).	33000	hands	523
Death s Dance, +65 attack damage, +50 armor, Unique – Ignore Pain: Stores ( 30% / 10%) of all post-mitigation physical and magic damage received, including on shields, which is successively taken as true damage over 3 seconds instead, dealing a third of the stored damage each second.Unique – Defy: If an enemy champion dies within 3 seconds of you damaging them, removes Ignore Pain's remaining stored damage and heals you for 50% bonus AD over 2 seconds.	33000	hands	524
Deicide, +40 attack damage, +20 ability haste, +300 health, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 125% base AD (+ ( 6% / 3%) of target's maximum health) as bonus physical damage on-hit, for a minimum of 150% base AD and a maximum of 250% base AD against monsters. If the target is a champion, heal for 68.75% base AD (+ ( 3.3% / 1.65%) of target's maximum health) (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 3% armor penetration and 3% magic penetration.	33000	hands	525
Divine Sunderer, +40 attack damage, +20 ability haste, +300 health, Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 125% base AD (+ ( 6% / 3%) of target's maximum health) as bonus physical damage on-hit, for a minimum of 150% base AD and a maximum of 250% base AD against monsters. If the target is a champion, heal for 68.75% base AD (+ ( 3.3% / 1.65%) of target's maximum health) (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 3% armor penetration and 3% magic penetration.	33000	hands	526
Dreamshatter, +50 attack damage, +20 ability haste, +20% attack speed, +300 health, ActiveUnique – Halting Slash: Deal 175% base AD physical damage to enemies in a 450 radius centered around you and slow them by 40% for 3 seconds. Can move while casting (15 (reduced by ability haste) second cooldown).	33000	hands	527
Goredrinker, +55 attack damage, +20 ability haste, +300 health, +8% omnivamp, ActiveUnique – Thirsting Slash: Deal 175% base AD physical damage to enemies in a 450 radius centered around you. Heal for 20% AD (+ 8% of your missing health) for each enemy champion hit (15 (reduced by ability haste) second cooldown).	33000	hands	528
Lord Van Damm's Pillager, +10% Cooldown Reduction, +50 Attack Damage, +300 Health, UNIQUE Passive - Ashes to Ashes: Controlling the nearest Altar sets you aflame, dealing 25 (+1 per champion level) magic damage per second to nearby enemies (Deals 50% bonus damage to minions and monsters). Controlling the furthest Altar causes your basic attacks to burn targets for up to 114 true damage (based on champion level) over 3 seconds.	33000	misc.	529
Might of the Ruined King, +55 attack damage, +40% attack speed, +12% life steal, ActiveUnique: Deal 100 magic damage to the target enemy champion and slow them by 25% for 3 seconds, while also granting you 25% bonus movement speed for the same duration (90 second cooldown; 550 range).	33000	hands	530
Runegorger, +50 attack damage, +40 magic resistance, +16% life steal, Unique: After taking magic damage, you gain bonus attack damage and bonus magic resistance for 8 seconds. Stacks up to 50 bonus attack damage and 50 bonus magic resistance after taking 800 magic damage.	33000	hands	531
Stridebreaker, +50 attack damage, +20 ability haste, +20% attack speed, +300 health, ActiveUnique – Halting Slash: Deal 175% base AD physical damage to enemies in a 450 radius centered around you and slow them by 40% for 3 seconds. Can move while casting (15 (reduced by ability haste) second cooldown).	33000	hands	532
Titanic Hydra, +30 attack damage, +500 health, Unique – Colossus: Gain bonus attack damage equal to 2% of bonus health.Unique – Cleave: Basic attacks on-hit deal ( 4 / 3) (+ ( 1.5% / 1.125%) maximum health) bonus physical damage to the target and ( 40 / 30) (+ ( 3% / 2.25%) maximum health) physical damage to other enemies in a cone in the direction of the target.	33000	hands	533
Infinity Force, +35 attack damage, +20 ability haste, +30% attack speed, +300 health, Unique – Threefold Strike: Basic attacks grant 20 bonus movement speed for 3 seconds and, if the target is a champion or a structure, increase base attack damage by 4% for the same duration, stacking up to 5 times for a 20% increase. Stacks expire by one every 0.5 seconds when the duration ends.Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 200% base AD bonus physical damage on-hit (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 3 bonus attack damage, 3 ability haste, and 3 bonus movement speed.	33330	hands	534

Trinity Force, +35 attack damage, +20 ability haste, +30% attack speed, +300 health, Unique – Threefold Strike: Basic attacks grant 20 bonus movement speed for 3 seconds and, if the target is a champion or a structure, increase base attack damage by 4% for the same duration, stacking up to 5 times for a 20% increase. Stacks expire by one every 0.5 seconds when the duration ends.Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 200% base AD bonus physical damage on-hit (1.5 (begins after using the empowered attack) second cooldown).Mythic : Empowers each of your other Legendary items with 3 bonus attack damage, 3 ability haste, and 3 bonus movement speed.	33330	hands	535
Blade of the Ruined King, +10% Life Steal, +40% Attack Speed, +25 Attack Damage, UNIQUE Passive: Basic attacks deal 6% of the target's current Health in bonus physical damage (max 60 vs. monsters and minions) on hit. Life Steal applies to this damage., UNIQUE Active: Deals 10% of target champion's maximum Health (min. 100) as physical damage, heals for the same amount, and steals 25% of the target's Movement Speed for 3 seconds (90 second cooldown).	34000	hands	536
Bloodward, +50 attack damage, +20% attack speed, +20% critical strike chance, +7% life steal, Unique – Lifeline: If you would take damage that would reduce you below 30% of your maximum health, you first gain a shield that absorbs 250 – 630 (based on level) damage for 3 seconds and 15 – 35 (based on level) bonus attack damage for 8 seconds (90 second cooldown).Mythic : Empowers each of your other Legendary items with 5 bonus attack damage and 70 bonus health.	34000	hands	537
Galeforce, +60 attack damage, +20% attack speed, +20% critical strike chance, ActiveUnique – Cloudburst: Dash to the target location, though not through terrain, and fire three homing missiles at the most wounded enemy within 750 units of you at the end of the dash, prioritizing enemy champions. Each missile deals 60 – 105 (based on level) (+ 15% bonus AD) magic damage, for a total of 180 – 315 (based on level) (+ 45% bonus AD), increased by 0% – 50% (based on target's missing health) (110 second cooldown; 200 - 425 range).	34000	hands	538
Hextech Gunblade, +80 ability power, +40 attack damage, ActiveUnique – Lightning Bolt: Shocks the target enemy champion, dealing 175 – 253 (based on level) (+ 30% AP) magic damage and slowing them by 40% for 2 seconds (40 (shared with other Hextech items) second cooldown; 700 range).	34000	hands	539
Hextech Gunblade, +80 Ability Power, +40 Attack Damage, UNIQUE Passive: Heal for 15% of damage dealt. This is 33% as effective for Area of Effect damage., UNIQUE Active - Lightning Bolt: Deals 250 (+30% of Ability Power) magic damage and slows the target champion's Movement Speed by 40% for 2 seconds (40 second cooldown, shared with other Hextech items).	34000	hands	540
Immortal Shieldbow, +50 attack damage, +20% attack speed, +20% critical strike chance, +7% life steal, Unique – Lifeline: If you would take damage that would reduce you below 30% of your maximum health, you first gain a shield that absorbs 250 – 630 (based on level) damage for 3 seconds and 15 – 35 (based on level) bonus attack damage for 8 seconds (90 second cooldown).Mythic : Empowers each of your other Legendary items with 5 bonus attack damage and 70 bonus health.	34000	hands	541
Infinity Edge, +70 attack damage, +20% critical strike chance, Unique – Perfection: Gain 35% bonus critical strike damage if you have at least 40% critical strike chance.	34000	hands	542
Kraken Slayer, +65 attack damage, +25% attack speed, +20% critical strike chance, Unique – Bring It Down: Basic attacks ( on-hit / on-attack) grant a stack for 3 seconds, up to 2 stacks. At 2 stacks, the next basic attack consumes all stacks to deal 50 (+ 40% bonus AD) bonus true damage on-hit.Mythic : Empowers each of your other Legendary items with 10% bonus attack speed.	34000	hands	543
Molten Edge, +110 attack damage, +25% critical strike chance, Unique: Critical strikes deal 225% damage instead of 200%.	34000	hands	544
Navori Quickblades, +60 attack damage, +20 ability haste, +20% critical strike chance, Unique – Transcendence: If you have at least 40% critical strike chance, basic attacks on-attack reduce your basic abilities' current cooldowns by 15% of their remaining cooldowns.Unique – Impermanence: Your ability damage and proc damage dealt by abilities is increased by 0% – 20% (based on critical strike chance).	34000	hands	545
Ravenous Hydra, +65 attack damage, +25 ability haste, +10% life steal, Unique – Cleave: Damaging basic attacks and ability damage from abilities deal ( 40% AD / 20% AD) physical damage to other enemies within 350 units of the target damaged. Can only hit each target once per attack or ability, and may only trigger once every 10 seconds from the same cast.Unique – Carnivorous: Gain 0.5 bonus attack damage whenever you kill a minion, doubled for kills against champions, large monsters, and large minions. This effect stacks up to 40 times, for a total of 20 bonus attack damage. Lose 60% of stacks upon death.	34000	hands	546
Spear of Shojin, +65 attack damage, +20 ability haste, +300 health, Unique – Dragonforce: Gain ( 8 (+ 8% bonus AD) / 6 (+ 6% bonus AD)) basic ability haste, reduced 「 by 50% 」 「 to ( 4 (+ 4% bonus AD) / 3 (+ 3% bonus AD)) 」 for immobilizing spells.Unique – Exigency: Gain up to ( 15% / 10%) bonus movement speed based on missing health, capped at 67% missing health.	34000	hands	547
Typhoon, +60 attack damage, +20% attack speed, +20% critical strike chance, ActiveUnique – Cloudburst: Dash to the target location, though not through terrain, and fire three homing missiles at the most wounded enemy within 750 units of you at the end of the dash, prioritizing enemy champions. Each missile deals 60 – 105 (based on level) (+ 15% bonus AD) magic damage, for a total of 180 – 315 (based on level) (+ 45% bonus AD), increased by 0% – 50% (based on target's missing health) (110 second cooldown; 200 - 425 range).	34000	hands	548

Wooglet s Witchcap, +100 ability power, +45 armor, ActiveUnique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items (120 second cooldown).	34000	helmet	549
Wooglet s Witchcrown, +100 ability power, +45 armor, ActiveUnique – Stasis: Put yourself in stasis for 2.5 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items (120 second cooldown).	34000	helmet	550
Wyrmfallen Sacrifice, +65 attack damage, +25% attack speed, +20% critical strike chance, Unique – Bring It Down: Basic attacks ( on-hit / on-attack) grant a stack for 3 seconds, up to 2 stacks. At 2 stacks, the next basic attack consumes all stacks to deal 50 (+ 40% bonus AD) bonus true damage on-hit.Mythic : Empowers each of your other Legendary items with 10% bonus attack speed.	34000	hands	551
Zhonya s Ring, +120 ability power, ActiveUnique – Stasis: Put yourself in stasis for 2 seconds, rendering you untargetable and invulnerable for the duration but also unable to move, declare basic attacks, cast abilities, use summoner spells, or activate items (90 second cooldown).	34600	rings	552
Death's Dance, +10% Cooldown Reduction, +75 Attack Damage, UNIQUE Passive: Dealing physical damage heals for 15% of the damage dealt. This is 33% as effective for Area of Effect damage., UNIQUE Passive: 15% of damage taken is dealt as a Bleed effect over 3 seconds instead.	35000	misc.	553
Ravenous Hydra, +12% Life Steal, +100% Base Health Regen, +75 Attack Damage, Passive: 50% of total Life Steal applies to damage dealt by this item., UNIQUE Passive - Cleave: Basic attacks deal 20% to 60% of total Attack Damage as bonus physical damage to enemies near the target on hit (enemies closest to the target take the most damage),. UNIQUE Active - Crescent: Deals 60% to 100% of total Attack Damage as physical damage to nearby enemy units (closest enemies take the most damage) (10 second cooldown).	35000	hands	554
Titanic Hydra, +100% Base Health Regen, +35 Attack Damage, +450 Health, UNIQUE Passive - Cleave: Basic attacks deal 5 + 1% of your maximum health as bonus physical damage to your target and 40 + 2.5% of your maximum health as physical damage to other enemies in a cone on hit., UNIQUE Active - Crescent: Cleave damage to all targets is increased to 40 + 10% of your maximum health as bonus physical damage in a larger cone for your next basic attack (20 second cooldown),. (Unique Passives with the same name don't stack.)	35000	hands	555
Breathstealer, +95 ability power, +70 armor, ActiveUnique: Reduces target enemy champion's attack damage and ability power by 70% for 4 seconds (90 second cooldown; 600 range).	36000	armor	556
Essence Reaver, +20% Critical Strike Chance, +70 Attack Damage, UNIQUE Passive: +10% Cooldown Reduction, UNIQUE Passive: Gain increasingly more Cooldown Reduction from Critical Strike Chance provided by other sources (maximum +20% additional Cooldown Reduction at 30% Critical Strike Chance),. UNIQUE Passive: Critical strikes restore 3% of your maximum Mana pool.	36000	hands	557
Guinsoo's Rageblade, +50 Ability Power, +35 Attack Damage, Passive: Basic attacks deal an additional 15 magic damage on hit., UNIQUE Passive: Basic attacks grant +8% Attack Speed, +3 Attack Damage, and +4 Ability Power for 5 seconds (stacks up to 6 times). While you have 6 stacks, gain Guinsoo's Rage., Guinsoo's Rage: Every other basic attack will trigger on hit effects an additional time.	36000	hands	558
Infinity Edge, +20% Critical Strike Chance, +70 Attack Damage, UNIQUE Passive: Critical strike bonus damage is increased by 50%.	36000	hands	559
Mercurial Scimitar, +10% Life Steal, +35 Magic Resist, +65 Attack Damage, UNIQUE Active - Quicksilver: Removes all crowd control debuffs and also grants +50% bonus Movement Speed for 1 second (90 second cooldown).	36000	hands	560
Rabadon s Deathcap, +120 ability power, Unique – Magical Opus: Increase your ability power by 35%.	36000	helmet	561
Rabadon s Deathcrown, +175 ability power, Unique: Increase your ability power by 40%.	36000	helmet	562
The Rose s Pride, +52 ability power, +64 armor, ActiveUnique: Grants a shield for 4 seconds that absorbs 200 (+ 150% AP) damage (45 second cooldown).	36240	armor	563
The Bloodthirster, +75 Attack Damage, UNIQUE Passive: +20% Life Steal, UNIQUE Passive: Your basic attacks can now overheal you. Excess life is stored as a shield that can block 50-350 damage, based on champion level., This shield decays slowly if you haven't dealt or taken damage in the last 25 seconds.	37000	hands	564
Trinity Force, +5% Movement Speed, +20% Cooldown Reduction, +40% Attack Speed, +25 Attack Damage, +250 Mana, +250 Health, UNIQUE Passive - Rage: Basic attacks grant 20 Movement Speed for 2 seconds. Kills grant 60 Movement Speed instead. This Movement Speed bonus is halved for ranged champions., UNIQUE Passive - Spellblade: After using an ability, the next basic attack deals bonus physical damage equal to 200% of base Attack Damage on hit (1.5 second cooldown).	37330	hands	565
Trinity Fusion, +35 attack damage, +20% cooldown reduction, +50% attack speed, +350 health, +350 mana, +8% movement speed, Unique – Rage: Basic attacks on-hit grant ( 20 / 10) bonus movement speed for 2 seconds. Killing a unit grants ( 60 / 30) bonus movement speed instead.Unique – Spellblade: After using an ability, your next basic attack within 10 seconds deals 200% base AD bonus physical damage on-hit (1.5 second cooldown).	37330	hands	566

Madred s Bloodrazor, +40 attack damage, +40% attack speed, +25 armor, Unique: Basic attacks deal 4% of the target's maximum health bonus magic damage on-hit, capped at 120 against monsters.	38000	hands	567
Stat-Stick of Stoicism, +120 ability power, +70 attack damage, +20% cooldown reduction, +50% attack speed, +30% critical strike chance, +250 health, +250 mana, +100% base health regeneration, +100% base mana regeneration, +30 armor, +30 magic resistance, +10% movement speed, +10% life steal, LimitationsLimited to 1 Stat-Stick of Stoicism.	74370	hands	568
The Golden Spatula, +120 ability power, +70 attack damage, +20 ability haste, +50% attack speed, +30% critical strike chance, +250 health, +250 mana, +100% base health regeneration, +100% base mana regeneration, +30 armor, +30 magic resistance, +10% movement speed, +10% life steal, Unique – Doing Something: You are permanently On Fire!	74870	hands	569

#### Notes:

Ability Power adds to all [ToHit, dmg, AC, and saves] item/innate abilities at 10 to 1. **CF=4:** replace "at 10 to 1" with "at 1 to 1".

Armor adds to your AT at 10 to 1. **CF=4:** replace "at 10 to 1" with "at 1 to 1".

Armor Penetration reduces AC at 10 to 1. **CF=4:** replace "at 10 to 1" with "at 1 to 1".

Attack Damage adds to melee/ranged dmg.

Attack Speed multiplies (as a %) your # of attacks.

Base Health Regeneration multiplies (as a %) your regen rate.

Base Mana Regeneration reduces (as a %) the time it takes to get mana back.

Bonus Experience gives an extra 150 XP per reset.

Cooldown Reduction/Ability Haste reduces (for every 100%) action costs on spells/abilities (F→M→P→V. **CF=5:** V→Z limit 3/r).

Critical Strike chance multiplies (as a %) to crit range.

Health adds to hp at 10 to 1. **CF=4:** replace "at 10 to 1" with "at 1 to 1".

Life on Hit cures 1 for 1 to hp.

Life Steal adds (as a %) the Lifesteal weapon flag.

Magic Penetration adjusts MR down.

Magic Resist adds to MR.

Mana adds to your mana pool.