

Mana Break

1



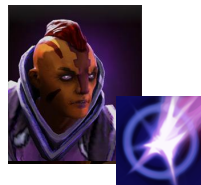
+50% Mana burn **AND**
+1 ⚔️ for each mana burned

+1

Burns 50% of an opponent's mana on attack.
Mana Break deals the same amount of the mana
burned as damage to the target.

Blink

2



+2 Movement

+1

Short distance teleportation that allows Anti-Mage
to move in and out of combat.

Spell Shield

4



100% resistance to 1 Skill Card

+1

Increases Anti-Mage's resistance to magic
damage.

Mana Void

6



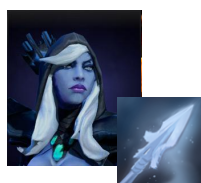
+2 ⚔️ for every point of missing mana to all
heroes on the same tile

+1

For each point of mana missing by the target unit,
damage is dealt to it and surrounding enemies.
The main target is also mini-stunned.

Frost Arrows

1



-1 Movement p/turn

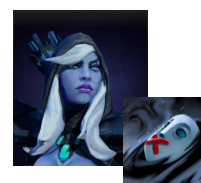
+1

1 Mana 1 Mana 1 Mana 1 Mana 1 Mana

Adds a freezing effect to Drow's attacks, slowing
enemy movement. Cost is 1 Mana p/turn.

Silence

2



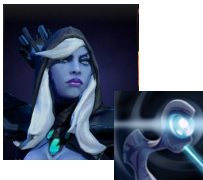
Prevents all enemies in tile from using Skill Cards
for 1 turn


+1

Stops all enemy units in a target area from casting
spells.

Precision Aura

4



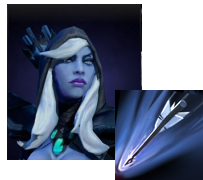
+20  for player and all allies for 1 turn

+1 

Adds bonus damage to the attack damage of the player and all allied Heroes anywhere on the map for 1 turn.

Marksmanship

6



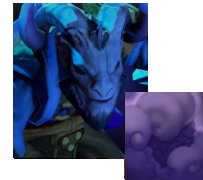
+10 **Agility**

+1 

Drow's experiences in battle improve her accuracy and effectiveness in combat, providing a passive bonus to Agility.

Smoke Screen

1



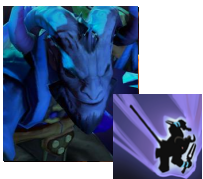
All enemies in tile miss a turn

+1 

Throws down a smoke bomb, silencing and slowing enemy units in an area while causing them to miss on most attacks.

Blink Strike

2



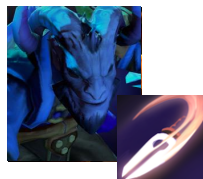
+2 Movement **AND** +10 

+1 

Teleports behind the target unit, striking for bonus damage if it is an enemy.

Backstab

4



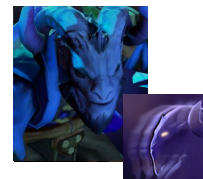
+Agility 

+1 

If Riki attacks from behind, bonus damage is applied based on his current agility.

Permanent Invisibility

6



Invisible for up to 5 turns

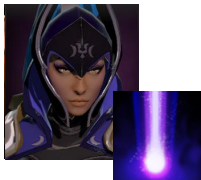
+1 

1 Mana 1 Mana 1 Mana 1 Mana 1 Mana

Riki fades into the shadows, staying permanently invisible except while attacking. While silenced, Riki will be visible.

Lucent Beam

1



+1 

Luna channels a concentrated beam of lunar energy at an enemy, stunning and dealing damage.

Moon Glaive

2



+1 

Allows Luna's glaive to bounce to enemy units near the attacked unit. Each bounce deals less damage.

Lunar Blessing

4

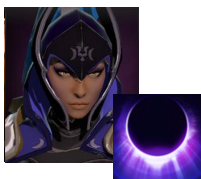


+1 

Grants bonus damage to nearby allies, while blessing Luna with extra night vision.

Eclipse

6



+1 

Calls an eclipse that follows Luna, striking units with her current level of Lucent Beam. A single target can only be hit a maximum times. Unlike individual Lucent Beams, Eclipse does not stun.
Eclipse turns day into night for 10 seconds.
Upgradable by Aghanim's Scepter.