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[RUNEWORDS]

There are 300 runewords and 25 jewelwords in Median 2008 1.45.

If a runeword does not list the stats of the socketable items (runes or gems), they are not applied. Yes, runewords can remove stats from runes and gems.

There are also 3 hidden runewords and 1 hidden jewelword in the mod, if you can find them. Look for the easiest and hardest runewords and the most obvious jewelwords...

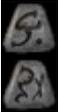
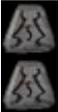
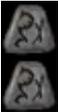
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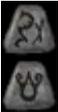
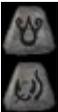
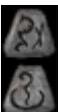
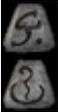
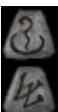
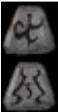
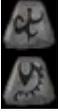
So many people have reported this as a bug that I'm giving it a separate mention. Runewords work only in **nonmagical** items.

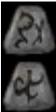
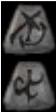
**Oskills**

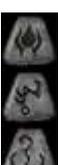
If a runeword has a skill bonus with no character class requirement (eg. '+3-6 to Flash'), then the bonus is an 'oskill', giving this skill to any class for free. The class that actually owns the skill can only get up to +3 from oskill modifiers, even if the item itself has more.

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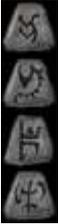
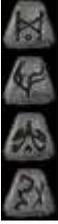
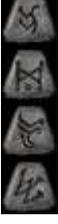
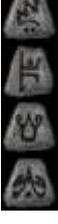
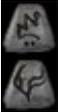
<b>Dawn</b> Level 11		El Eld	Weapons	5% Chance to cast level 4 Celerity when you Kill an Enemy +(21 to 40)% Enhanced Damage (101 to 150)% Bonus to Attack Rating 10% Bonus to All Attributes (31 to 60)% Extra Gold from Monsters +2 to Light Radius Level 4 Rune of Fire (20 Charges)
<b>Dusk</b> Level 11		Eld El	Weapons	5% Chance to cast level 1 Dark Power when you Kill an Enemy +(21 to 40)% Enhanced Damage 75% Bonus to Attack Rating (11 to 15)% Bonus to All Attributes All Resists -10% -1 to Light Radius Level 4 Frozen Soul (20 Charges)
<b>Rage</b> Level 13		Tir El	Weapons	+(21 to 40)% Enhanced Damage +10% Increased Attack Speed +10% Faster Hit Recovery (76 to 100)% Bonus to Attack Rating +1 to Titan Strike
<b>Vulture</b> Level 15		El Eth	Weapons	5% Chance to cast level 2 Raven Flight when you Kill an Enemy +(21 to 40)% Enhanced Damage +(11 to 15) to Maximum Damage 75% Bonus to Attack Rating +(16 to 20) Mana after each Kill +(16 to 20) Life after each Kill
<b>Horror</b> Level 15		Nef Eth	Weapons	+(26 to 40)% Enhanced Damage +(11 to 15) to Maximum Damage (1 per level)% Deadly Strike (Based on Character Level) Hit Causes Monster to Flee +25% +(51 to 75) to Life Level 1 Cold Fear (25 Charges)
<b>Sky</b> Level 15		Ith Ith	Weapons	4% Chance to cast level 3 Rain of Bombs when you Kill an Enemy +(31 to 40)% Enhanced Damage 15% Increased Attack Speed 15% Faster Cast Rate Adds 1-9 Lightning Damage +(41 to 50) Defense +105 Maximum Stamina Level 4 Guard Tower (20 Charges)
<b>Kestrel</b> Level 15		Eth Eth	Weapons	+(21 to 40)% Enhanced Damage +16 to Maximum Damage 150% Duration Bonus to Mark of the Wild 50% Deadly Strike Damage Reduced by (3 to 6) 205% Extra Gold from Monsters

Osiris Level 17		Tal Eld	Weapons	25% Chance to cast level 6 Rune of Fire when you Kill an Enemy +1 to All Skills +(21 to 40)% Enhanced Damage +(11 to 15) to all Attributes +7 to Light Radius
Ghost Level 17		Tal lth	Weapons	2% Chance to cast level 1 Possess on Striking +(26 to 40)% Enhanced Damage +10% Faster Run/Walk Slows Target by (16 to 25)%
Brutality Level 21		Eth Ort	Weapons	4% Chance to cast level 7 Blood Flash when Struck +(31 to 50)% Enhanced Damage +(21 to 25) to Maximum Damage Stun Attack Decrease Maximum Life -20% 100% Extra Gold from Monsters
Shark Level 21		El Ort	Weapons	33% Chance to cast level 3 Bloodlust when you Kill an Enemy +(31 to 40)% Enhanced Damage +(0.5 per level) to Maximum Damage (Based on Character Level) 75% Bonus to Attack Rating 7% Life Stolen per Hit 33% Chance of Open Wounds -1 to Mana
Decay Level 21		Ort Ral	Weapons	+100 Crafting Points Indestructible 12% Chance to cast level 5 Rust Storm when you Kill an Enemy +(51 to 70)% Enhanced Damage -75 to Stamina
Mirth Level 23		Thul lth lth	Weapons	25% Chance to cast level 15 Bloodstar when you Kill an Enemy +(41 to 60)% Enhanced Damage +(1 per level) to Maximum Damage (Based on Character Level) Stun Attack +(11 to 15)% to Fire Skill Damage +(11 to 15)% to Cold Skill Damage
Hog Level 25		Eth Amn	Weapons	+(51 to 70)% Enhanced Damage +(21 to 30) to Maximum Damage +1 to Overpower +(11 to 15) to Strength Extra Bloody Hits (151 to 200)% Extra Gold from Monsters
Gore Level 25		Nef Amn	Weapons	33% Chance to cast level 2 Deathcore when you Kill an Enemy +(41 to 60)% Enhanced Damage +(16 to 20) to Maximum Damage (21 to 30)% Chance of Open Wounds Hit Causes Monster to Flee +6% Extra Bloody Hits
Drama Level 25		Amn Thul	Weapons	+(31 to 50)% Enhanced Damage Adds 1-11 Fire Damage Adds 1-11 Lightning Damage +(6 to 10)% to Fire Skill Damage +(6 to 10)% to Lightning Skill Damage Increase Maximum Life 40% Increase Maximum Mana 40%
Atom Level 29		Shael lth	Weapons	4% Chance to cast level 8 Gamma Field when you Kill an Enemy 4% Chance to cast level 8 Blast Wave when you Kill an Enemy +(51 to 100)% Enhanced Damage Adds 10-25 Fire Damage Adds 42-46 Poison Damage over 6 seconds Decrease Maximum Life -20%
Raven Level 29		Shael Sol	Weapons	50% Chance to cast level 4 Time Strike on Striking +(61 to 80)% Enhanced Damage (4 to 6)% Life Stolen per Hit +10% to Lightning Skill Damage +10% to Cold Skill Damage +15 to Strength (401 to 500)% Extra Gold from Monsters
Frenzy Level 29		Amn Eth	Weapons	5% Chance to cast level 3 Claw Tornado on Striking +(51 to 70)% Enhanced Damage +20% Increased Attack Speed +(21 to 30) to Maximum Damage

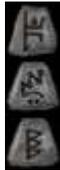
		Shael		<ul style="list-style-type: none"> <li>+(11 to 15) to Strength</li> <li>+(11 to 15) to Dexterity</li> <li>25% Damage Reflected</li> </ul>
<b>Tempest Level 31</b>		Dol Shael	Weapons	<ul style="list-style-type: none"> <li>3% Chance to cast level 4 Lightning Wall on Striking</li> <li>+(71 to 90)% Enhanced Damage</li> <li>+25% Faster Run/Walk</li> <li>+15% Increased Attack Speed</li> <li>+(16 to 20) to Minimum Damage</li> <li>+(3 to 6) to Flash</li> </ul>
<b>Shame Level 33</b>		Hel Thul El	Weapons	<ul style="list-style-type: none"> <li>2% Chance to cast level 28 Gamma Field when you Kill an Enemy</li> <li>+(81 to 90)% Enhanced Damage</li> <li>+(21 to 30) to Maximum Damage</li> <li>75% Bonus to Attack Rating</li> <li>Stun Attack</li> <li>+(11 to 15)% to Poison Skill Damage</li> </ul>
<b>Sagarmatha Level 33</b>		Hel Ort Ort	Weapons	<ul style="list-style-type: none"> <li>18% Chance to cast level 4 Frozen Crown when Struck</li> <li>+(81 to 90)% Enhanced Damage</li> <li>-15% Slower Run/Walk</li> <li>Adds (7 to 14)-(23 to 42) Cold Damage</li> <li>+(6 to 10)% to Cold Skill Damage</li> </ul>
<b>Fairy Tale Level 35</b>		Hel lo Sol	Weapons	<ul style="list-style-type: none"> <li>15% Chance to cast level 2 Frog Prince when you Kill an Enemy</li> <li>+(91 to 120)% Enhanced Damage</li> <li>+25% Faster Run/Walk</li> <li>+(11 to 20)% to Lightning Skill Damage</li> <li>+(11 to 20)% to Cold Skill Damage</li> <li>(11 to 15)% Bonus to Dexterity</li> <li>Level 2 Magic Missiles (33 Charges)</li> </ul>
<b>Witch Level 37</b>		Thul Lum Tal	Weapons	<ul style="list-style-type: none"> <li>4% Chance to cast level 2 Hex on Striking</li> <li>+(90 to 110)% Enhanced Damage</li> <li>25% Increased Attack Speed</li> <li>25% Faster Cast Rate</li> <li>+(16 to 20)% to Spell Damage</li> <li>+5 to all Attributes</li> <li>+(41 to 50) Mana after each Kill</li> <li>20% Better Chance of Getting Magic Items</li> </ul>
<b>Oxygen Level 37</b>		Lum Dol El	Weapons	<ul style="list-style-type: none"> <li>3% Chance to cast level 6 Mana Coil on Striking</li> <li>+(51 to 75)% Enhanced Damage</li> <li>+(16 to 20) to Minimum Damage</li> <li>(101 to 150)% Bonus to Attack Rating</li> <li>Adds 26-53 Cold Damage</li> <li>+(11 to 50) to Vitality</li> <li>(31 to 40)% Better Chance of Getting Magic Items</li> </ul>
<b>Bear Level 39</b>		El Ko Thul	Weapons	<ul style="list-style-type: none"> <li>20% Chance to cast level 3 Bloodlust when you Kill an Enemy</li> <li>7% Chance to cast level 13 Elemental when Struck</li> <li>+(121 to 140)% Enhanced Damage</li> <li>+(21 to 30)% Bonus Damage to Bloodlust</li> <li>75% Bonus to Attack Rating</li> <li>+(16 to 20)% to Fire Skill Damage</li> <li>Knockback</li> <li>(26 to 35)% Bonus to Strength</li> </ul>
<b>Azrael Level 41</b>		Hel Fal	Weapons	<ul style="list-style-type: none"> <li>100% Chance to cast level 16 Slayer when you Kill an Enemy</li> <li>40% Increased Attack Speed</li> <li>40% Faster Cast Rate</li> <li>+1 to All Skills</li> <li>+(101 to 120)% Enhanced Damage</li> <li>+20 to Dexterity</li> <li>+(10 per level) to Mana (Based on Character Level)</li> </ul>
<b>Joker Level 41</b>		Ort Fal Shael	Weapons	<ul style="list-style-type: none"> <li>+(101 to 120)% Enhanced Damage</li> <li>50% Faster Hit Recovery</li> <li>50% Faster Block Rate</li> <li>Attacker Flees after Striking +(26 to 50)%</li> <li>+(21 to 30) to Dexterity</li> <li>75% Extra Gold from Monsters</li> </ul>
		Fal		<ul style="list-style-type: none"> <li>+1 to All Skills</li> <li>+(2.25 per level)% Enhanced Maximum Damage (Based on Character Level)</li> </ul>

<b>Evil</b> Level 41		Shael Dol	Weapons	<p>+(26 to 30) to Minimum Damage Adds 34-41 Poison Damage over 8 seconds (0.375 per level)% to Poison Skill Damage (Based on Character Level)</p>
<b>Tide</b> Level 41		Fal Ko Tal	Weapons	<p>15% Chance to cast level 1 Glacial Nova when Struck +(81 to 110)% Enhanced Damage (6 to 15)% Increased Chance of Blocking (16 to 20)% Bonus to Strength (16 to 20)% Bonus to Dexterity</p>
<b>Sphere</b> Level 45		Pul Hel Eth	Weapons	<p>40% Chance to cast level 8 Nova Bomb when you Kill an Enemy +(141 to 160)% Enhanced Damage 20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Cast Rate 20% Faster Hit Recovery 20% Faster Block Rate +8 to Maximum Damage +20 to all Attributes All Resists +(21 to 30)%</p>
<b>Strength of One</b> Level 45		Shael Pul Fal	Weapons	<p>+(91 to 120)% Enhanced Damage +1 to Retribute +1 to Retaliate +(21 to 25) to all Attributes</p>
<b>Blood</b> Level 45		Pul Sol Ko	Weapons	<p>Adds (22 to 27)-(35 to 84) Fire Damage 22% Life Stolen per Hit +(9 to 14) to Bloodstar Fire Resist +(51 to 60)%</p>
<b>Enyo</b> Level 49		Mal Ko Um	Weapons	<p>50% Chance to cast level 33 Summon Acid Fiends when you Kill an Enemy +(121 to 140)% Enhanced Damage Adds 539-569 Poison Damage over 10 seconds Stun Attack 20% Bonus to Strength 20% Bonus to Energy Poison Resist +(71 to 90)%</p>
<b>Hymn</b> Level 49		Pul Mal Amn	Weapons	<p>100% Chance to cast level 41 Pain Spirit when you Kill an Enemy 4% Chance to cast level 14 Ring of Light when Struck +(161 to 180)% Enhanced Damage +25% Faster Block Rate (16 to 20)% Increased Chance of Blocking Regenerate Life +150 Fire Resist +40% Poison Resist +40%</p>
<b>Carnage</b> Level 53		Gul Amn Um	Weapons	<p>15% Chance to cast level 2 Blast Wave when you Kill an Enemy +(171 to 190)% Enhanced Damage +(0.875 per level) to Maximum Damage (Based on Character Level) (4 to 6)% Life Stolen per Hit</p>
<b>Gauntlet</b> Level 53		Gul Ei Dol	Weapons	<p>12% Chance to cast level 4 Retribute when Struck +(171 to 190)% Enhanced Damage -10% Slower Run/Walk +10 to Minimum Damage +(1.3125 per level) to Maximum Damage (Based on Character Level) 75% Bonus to Attack Rating All Resists -25%</p>
<b>Chasm</b> Level 53		Gul Dol Shael Pul	Weapons	<p>25% Chance to cast level 9 Cataclysm when you Kill an Enemy +(136 to 150) to Minimum Damage Adds 11-208 Fire Damage Adds 11-208 Cold Damage +(31 to 40) to Strength Fire Resist +(91 to 110)%</p>

					Cold Resist +(91 to 110)%
<b>Lion Level 55</b>	  	Amn Vex Ist	Weapons		8% Chance to cast level 4 Vanquish when you Kill an Enemy +(151 to 170)% Enhanced Damage +(101 to 150)% Bonus Elemental Damage to Vanquish +(41 to 60) to Dexterity +(41 to 60) to Energy Half Freeze Duration (201 to 250)% Damage Reflected +(3 to 4) to Light Radius
<b>Oblivion Level 57</b>	  	Mal Gul Ohm	Weapons		+(176 to 200)% Enhanced Damage +25% Increased Attack Speed (11 to 15)% Bonus to Vitality Cold Resist +40% Poison Resist +40% Damage Reduced by (8 to 10)% +(61 to 100) Life after each Kill +(61 to 100) Mana after each Kill Level 15 Shadowform (10 Charges)
<b>Guide Star Level 57</b>	  	Um Vex Ohm	Weapons		+(181 to 200)% Enhanced Damage 35% Faster Run/Walk +(3 to 5) to Judgement (Paladin Only) +(3 to 5) to Light and Shadow (Paladin Only) +(11 to 15) to all Attributes Half Freeze Duration
<b>Growth Level 57</b>	   	Ohm Mal Hel Pul	Weapons		+(101 to 140)% Enhanced Damage Adds 32-389 Fire Damage Adds 32-389 Poison Damage over 4 seconds +(2 to 4) to Circle of Life (Druid Only) Replenish Life +(61 to 80) Fire Resist +40% Poison Resist +40%
<b>Moonlight Level 59</b>	 	Lo Vex	Weapons		5% Chance to cast level 8 Frozen Crown on Striking +(181 to 210)% Enhanced Damage Stun Attack +(11 to 15)% to Cold Skill Damage +1 to Rune of Ice Half Freeze Duration (21 to 40)% Better Chance of Getting Magic Items
<b>Armageddon Level 61</b>	   	Dol Fal Sur Ist	Weapons		+25 Crafting Points 15% Chance to cast level 9 Meteor Shower when you Kill an Enemy 40% Increased Attack Speed +(181 to 200)% Enhanced Damage +(41 to 50) to Minimum Damage +75 to Strength
<b>Crash Level 61</b>	   	Sur Vex Ist Ohm	Weapons		10% Chance to cast level 4 Blast Wave when Struck +(141 to 160)% Enhanced Damage +(51 to 70) to Maximum Damage Adds 252-286 Fire Damage 40% Bonus to Vitality Half Freeze Duration
<b>Perdition Level 61</b>	   	Sur Ko Lo Vex	Weapons		+25 Crafting Points 7% Chance to cast level 11 Fire Cascade on Striking +(211 to 240)% Enhanced Damage +(76 to 100) to Maximum Damage (21 to 35)% Chance of Open Wounds (21 to 30)% Bonus to Strength Fire Resist +(61 to 80)% Half Freeze Duration
					25% Faster Run/Walk 50% Increased Attack Speed

Berith Level 63		Ber Ith Ber Ith	Weapons	50% Faster Cast Rate 25% Faster Hit Recovery 25% Faster Block Rate +(181 to 200)% Enhanced Damage Adds 150-300 Fire Damage Adds 150-300 Lightning Damage Adds 150-300 Cold Damage Total Character Defense Plus (11 to 15)% 20% Chance of Uninterruptable Attack 666% Extra Gold from Monsters Requirements -40%
Northern Light Level 63		Vex Sol Ber lo	Weapons	100% Chance to cast level 24 Flash when you Kill an Enemy 100% Chance to cast level 20 Static Trap when you Die 10% Chance to cast level 8 Lightning Cascade on Striking +(171 to 200)% Enhanced Damage +(11 to 20)% to Lightning Skill Damage (11 to 15)% Bonus to Dexterity Lightning Resist +(51 to 75)% 10% Chance of Uninterruptable Attack Half Freeze Duration
Snowflake Level 65		Jah Ist Lo Eth	Weapons	2% Chance to cast level 5 Frozen Crown on Striking +(141 to 190)% Enhanced Damage +(56 to 80) to Maximum Damage Adds 277-804 Cold Damage Freezes Target +(2 to 3) Lightning Resist +70%
Void Level 65		Jah Ber Hel Ith	Weapons	+(191 to 220)% Enhanced Damage Freezes Target +(3 to 8) Slows Target by 75% 10% Chance of Uninterruptable Attack +(81 to 120) Mana after each Kill Level 11 Vortex (15 Charges)
Ligeia Level 65		Vex Jah Ohm Thul	Weapons	100% Chance to cast level 13 Raven Flight when you Die +(141 to 180)% Enhanced Damage +(51 to 70) to Maximum Damage +(6 to 10)% to Fire Skill Damage +(3 to 6) to Hades Gate (Assassin Only) +(501 to 650) Maximum Stamina Half Freeze Duration
Joy Level 69		Zod Ber Ort Lo	Weapons	+(121 to 160)% Enhanced Damage Adds 1-1001 Lightning Damage Stun Attack Slows Target by 25% Lightning Resist +(71 to 90)% 25% Chance of Uninterruptable Attack
Butcher Level 69		Cham Nef Ith Zod Um	Weapons	+(176 to 225)% Enhanced Damage +(41 to 60) to Maximum Damage (16 to 20)% Life Stolen per Hit Hit Causes Monster to Flee +25% -10 to Vitality
		Zod		+(201 to 240)% Enhanced Damage

**Legend  
Level 69**



Ist  
Ber  
Zod  
Cham

Weapons

+1 to Inner Fire  
All Resists +(61 to 80)%  
(26 to 50)% Chance of Uninterruptable Attack

**Rampage  
Level 69**



Zod  
Zod  
Ber  
Zod  
Sur  
Zod

Weapons

+25 Crafting Points  
33% Chance to cast level 1 Gift of the Wild when you Kill an Enemy  
+(201 to 250)% Enhanced Damage  
Slows Target by 20%  
+(1.5 per level) to Strength (Based on Character Level)  
+(1.5 per level) to Dexterity (Based on Character Level)  
10% Chance of Uninterruptable Attack  
25% Curse Length Reduction  
Werewolf Morph

**Ghoul  
Level 13**



Tir  
Nef

Melee weapons

15% Chance to cast level 1 Gift of Shadows when you Kill an Enemy  
+(21 to 40)% Enhanced Damage  
+20% Increased Attack Speed  
Hit Causes Monster to Flee +5%  
All Resists +(21 to 25)%  
-2 to Light Radius

**Scream  
Level 21**



Tal  
Tal  
Ort

Melee weapons

10% Chance to cast level 8 Avatar when you Kill an Enemy  
+(41 to 60)% Enhanced Damage  
(0.375 per level)% to Cold Skill Damage (Based on Character Level)  
(16 to 20)% Deadly Strike  
Attacker Flees after Striking +(21 to 25)%  
+5 to all Attributes

**Tyranny  
Level 31**



Dol  
Ith  
Dol

Melee weapons

+(61 to 80)% Enhanced Damage  
+10% Increased Attack Speed  
+(11 to 20) to Minimum Damage  
(6 to 10)% Chance of Crushing Blow  
+1 to Guard Tower  
Reduces all Vendor Prices (6 to 10)%

**Banshee  
Level 13**



Nef  
Nef

Bows

8% Chance to cast level 2 Mana Coil on striking  
5% Chance to cast level 6 Hex on Striking  
+(21 to 40)% Enhanced Damage  
+(1 per level) to Maximum Damage (Based on Character Level)  
+(16 to 20)% to Physical/Magic Skill Damage  
+1 to Ghost Arrow  
Hit Causes Monster to Flee +10%  
+250 Maximum Stamina

**Earthquake  
Level 19**



Ral  
El

Bows

2% Chance to Cast Level 44 Cataclysm when you Kill an Enemy  
+(61 to 80)% Enhanced Damage  
+20% Increased Attack Speed  
100% Bonus to Attack Rating  
(16 to 20)% Deadly Strike  
(21 to 30)% Better Chance of Getting Magic Items

**Firework  
Level 25**

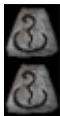


Amn  
Ral

Bows

+(21 to 40)% Enhanced Damage  
50% Faster Run/Walk  
Knockback  
+(201 to 300) to Stamina  
Level 4 Immolation Bomb (30 Charges)

**Ambush  
Level 25**



Amn  
Amn

Bows

6% Chance to cast level 4 Phalanx when Struck  
+(41 to 60)% Enhanced Damage  
20% Faster Run/Walk  
+(11 to 15) to Maximum Damage  
+150 Maximum Stamina  
(151 to 200)% Extra Gold from Monsters

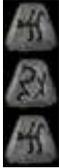
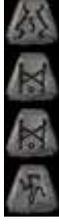
**Echo**



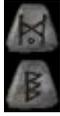
Shael  
Eth

Bows

33% Chance to cast level 3 Time Strike on Striking  
11% Chance to cast level 1 Spike Nova when Struck  
+(51 to 70)% Enhanced Damage

Level 29		Shael		+20 to Maximum Damage +(31 to 35) to Strength +(31 to 35) to Vitality
Mosquito Level 35		El lo	Bows	50% Chance to cast level 1 Arrow on Striking +50% Increased Attack Speed +(61 to 90) to Maximum Damage (101 to 200)% Bonus to Attack Rating (4 to 6)% Life Stolen per Hit 10% Bonus to Dexterity Level 3 Barrage (50 Charges)
Glow Level 37		Lum Tal lo	Bows	25% Chance to cast level 4 Searing Orb on Striking 33% Chance to cast level 6 Holy Trap when Struck +(81 to 100)% Enhanced Damage (21 to 30)% Bonus to Dexterity 20% Better Chance of Getting Magic Items Level 8 Ghost Arrow (100 Charges) Level 6 Holy Armor (60 Charges)
Sinew Level 39		Ko Thul Ko	Bows	33% Chance to cast level 6 Mind Flay when you Kill an Enemy +(81 to 100)% Enhanced Damage +33 to Maximum Damage +(11 to 15)% to Fire Skill Damage (26 to 30)% Bonus to Strength (26 to 30)% Bonus to Vitality Level 1 Vampiric Icon (33 Charges)
Demon Level 43		Lem Eth Lem	Bows	22% Chance to cast level 6 Immolation when you Kill an Enemy 3% Chance to cast level 22 Pagan Rites when Struck +(121 to 140)% Enhanced Damage +(61 to 75) to Maximum Damage Fire Resist +66% 33% Bonus to Dexterity +(6 to 10)% to Experience Gained
Balance Level 45		lo Pul lo	Bows	+(101 to 150)% Enhanced Damage +(0.5 per level) to Maximum Damage (Based on Character Level) (11 to 15)% Bonus to Strength (21 to 30)% Bonus to Dexterity (11 to 15)% Bonus to Energy (11 to 15)% Bonus to Vitality +(21 to 30) to Strength +(21 to 30) to Energy +(41 to 50) to Dexterity +(21 to 30) to Vitality Fire Resist +40% (201 to 300)% Extra Gold from Monsters
Hive Level 49		Nef Dol Ko Mal	Bows	10% Chance to cast level 3 Poison Flash when Struck 25% Chance to cast level 1 Arrow on Striking +(101 to 140)% Enhanced Damage 40% Increased Attack Speed +(16 to 25) to Minimum Damage Hit Causes Monster to Flee +5% (31 to 40)% Bonus to Strength Poison Resist +(61 to 100)%
Sacrifice Level 55		Vex Shael Ohm	Bows	9% Chance to cast level 17 Summon Rampagor when you Kill an Enemy +(141 to 170)% Enhanced Damage (5 to 7)% Life Stolen per Hit +(31 to 40)% to Fire Skill Damage +1 to Barrage (41 to 45)% Bonus to Vitality Half Freeze Duration
Phantom Level 65		Ith Jah Jah Sur	Bows	50% Chance to cast level 10 Frozen Soul on Striking +(201 to 230)% Enhanced Damage +(51 to 60) to All Attributes Increase Maximum Mana 50% Cannot Be Frozen
				5% Chance to cast level 25 Banish on Striking

Curse  
Level 67



Ko  
Jah  
Cham

Bows

1% Chance to cast level 15 Punisher on Striking  
+(151 to 200)% Enhanced Damage  
+(2.25 per level) to Maximum Damage (Based on Character Level)  
30% Bonus to Strength

Mourning  
Level 11



Eld  
Eld

Staves

5% Chance to cast level 1 Pagan Rites when Struck  
+1 to All Skills  
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration  
-1 to Light Radius

Pax Mystica  
Level 13



Eld  
Tir

Staves

+1 to All Skills  
+(11 to 15) to All Attributes  
All Resists +(36 to 40)%  
(16 to 30)% Better Chance of Getting Magic Items  
Level 1 Blink (20 Charges)

Archon  
Level 15

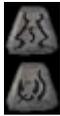


Eth  
Tir

Staves

+1 to All Skills  
+(31 to 50)% Enhanced Damage  
+(11 to 15) to Maximum Damage  
+(3 to 5) to Searing Orb  
+(2 to 3) to Light Radius

Caduceus  
Level 19



Ith  
Ral

Staves

+1 to All Skills  
+(21 to 40)% Enhanced Damage  
+(26 to 30)% to Poison Skill Damage  
Regenerate Life +(31 to 40)  
+(35 to 50)% to Vitality when using a Healing Potion  
+(35 to 50)% to Energy when using a Mana Potion  
Level 2 Poison Flash (10 Charges)

Hadad  
Level 21



Ort  
Tir

Staves

+(11 to 15)% to Lightning Skill Damage  
+(4 to 5) to Lightning Wall  
(21 to 25)% Bonus to Energy  
Damage Reduced by (6 to 10)%  
50% Damage Taken goes to Mana

Air  
Level 25



Ei  
Amn

Staves

+1 to All Skills  
75% Bonus to Attack Rating  
+(151 to 200) to Stamina  
All Resists +(41 to 50)%  
(31 to 40)% Better Chance of Getting Magic Items  
Level 3 Lightning Cascade (40 Charges)  
Requirements -40%

Elder  
Level 29



Thul  
Ort  
Shael

Staves

+1 to All Skills  
+15% Faster Cast Rate  
+(16 to 20)% to Fire Skill Damage  
+(16 to 20)% to Lightning Skill Damage  
+(31 to 40) to Strength  
+(31 to 40) to Energy  
75% Extra Gold from Monsters  
Level 6 Lightning Wall (15 Charges)

Lich  
Level 33



Shael  
Hel

Staves

+(11 to 20)% to Cold Skill Damage  
+(11 to 20)% to Poison Skill Damage  
+5 to [random necromancer summoning/passive] (Necromancer Only)  
Cold Resist +(41 to 60)%  
Poison Resist +(41 to 60)%  
Requirements -66%

Snowstorm  
Level 37



Hel  
Hel  
Lum  
Hel

Staves

+(1 to 2) to Sorceress Skills  
+25% Faster Cast Rate  
(0.5 per level)% to Cold Skill Damage (Based on Character Level)  
(0.5 per level)% to Lightning Skill Damage (Based on Character Level)  
Cold Resist (1 per level)% (Based on Character Level)  
Lightning Resist (1 per level)% (Based on Character Level)  
20% Better Chance of Getting Magic Items

Abyss  
Level 39



Ko  
Ko  
Thul

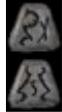
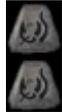
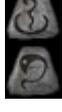
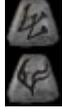
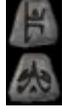
Staves

5% Chance to cast level 28 Fire Star when Struck  
+(1 to 2) to All Skills  
+10% Faster Cast Rate  
+(21 to 30)% to Fire Skill Damage  
(21 to 25)% Bonus to Strength  
(21 to 25)% Bonus to Vitality  
Replenish Life +(51 to 70)

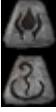
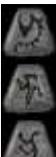
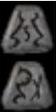
12% Chance to cast level 1 Glacial Nova when Struck

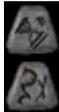
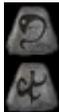
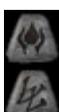
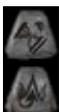
<b>Torrent Level 45</b>		Pul lo Dol	Staves	+ (1 to 2) to All Skills +40% Faster Cast Rate +4 to Minimum Damage 10% Bonus to Dexterity 10% Bonus to Energy Regenerate Mana +(31 to 40)%
<b>Dancing Flame Level 51</b>		Ist Fal Pul	Staves	+ (2 to 3) to All Skills +40% Faster Run/Walk +60% Faster Cast Rate (0.5 per level)% to Fire Skill Damage (Based on Character Level) +(41 to 50) to Energy
<b>Summanus Level 51</b>		lth Ist lth	Staves	4% Chance to cast level 8 Lightning Wall when Struck +(171 to 190)% Enhanced Damage +(2 to 4) Extra Lightning Cascade Targets +25% Increased Attack Speed +50% Faster Hit Recovery +(31 to 40) to Strength +(41 to 50) to Energy
<b>Servitude Level 57</b>		Dol Ohm lo	Staves	+ (2 to 3) to All Skills +40% Faster Cast Rate +80 to Minimum Damage +1 to Possess Level 6 Summon Shadows (40 Charges)
<b>Prince Level 63</b>		Ber Sur Ko Mal	Staves	+ (2 to 5) to All Skills +(11 to 14) to Meteor Shower +(51 to 70) to All Attributes All Resists +(76 to 100)%
<b>Fountain Level 67</b>		Cham Ohm Cham Lem Cham Ohm	Staves	+1 to Rune of Mana (36 to 50)% Bonus to Vitality -400 Defense +(101 to 150) to Vitality +5% to Experience Gained (201 to 300)% Extra Gold from Monsters
<b>Wardance Level 69</b>		Zod Cham Hel Sur Zod	Staves	+(201 to 230)% Enhanced Damage +60% Faster Run/Walk +40% Increased Attack Speed Slows Target by 10% Total Character Defense Plus (31 to 40)%
<b>Angel Level 69</b>		Zod Um lth Zod Tir	Staves	+ (4 to 5) to All Skills +15% Enhanced Damage +(2 to 4) to Arcane Strike +(2 to 4) to Punisher +(51 to 75)% to Spell Damage Slows Target by 15% Total Character Defense Plus 100% Cannot Be Frozen



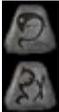
<b>Prophecy</b> Level 15		Eth Ith	Sceptres	+ (21 to 40)% Enhanced Damage + (11 to 15) to Maximum Damage Fire Resist + (21 to 25)% Cold Resist + (21 to 25)% Attacker Takes Cold Damage of (11 to 15) Attacker Takes Fire Damage of (11 to 15)
<b>Hate</b> Level 17		El Tal	Sceptres	+ (51 to 70)% Enhanced Damage +1 to Paladin Skill Levels 75% Bonus to Attack Rating 10% Chance of Crushing Blow All Resists + (21 to 30)% Requirements -66%
<b>Zeal</b> Level 19		Ral Ral	Sceptres	25% Chance to cast level 1 Mana Coil on Striking 10% Chance to cast level 1 Hex on Striking + (61 to 80)% Enhanced Damage +100% Increased Attack Speed Increase Maximum Mana 100%
<b>Bane</b> Level 25		Ort Amn	Sceptres	+1 to Amazon Skills + (71 to 100)% Enhanced Damage 20% Faster Cast Rate + (3 to 5) to Bloodstar (Amazon Only) + (3 to 5) to Bloodstorm (Amazon Only) + (21 to 30) Mana after each Kill 25% Damage Reflected
<b>Judas</b> Level 33		Hel Thul	Sceptres	(251 to 350)% Extra Gold from Monsters (51 to 75)% Better Chance of Getting Magic Items +300% Enhanced Damage vs. the Zakarum Requirements -66%
<b>Liberty</b> Level 37		Amn Lum	Sceptres	+ (101 to 120)% Enhanced Damage + (1 to 2) to Amazon Skill Levels + (3 to 6) to Wrath + (41 to 50)% Better Chance of Getting Magic Items +10 to Light Radius
<b>Feast</b> Level 41		Shael Fal	Sceptres	100% Chance to cast level 16 Bloodstorm when you Kill an Enemy + (131 to 150)% Enhanced Damage (11 to 15)% Increased Chance of Blocking (11 to 14)% Life Stolen per Hit + (21 to 30) to Strength Requirements -66%
<b>Crusade</b> Level 47		Tal Um Shael	Sceptres	+ (151 to 175)% Enhanced Damage (41 to 60)% Velocity Bonus to Holy Armor Adds 50-75 Damage +1 to Conquest +10 to all Attributes Level 6 Holy Armor (20 Charges)
<b>Terror</b> Level 51		Thul Ist	Sceptres	(31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration + (0.375 per level)% to Fire Skill Damage (Based on Character Level) + (0.375 per level)% to Lightning Skill Damage (Based on Character Level) + (9 to 11) to Nova Bomb + (9 to 11) to Immolation Bomb +25 to Energy
<b>Dogma</b> Level 57		Ohm Shael	Sceptres	10% Chance to cast level 19 Searing Orb on Striking 39% Chance to cast level 26 Holy Trap when you Kill an Enemy 27% Chance to cast level 18 Wrath when Struck +40% Increased Attack Speed + (21 to 30) to Strength + (21 to 30) to Vitality
<b>Maelstrom</b> Level 63		Ber Lo Sol	Sceptres	10% Chance to cast level 22 Vortex when you Kill an Enemy + (181 to 220)% Enhanced Damage + (11 to 15)% to Lightning Skill Damage Lightning Resist + (61 to 80)% 10% Chance of Uninterruptable Attack + (81 to 120) Life after each Kill

					+ (81 to 120) Mana after each Kill
<b>Path Level 69</b>	   	Zod Jah Tir	Sceptres		+ (3 to 4) to Amazon Skills +25% Enhanced Damage + (31 to 40)% to Fire Skill Damage + (31 to 40)% to Physical/Magic Skill Damage All Resists + (21 to 25)% + (11 to 15)% to Experience Gained
<b>Endor Level 33</b>	  	Hel Hel Shael	Scythes		+ (2 to 3) to Necromancer Skills + (2 to 4) to Frostclaw Totem (Necromancer Only) + (2 to 4) to Stormeye Totem (Necromancer Only) + (16 to 20)% to Cold Skill Damage + (16 to 20)% to Lightning Skill Damage + (16 to 20)% Bonus to Summoned Minion Damage +10 to Strength Level 2 Holy Armor (20 Charges)
<b>Leviathan Level 55</b>	    	Mal Ist Vex Mal	Scythes		+ (2 to 4) to Necromancer Skills 50% Chance of Crushing Blow + (3 to 5) to Summon Overlord (Necromancer Only) + (3 to 5) to Dark Legion (Necromancer Only) + (51 to 75) to Strength + (51 to 75) to Energy Poison Resist +80% Half Freeze Duration Level 15 Unholy Armor (10 Charges)
<b>Inti Level 67</b>	    	Cham Cham Shael Cham Cham	Scythes		+ (2 to 4) to All Skills 70% Faster Cast Rate Adds 503-527 Fire Damage + (5 to 7) to Way of the Phoenix (Assassin Only) + (5 to 7) to Demon Blood (Necromancer Only) + (4 to 8) to Meteor Shower + (4 to 8) to Fire Star +10 to Strength +40 to Vitality +15 to Light Radius
<b>Charm Level 31</b>	 	Tir Dol	Any knives		+ (2 to 3) Extra Magic Missiles Bolts +15% Faster Cast Rate + (11 to 15)% Increased Chance of Blocking +10 to Minimum Damage + (11 to 15)% to Physical/Magic Skill Damage + (3 to 5) to Magic Missiles
<b>Seid Level 37</b>	 	Lum Ith	Any knives		+1 to All Skills + (111 to 130)% Enhanced Damage + (21 to 25)% Bonus Elemental Damage to Bloodlust +20% Faster Cast Rate 25% Mana Stolen per Hit (41 to 60)% Better Chance of Getting Magic Items Level 1 Bloodlust (50 Charges)
<b>King's Blood Level 55</b>	 	Vex Eth	Any knives		50% Chance to cast Level 11 Elemental when you Kill an Enemy + (1 to 2) to All Skills + (226 to 250)% Enhanced Damage + (51 to 75) to Maximum Damage + (31 to 40) to All Attributes (26 to 30)% Bonus to All Attributes + (81 to 120) to Life after each Kill Half Freeze Duration
<b>Wasp Level 15</b>	 	Eth Eld	Throwing weapons		33% Chance to cast level 1 Spike Nova when Struck + (11 to 15) to Maximum Damage (6 to 8)% Life Stolen per Hit Hit Causes Monster to Flee +50%
<b>Copperhead Level 21</b>	 	Ith Ort	Throwing weapons		+ (51 to 75)% Enhanced Damage Knockback 40% Bonus to Strength

<b>Cheetah</b> Level 25		Ral Amn	Throwing weapons	4% Chance to cast level 2 Celerity when Struck +(71 to 100)% Enhanced Damage +25% Faster Run/Walk +(21 to 30) to Dexterity -100 Maximum Stamina
<b>Reaper</b> Level 33		Hel Shael	Throwing weapons	5% Chance to cast level 10 Punisher on Striking 10% Chance to cast level 5 Unholy Armor when you Kill an Enemy +(81 to 100)% Enhanced Damage +(31 to 40) to Maximum Damage (3 to 5)% Life Stolen per Hit
<b>Icebird</b> Level 39		Ko Tal	Throwing weapons	6% Chance to cast level 2 Shackles of Ice on Striking 33% Chance to cast level 6 Glacial Nova when you Kill an Enemy +(101 to 120)% Enhanced Damage (6 to 8)% Mana Stolen per Hit +5 to All Attributes Cold Resist +(41 to 60)% Half Freeze Duration
<b>Tornado</b> Level 45		Pul Amn	Throwing weapons	+(121 to 140)% Enhanced Damage +66% Increased Attack Speed Knockback Damage Reduced by (6 to 8)% Level 2 Typhoon Sentry (50 Charges)
<b>Chrysopelea</b> Level 51		Dol Ko Ist	Throwing weapons	15% Chance to cast level 12 Poison Flash when Struck +(101 to 150)% to Poison Skill Duration +(141 to 160)% Enhanced Damage +(51 to 60) to Minimum Damage (21 to 30)% Bonus to Strength
<b>Vengeance</b> Level 57		Ohm Mal	Throwing weapons	20% Chance to cast level 25 Meteor Shower when you Kill an Enemy 20% Chance to cast level 25 Lightning Cascade when you Kill an Enemy 20% Chance to cast level 25 Frozen Crown when you Kill an Enemy +(161 to 200)% Enhanced Damage +(41 to 70) to Maximum Damage
<b>Dajjal</b> Level 61		Sol Sur Vex	Throwing weapons	+25 Crafting Points 4% Chance to cast level 8 Immolation Bomb on Striking 12% Chance to cast level 14 Blast Wave when you Kill an Enemy +(181 to 200)% Enhanced Damage 40% Increased Attack Speed 40% Faster Hit Recovery +(1 per level) to Maximum Damage (Based on Character Level) Half Freeze Duration
<b>Manitou</b> Level 69		Zod Ith Ber	Throwing weapons	100% Chance to cast level 54 Elemental when you Kill an Enemy +(111 to 150)% Enhanced Damage +20% Increased Attack Speed +(20 per level) Defense (Based on Character Level) +(41 to 50) to All Attributes 50% Chance of Uninterruptable Attack
<b>Mantra</b> Level 15		Ith Eth	Wands (Necromancer Only)	+1 to Necromancer Skill Levels +100% Enhanced Damage +20 to Maximum Damage Attacker Flees after Striking +15% Replenish Life +20 Regenerate Mana +100%
<b>Harvest</b> Level 23		Thul Tir	Wands (Necromancer Only)	+1 to Necromancer Skill Levels 20% Faster Run/Walk 50% Increased Attack Speed +(5 to 8) to Totemic Mastery (Necromancer Only) All Resists +(11 to 15)%
<b>Dead Ringer</b> Level 35		Io Nef	Wands (Necromancer Only)	+(1 to 2) to All Skills +(4 to 6) to Gamma Field +(9 to 12) to Poison Flash Druid Morph
<b>Hourglass</b> Level 43		Lem Amn	Wands (Necromancer Only)	+(1 to 2) to Necromancer Skill Levels +1 to Pagan Heart +(31 to 40)% Bonus to Summoned Minion Damage 15% Bonus to All Attributes Slows Attacker by 50%

Deep Water Level 57		Ohm Vex	Wands (Necromancer Only)	<ul style="list-style-type: none"> <li>+(11 to 15)% to Experience Gained</li> <li>+(2 to 3) to Necromancer Skill Levels</li> <li>+(16 to 20)% to Spell Damage</li> <li>+(5 to 7) to Demon Blood (Necromancer Only)</li> <li>+(3 to 5) to Fireheart Totem (Necromancer Only)</li> <li>+(3 to 5) to Frostclaw Totem (Necromancer Only)</li> <li>+(3 to 5) to Stormeye Totem (Necromancer Only)</li> <li>(16 to 20)% Bonus to Vitality</li> <li>Half Freeze Duration</li> </ul>
Ruin Level 67		Cham Um	Wands (Necromancer Only)	<ul style="list-style-type: none"> <li>25% Chance to cast level 10 Dark Power on Striking</li> <li>+(2 to 3) to Necromancer Skill Levels</li> <li>+(4 to 6) to Summon Overlord (Necromancer Only)</li> <li>+(4 to 6) to Nightmare (Necromancer Only)</li> <li>+(26 to 30)% Bonus to Summoned Minion Damage</li> <li>25% Bonus to Energy</li> <li>-10 to Vitality</li> </ul>
Judge Level 17		Tal Eth	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>33% Chance to cast level 1 Judgement on Striking</li> <li>+1 to Assassin Skill Levels</li> <li>+(31 to 50)% Enhanced Damage</li> <li>+15 to Maximum Damage</li> <li>+5 to all Attributes</li> <li>+40 to Life</li> </ul>
Liquid Level 25		Amn Ort	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>5% Chance to cast level 1 Shackles of Ice on Striking</li> <li>+(41 to 60)% Enhanced Damage</li> <li>20% Faster Run/Walk</li> <li>20% Increased Attack Speed</li> <li>Attacker Takes Cold Damage of 50</li> <li>100% Extra Gold from Monsters</li> </ul>
Fiend Level 37		Lum Shael	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>6% Chance to cast level 6 Immolation on Striking</li> <li>+(61 to 80)% Enhanced Damage</li> <li>Stun Attack</li> <li>+(3 to 6) to Bloodstorm</li> <li>+25 to Strength</li> <li>Fire Absorb 20%</li> <li>(41 to 50)% Better Chance of Getting Magic Items</li> </ul>
Frequency Level 45		Pul Thul	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>+(121 to 140)% Enhanced Damage</li> <li>Adds 1-601 Lightning Damage</li> <li>+(4 to 8) to Lightning Shield</li> <li>+20 to Strength</li> <li>+20 to Dexterity</li> <li>Increase Maximum Life 25%</li> <li>Increase Maximum Mana 25%</li> </ul>
Choronzon Level 55		Vex Amn Amn	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>+(1 to 2) to Assassin Skill Levels</li> <li>+(141 to 160)% Enhanced Damage</li> <li>Adds 25-205 Fire Damage</li> <li>(14 to 20)% Life Stolen per Hit</li> <li>20% Chance of Crushing Blow</li> <li>+(4 to 6) to Doom (Assassin Only)</li> <li>Half Freeze Duration</li> <li>(201 to 250)% Damage Reflected</li> </ul>
Misery Level 65		Jah lo lth	Claws (Assassin Only)	<ul style="list-style-type: none"> <li>+(2 to 3) to Assassin Skill Levels</li> <li>+(191 to 210)% Enhanced Damage</li> <li>+(1.5 per level) to Maximum Damage (Based on Character Level)</li> <li>+(9 to 13) to Stormeye Totem</li> <li>33% Bonus to Dexterity</li> <li>33% Bonus to Energy</li> <li>+(5 per level) Defense (Based on Character Level)</li> </ul>
Circe Level 17		Tal Tir	Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>50% Chance to cast level 1 Charm on Striking</li> <li>10% Faster Cast Rate</li> <li>20% Faster Hit Recovery</li> <li>+(6 to 10)% to Spell Damage</li> <li>+(1 to 6) to Dire Charm</li> <li>+(6 to 10) to all Attributes</li> </ul>
Spark Level 27		Sol Ort	Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(1 to 2) to Sorceress Skill Levels</li> <li>+(16 to 20)% to Lightning Skill Damage</li> <li>+2 to [random skill between Flash and Vortex] (Sorceress Only)</li> <li>Regenerate Mana +25%</li> <li>Lightning Absorb (11 to 15)%</li> <li>(151 to 200)% Extra Gold from Monsters</li> </ul>

<b>Illusion Level 39</b>		Ko Io	Orbs (Sorceress Only)	15% Chance to cast level 4 Blink when Struck +(1 to 2) to Sorceress Skill Levels 50% Bonus to Dexterity +(13 per level) Defense (Based on Character Level) +(11 to 15)% Chance to Avoid Damage
<b>Trance Level 47</b>		Um Um Um	Orbs (Sorceress Only)	+(2 to 3) to Sorceress Skill Levels 25% Faster Cast Rate -40% Faster Hit Recovery +(16 to 20)% to Spell Damage 40% Bonus to Energy 100% Bonus to Energy when using a Mana Potion
<b>Kabbalah Level 53</b>		Gul Um Lem	Orbs (Sorceress Only)	+(2 to 3) to All Skills (21 to 25)% Increased Chance of Blocking +(16 to 20)% to Fire Skill Damage +(9 to 13) to Ring of Light (16 to 20)% Bonus to Energy +10% to Experience Gained
<b>Hestia Level 63</b>		Ber Lum Shael	Orbs (Sorceress Only)	+(31 to 40)% to Fire Skill Damage +(3 to 5) to Pagan Rites +(4 to 6) to Cataclysm (Sorceress Only) +(4 to 6) to Fire Star (Sorceress Only) Fire Absorb 15% 20% Chance of Uninterruptable Attack 20% Better Chance of Getting Magic Items

<b>Song Level 37</b>		Lum Eth	Amazon Bows (Amazon Only)	50% Chance to cast level 3 Time Strike on Striking +(101 to 120)% Enhanced Damage 40% Faster Run/Walk 15% Increased Attack Speed +(31 to 40) to Maximum Damage 25% Bonus to Buff/Debuff/Cold Skill Duration (41 to 60)% Better Chance of Getting Magic Items
<b>Ice Breaker Level 67</b>		Cham Ko Ko	Amazon Bows (Amazon Only)	50% Chance to cast level 20 Cataclysm when you Kill an Enemy +(181 to 200)% Enhanced Damage Knockback (21 to 30)% Bonus to Strength +(31 to 40) to Strength +(21 to 30) to Vitality Cannot Be Frozen

<b>Scar Level 39</b>		Ko Lum	Amazon Javelins (Amazon Only)	50% Chance to cast level 17 Bloodstorm when you Kill an Enemy +(111 to 120)% Enhanced Damage 50% Chance of Open Wounds +(1 to 4) to Hades Gate +(3 to 5) to Enfilade (Amazon Only) -20% Worse Chance of Getting Magic Items
<b>Trishula Level 69</b>		Zod Sur Amn	Amazon Javelins (Amazon Only)	+250 Crafting Points +(201 to 220)% Enhanced Damage Adds 500-750 Fire Damage Adds 500-750 Lightning Damage Adds 500-750 Cold Damage +(12 to 15) to Lion Stance +(12 to 15) to Snake Stance Slows Target by 5% +(31 to 40) to all Attributes

<b>Poem Level 41</b>		Fal Thul	Amazon Spears (Amazon Only)	33% Chance to cast level 10 Bloodstar on Striking +(81 to 100)% Enhanced Damage +(16 to 20)% to Fire Skill Damage +25 to Dexterity +5% to Maximum Fire Resist Fire Resist +(41 to 50)%
<b>Amenonuhoko Level 65</b>		Jah El Mal Lum	Amazon Spears (Amazon Only)	100% Chance to cast level 15 Arcane Torrent when you Kill an Enemy +(221 to 240)% Enhanced Damage +(1.5 per level) to Maximum Damage (Based on Character Level) 75% Bonus to Attack Rating 40% Bonus to Strength 40% Bonus to Dexterity



Ko

Cold Resist +75%  
Poison Resist +75%  
20% Better Chance of Getting Magic Items

**Rebel  
Level 12**



Ei  
Ei

Body armor

100% Bonus to Attack Rating  
Total Character Damage Plus (6 to 10)%  
+(21 to 40)% Enhanced Defense  
All Resists +(16 to 20)%  
Level 1 Death Metal (15 Charges)

**Clash  
Level 15**



Eld  
Eth

Body armor

+(11 to 15) to Maximum Damage  
(0.25 per level)% to Fire Skill Damage (Based on Character Level)  
(0.25 per level)% to Cold Skill Damage (Based on Character Level)  
15% Deadly Strike  
+(21 to 40)% Enhanced Defense

**Mirage  
Level 17**



Eth  
Tal

Body armor

+6 to Maximum Damage  
+(31 to 50)% Enhanced Defense  
Damage Reduced by (8 to 10)%  
Slows Attacker by (11 to 15)%  
Level 4 Frozen Soul (100 Charges)

**Assault  
Level 17**



Tal  
Nef

Body armor

+(2 to 3) Extra Shadow Minions  
10% Increased Attack Speed  
(16 to 20)% Deadly Strike  
+(31 to 50)% Enhanced Defense

**Spine  
Level 19**



Ort  
lth

Body armor

25% Chance to cast level 1 Arrow when Struck  
+(16 to 30)% Enhanced Defense  
Extra Bloody Hits  
(151 to 200)% Damage Reflected  
Repairs 1 Durability in 10 seconds

**Youth  
Level 21**



Ort  
Eld

Body armor

+10% Faster Run/Walk  
+10% Increased Attack Speed  
10% Bonus to All Attributes  
+(16 to 35)% Enhanced Defense  
(51 to 100)% Extra Gold from Monsters  
(21 to 40)% Better Chance of Getting Magic Items

**Berserk  
Level 21**



Ort  
Ort

Body armor

18% Chance to cast level 4 Bloodlust when you Kill an Enemy  
15% Chance to cast level 3 Guard Tower when Struck  
15% Increased Attack Speed  
+(0.75 per level) to Maximum Damage (Based on Character Level)  
-188 Defense  
(101 to 150)% Extra Gold from Monsters

**Anniversary (One Year)  
Level 23**



Tal  
Ei  
Thul

Body armor

50% Chance to cast level 2 Fire Cascade when you Kill an Enemy  
50% Bonus to Attack Rating  
+10% to Fire Skill Damage  
+10% to Lightning Skill Damage  
+(21 to 40)% Enhanced Defense  
+(21 to 25) to all Attributes  
(31 to 50)% Better Chance of Getting Magic Items

**Glory  
Level 25**



Eld  
Amn

Body armor

+(31 to 50)% Bonus Elemental Damage to Vanquish  
5% Bonus to All Attributes  
+(103 to 148) Defense  
Reduces all Vendor Prices (6 to 10)%  
Level 6 Vanquish (33 Charges)  
Requirements -33%

**Brimstone  
Level 27**



Tir  
Tal  
Sol

Body armor

33% Chance to cast level 6 Apocalypse when Struck  
+(11 to 15)% to Fire Skill Damage  
+(51 to 70)% Enhanced Defense  
+20 to all Attributes  
Fire Resist +(41 to 50)%

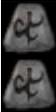
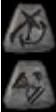
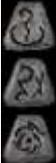
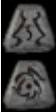
**Mystery  
Level 29**



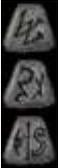
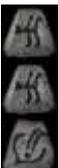
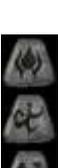
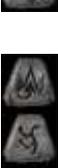
Sol  
Shael  
lth

Body armor

10% Chance to cast level 1 Magic Missiles when Struck  
+(41 to 60)% Enhanced Defense  
Increase Maximum Life (21 to 30)%  
Increase Maximum Mana (21 to 30)%  
+(11 to 20) Mana after each Kill  
+(11 to 20) Life after each Kill

Bridge Level 29		Shael Shael	Body armor	<ul style="list-style-type: none"> <li>Indestructible</li> <li>4% Chance to cast level 2 Fortress when Struck</li> <li>+1 to All Skills</li> <li>+(41 to 60)% Enhanced Defense</li> <li>+(41 to 50) to Strength</li> <li>All Resists +(31 to 40)%</li> <li>Requirements -20%</li> </ul>
Beauty Level 31		Dol Tal	Body armor	<ul style="list-style-type: none"> <li>20% Chance to cast level 3 Wrath when Struck</li> <li>+3 to Minimum Damage</li> <li>+(81 to 110)% Enhanced Defense</li> <li>+5% to All Maximum Resistances</li> <li>All Resists +(41 to 60)%</li> <li>(31 to 50)% Better Chance of Getting Magic Items</li> <li>Requirements -40%</li> </ul>
Priestess Level 33		Amn Eth Hel	Body armor	<ul style="list-style-type: none"> <li>10% Faster Cast Rate</li> <li>+6 to Maximum Damage</li> <li>+(11 to 15)% to Lightning Skill Damage</li> <li>+(11 to 15)% to Cold Skill Damage</li> <li>+(5 to 8) to Hunting Banshee</li> <li>50% Damage Taken Goes To Mana</li> <li>Requirements -33%</li> </ul>
Rune Level 33		Ith Hel	Body armor	<ul style="list-style-type: none"> <li>2% Chance to cast level 11 Nova Bomb when Struck</li> <li>2% Chance to cast level 11 Immolation Bomb when Struck</li> <li>+1 to All Skills</li> <li>+(51 to 70)% Enhanced Defense</li> <li>All Resists +(46 to 60)%</li> <li>Requirements -40%</li> </ul>
Courage Level 37		El Lum El	Body armor	<ul style="list-style-type: none"> <li>25% Chance to cast level 1 Mark of the Wild when Struck</li> <li>100% Bonus to Attack Rating</li> <li>5% Deadly Strike</li> <li>+(21 to 40)% Enhanced Defense</li> <li>5% Bonus to Strength</li> <li>5% Bonus to Dexterity</li> <li>5% Bonus to Vitality</li> <li>+5 to Strength</li> <li>+5 to Dexterity</li> <li>+5 to Vitality</li> <li>Fire Resist +30%</li> <li>Lightning Resist +30%</li> <li>Cold Resist +30%</li> <li>20% Better Chance of Getting Magic Items</li> <li>+(2-3) to Light Radius</li> <li>Level 5 Holy Trap (15 Charges)</li> </ul>
Orc Level 37		Lum Ith Ort	Body armor	<ul style="list-style-type: none"> <li>33% Chance of Open Wounds</li> <li>+1 to Bear Claw</li> <li>+(86 to 110)% Enhanced Defense</li> <li>+(31 to 40) to Strength</li> <li>+(31 to 40) to Vitality</li> <li>Drain Life -60</li> <li>20% Better Chance of Getting Magic Items</li> </ul>
Lumen Arcana Level 37		Shael Lum Amn	Body armor	<ul style="list-style-type: none"> <li>25% Chance to cast level 1 Mana Coil when Struck</li> <li>+(71 to 100)% Enhanced Defense</li> <li>Increase Maximum Mana (21 to 40)%</li> <li>25% Damage Reflected</li> <li>-50% Less Gold from Monsters</li> <li>Requirements -50%</li> </ul>
Elegance Level 37		Lum Lum Sol	Body armor	<ul style="list-style-type: none"> <li>+(1 to 2) to All Skills</li> <li>+30% Faster Cast Rate</li> <li>-20% Slower Run/Walk</li> <li>+(16 to 20)% to Spell Damage</li> <li>+(21 to 30) to Energy</li> <li>(51 to 75)% Better Chance of Getting Magic Items</li> </ul>
Despair Level 39		Ko Lum Ko	Body armor	<ul style="list-style-type: none"> <li>(21 to 25)% Bonus to Strength</li> <li>(21 to 25)% Bonus to Dexterity</li> <li>+(81 to 100)% Enhanced Defense</li> <li>All Resists +(31 to 40)%</li> <li>(31 to 40)% Better Chance of Getting Magic Items</li> <li>Level 5 Pact of Blood (20 Charges)</li> </ul>

+6 to Maximum Damage

<b>Warpath Level 39</b>		Thul Eth Ko	Body armor	<ul style="list-style-type: none"> <li>+(121 to 140)% Enhanced Defense</li> <li>+1 to Thunder Slam</li> <li>(11 to 15)% Bonus to Strength</li> <li>(21 to 30)% Bonus to Vitality</li> <li>+(16 to 25) to Strength</li> <li>+(41 to 50) to Vitality</li> </ul>
<b>Thelema Level 41</b>		Shael Fal Hel	Body armor	<ul style="list-style-type: none"> <li>6% Chance to cast level 3 Mana Sweep when Struck</li> <li>+773 Defense</li> <li>+45 to Strength</li> <li>+45 to Dexterity</li> <li>+45 to Vitality</li> </ul>
<b>Black Cat Level 43</b>		Lem Lem El	Body armor	<ul style="list-style-type: none"> <li>50% Bonus to Attack Rating</li> <li>+25% Increased Attack Speed</li> <li>+313 Defense</li> <li>+9 to Life</li> <li>Cannot Be Frozen</li> <li>+(11 to 20)% to Experience Gained</li> <li>-25% Worse Chance of Getting Magic Items</li> <li>Reduces all Vendor Prices (11 to 15)%</li> </ul>
<b>Throne Level 45</b>		Ith Thul Pul	Body armor	<ul style="list-style-type: none"> <li>+(76 to 100)% Enhanced Defense</li> <li>+(31 to 40) to All Attributes</li> <li>(21 to 25)% Bonus to All Attributes</li> <li>Fire Resist +(81 to 100)%</li> <li>Reduces all Vendor Prices (6 to 10)%</li> <li>Level 1 Lionheart (40 Charges)</li> </ul>
<b>Affluence Level 45</b>		Pul Shael Tal	Body armor	<ul style="list-style-type: none"> <li>11% Chance to cast level 8 Ring of Light when Struck</li> <li>+25 to Strength</li> <li>+5 to Energy</li> <li>+5 to Dexterity</li> <li>+5 to Vitality</li> <li>Slows Attacker by (11 to 15)%</li> <li>(451 to 600)% Extra Gold from Monsters</li> <li>Reduces all Vendor Prices (6 to 10)%</li> <li>(31 to 50)% Better Chance of Getting Magic Items</li> </ul>
<b>Jinx Level 47</b>		Tir Um Shael Lem	Body armor	<ul style="list-style-type: none"> <li>+1 to All Skills</li> <li>+(16 to 20)% to Spell Damage</li> <li>+(201 to 250) Defense</li> <li>+(31 to 50)% to Energy when using a Mana Potion</li> <li>+(3 to 5)% to Experience Gained</li> </ul>
<b>Temple Level 49</b>		Mal Thul Tal	Body armor	<ul style="list-style-type: none"> <li>+(1 to 2) to Paladin Skill Levels</li> <li>+100% Damage to Undead</li> <li>+(388 to 502) Defense</li> <li>+(21 to 30) to all Attributes</li> <li>Fire Resist +30%</li> <li>Poison Resist +30%</li> <li>(201 to 250)% Extra Gold from Monsters</li> </ul>
<b>Blaze Level 49</b>		Mal Lem El Pul	Body armor	<ul style="list-style-type: none"> <li>33% Chance to cast level 8 Rune of Fire when Struck</li> <li>+25% Faster Hit Recovery</li> <li>50% Bonus to Attack Rating</li> <li>+(121 to 140)% Enhanced Defense</li> <li>+(251 to 300) to Life</li> <li>Fire Resist +(101 to 150)%</li> <li>+5% to Experience Gained</li> </ul>
<b>Arreat Level 53</b>		Nef Gul Ort	Body armor	<ul style="list-style-type: none"> <li>5% Chance to cast level 2 Inner Fire when Struck</li> <li>Attacker Flees after Striking +(11 to 15)%</li> <li>+(121 to 150)% Enhanced Defense</li> <li>+337 Defense</li> <li>Fire Resist +30%</li> <li>Cold Resist +30%</li> <li>20% Chance of Uninterruptable Attack</li> <li>(101 to 150)% Extra Gold from Monsters</li> </ul>

Shivers Level 53		Gul Ist Gul Gul	Body armor	Indestructible 7% Chance to cast level 2 Cold Fear when Struck -20% Decreased Chance of Blocking +(121 to 140)% Enhanced Defense Cold Resist +(91 to 110)%
Vertigo Level 55		Vex Lum Mal Ist	Body armor	33% Chance to cast level 1 Hex when Struck +1 to All Skills +(101 to 150) Defense +(1.5 per level) to Energy (Based on Character Level) Half Freeze Duration (41 to 60)% Better Chance of Getting Magic Items Requirements -20%
Thunder Level 57		Dol Ist Ohm	Body armor	14% Chance to cast level 7 Supernova when Struck 30% Faster Cast Rate +3 to Minimum Damage +(36 to 40)% to Lightning Skill Damage +(141 to 160)% Enhanced Defense +(21 to 30) to Energy Regenerate Mana +(41 to 60)%
Turtle Level 57		Pul Ohm lth	Body armor	Indestructible -25% Slower Run/Walk +(151 to 175)% Enhanced Defense +(501 to 700) Defense Fire Resist +30% Poison Resist +30% Damage Reduced by (11 to 15)%
Dragonheart Level 59		Lo Mal Lo Mal	Body armor	+1 to All Skills +20% Increased Attack Speed +1 to Blood Flash +(2.5 per level)% Enhanced Defense (Based on Character Level) +(3 per level) to Vitality (Based on Character Level)
Warp Level 61		Um Dol Lem Sur	Body armor	+25 Crafting Points 2% Chance to cast level 1 Teleport on Striking Indestructible 25% Chance to cast level 1 Teleport when Struck 25% Faster Run/Walk +3 to Minimum Damage (21 to 30)% Bonus to Energy Lightning Resist +(51 to 70)% +5% to Experience Gained
Mark of Cain Level 61		Sur Ist lo Shael	Body armor	+25 Crafting Points -20% Decreased Attack Speed (8 to 11)% Life Stolen per Hit +1 to Blood Tide Totem +(41 to 45) to Strength +(41 to 45) to Energy +(61 to 80) to Life after each Kill
Fae Level 63		Ei Ber Eth	Body armor	+(2 to 3) to Amazon Skills +10 to Maximum Damage 50% Bonus to Attack Rating +(121 to 140)% Enhanced Defense +(41 to 50) to Energy +(41 to 50) to Dexterity (21 to 30)% Chance of Uninterruptable Attack Requirements -40%
Light		Ei Jah		+(1.5 per level) to Maximum Damage (Based on Character Level) 50% Bonus to Attack Rating

Level 65



Jah  
Ohm

Body armor

+(161 to 180)% Enhanced Defense  
+1007 Defense  
Damage Reduced by (16 to 20)

Royalty  
Level 67



Um  
Cham  
Gul  
Ist

Body armor

+3 to All Skills  
(41 to 50)% Bonus to Energy  
All Resists +(41 to 60)% Requirements (-50 to -70)%

Cathedral  
Level 67



Cham  
Ral  
Lum  
Ber  
Vex  
Cham

Body armor

Indestructible  
+(251 to 400)% Bonus to Poison Skill Duration  
+(36 to 40)% to Poison Skill Damage  
+(181 to 200)% Enhanced Defense  
+1311 Defense  
5% Chance of Uninterruptable Attack  
Half Freeze Duration

Unity  
Level 69



Ber  
Jah  
Zod  
Ith  
Cham

Body armor

+(1 to 2) to All Skills  
Slows Attacker by 5%  
+(211 to 230)% Enhanced Defense  
+125 to Strength  
+50 to Energy  
+75 to Dexterity  
+125 to Vitality  
All Resists +(50 to 75)%  
10% Chance of Uninterruptable Attack  
+(6 to 10)% to Experience Gained

Pantheon  
Level 69



Zod  
Thul  
Zod  
Ber  
Ort

Body armor

50% Faster Cast Rate  
+(41 to 50)% to Spell Damage  
All Resists +(31 to 40)%  
50% Extra Gold from Monsters  
Requirements -40%

Summit  
Level 13



Tir  
Tir

Helms

+1 to All Skills  
Reduces all Vendor Prices (6 to 10)%  
Requirements -33%

Bell  
Level 13



Eld  
Nef

Helms

10% Chance to cast level 3 Time Strike on Striking  
Attacker Flees after Striking +10%  
+109 Defense vs. Melee

Cannonball  
Level 15

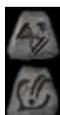


Nef  
Ith

Helms

4% Chance to cast level 2 Celerity when Struck  
+25% Faster Run/Walk  
Attacker Flees after Striking +5%  
+(16 to 30)% Enhanced Defense  
+(101 to 125) Maximum Stamina

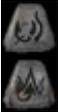
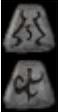
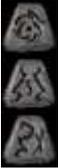
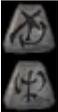
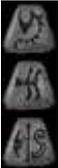
Space  
Level 17

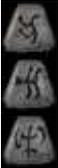
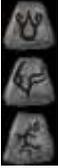
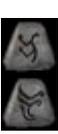
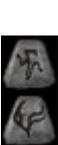


Tal  
El

Helms

2% Chance to cast level 18 Supernova when Struck  
+20% Increased Attack Speed  
+20% Faster Cast Rate  
50% Bonus to Attack Rating  
+55 Defense  
+5 to All Attributes

Babylon Level 19		Ral Tir	Helms	+1 to All Skills -10% Slower Run/Walk +(6 to 10)% to Poison Skill Damage Attacker Flees after Striking +(11 to 15)% (51 to 100)% Extra Gold from Monsters Reduces all Vendor Prices (6 to 10)%
Altitude Level 21		El Ort	Helms	3% Chance to cast level 5 Raven Flight when Struck 10% Increased Attack Speed 10% Faster Cast Rate 10% Faster Hit Recovery 10% Faster Block Rate (11 to 15)% Increased Chance of Blocking 50% Bonus to Attack Rating
Brain Level 21		Tal Ort	Helms	+(21 to 40) Defense Increase Maximum Mana 50% +5% to All Maximum Resistances Level 5 Punisher (20 Charges)
Dictator Level 23		Tal Amn	Helms	33% Chance to cast level 4 Bloodlust when you Kill an Enemy +(21 to 30)% Bonus Damage to Bloodlust +(31 to 50) Defense -25% Less Gold from Monsters
Nightmare Level 27		Ith Shael	Helms	+(81 to 100)% Enhanced Defense +(21 to 25) to Strength +(11 to 15) to Energy Increase Maximum Mana 10% +2 to All Skills when using a Mana Potion Level 4 Cold Blood (20 Charges)
Pearl Level 29		Sol Sol Shael	Helms	+(16 to 20)% to Lightning Skill Damage Damage Reduced by (3 to 5) (76 to 150)% Extra Gold from Monsters (21 to 30)% Better Chance of Getting Magic Items Repairs 1 Durability in 8 Seconds Level 4 Lightning Shield (15 Charges)
Emperor Level 33		Hel Ith Eth	Helms	33% Chance to cast level 10 Guard Tower when you Kill an Enemy 7% Chance to cast level 5 Fortress when Struck +(21 to 30) to Maximum Damage Total Character Damage Plus (11 to 15)% +(31 to 50)% Enhanced Defense
Chill Level 35		Dol lo	Helms	20% Chance to cast level 1 Rune of Ice when Struck +3 to Minimum Damage 10% Bonus to Dexterity +(81 to 100)% Enhanced Defense Cold Resist +(61 to 80)% +15% to Maximum Cold Resistance Cannot Be Frozen
Clairvoyance Level 37		Lum Dol El	Helms	15% Chance to cast level 1 Teleport when Struck +1 to All Skills 5% Faster Cast Rate +3 to Minimum Damage (401 to 500)% Bonus to Attack Rating +(11 to 15) to Energy +(11 to 15) to Dexterity (11 to 15)% Better Chance of Getting Magic Items
Galaxy Level 43		Sol Lem Ko	Helms	+(101 to 120)% Enhanced Defense 15% Bonus to All Attributes +(16 to 20) to all Attributes +2% to Experience Gained
Ra Level 45		Ko Shael Pul	Helms	25% Chance to cast level 3 Lionheart when Struck Total Character Defense Plus (11 to 15)% +(477 to 529) Defense +(21 to 25) to Strength Fire Resist +30% Requirements -66%

Alchemy Level 47		Um Lem lo	Helms	(0.5 per level)% to Poison Skill Damage (Based on Character Level) +(141 to 160)% Enhanced Defense 10% Bonus to Dexterity 10% Bonus to Energy +5% to Experience Gained Level 1 Bloody Mary (50 Charges) Requirements -66%
Pharaoh Level 51		Ort Ist Eid	Helms	+1 to Pagan Rites +(31 to 40) to Vitality +(31 to 40) to Energy Total Character Defense Plus (21 to 40)% (41 to 60)% Better Chance of Getting Magic Items +(76 to 100)% More Gold from Monsters
Corruption Level 53		lo Gul Shael	Helms	+1 to All Skills +(21 to 25)% to Poison Skill Damage +(5 to 8) to Summon Acid Fiends +20 to Strength +20 to Vitality
Dreadlord Level 57		Vex Ohm	Helms	Doubled Death Coil Effect +(1 to 4) to Death Coil 15% Bonus to Strength 15% Bonus to Vitality Half Freeze Duration Level 4 Summon Shadows (50 Charges) Requirements -50%
Lunacy Level 61		Sur Ist	Helms	+50 Crafting Points Indestructible +(31 to 50)% Bonus Damage to Mark of the Wild +(16 to 20)% Bonus Elemental Damage to Mark of the Wild Total Character Damage Plus (16 to 20)% +(151 to 175)% Enhanced Defense
Grandeur Level 61		Sur lo	Helms	+25 Crafting Points +1 to Blindside (21 to 30)% Bonus to Strength (21 to 30)% Bonus to Dexterity +(176 to 200)% Enhanced Defense Fire Resist +40% Lightning Resist +40% Cold Resist +40% Level 4 Phalanx (20 Charges) Level 4 Vanquish (20 Charges)
Halo Level 61		Sur Mal Sur Ohm	Helms	+150 Crafting Points 9% Chance to cast level 6 Fire Cascade when Struck +(31 to 40)% to Physical/Magic Skill Damage +(8.75 per level) Defense (Based on Character Level) Fire Resist +45% Poison Resist +30% Damage Reduced by (31 to 40)
Eidolon Level 63		Ko Ber Ohm	Helms	+1 to All Skills (11 to 15)% Bonus to All Attributes +(201 to 220)% Enhanced Defense 10% Chance of Uninterruptable Attack (201 to 300)% Extra Gold from Monsters
Skull Level 63		Ber Tal	Helms	20% Chance to cast level 10 Punisher when Struck +(151 to 175)% Enhanced Defense +(31 to 35) to all Attributes Decrease Maximum Life -33% (26 to 35)% Chance of Uninterruptable Attack Level 14 Bloodstorm (25 Charges) Requirements -50%
Ragnarok Level 67		Cham Pul Ist	Helms	Indestructible +(8 per level)% Enhanced Defense (Based on Character Level) All Resists -75%

Damage Reduced by (16 to 20)%

**Cauldron  
Level 69**



Cham  
Fal  
Zod

Helms

+1 to All Skills  
+1 to Hex  
+(121 to 160)% Enhanced Defense  
Slows Attacker by (16 to 20)%

**Dust  
Level 23**



Thul  
Eth

Primal Helms  
(Barbarian Only)

+(11 to 15) to Maximum Damage  
Blinds Attacker +1  
-10 to Dexterity  
-4 to Light Radius

**Centurion  
Level 37**



Lum  
Shael  
Dol

Primal Helms  
(Barbarian Only)

+1 to Barbarian Skill Levels  
+10 to Minimum Damage  
+(2 to 4) to Greater Manifestations (Barbarian Only)  
+(21 to 30)% Bonus to Summoned Minion Damage  
+(31 to 40)% Bonus to Summoned Minion Life  
+20 to Strength  
(41 to 50)% Better Chance of Getting Magic Items

**Essus  
Level 49**



Mal  
Dol  
Fal

Primal Helms  
(Barbarian Only)

+40 to Minimum Damage  
Knockback  
+(4 to 5) to Stormwind (Barbarian Only)  
+(151 to 170)% Enhanced Defense  
+(31 to 40) to Strength  
+(31 to 40) to Dexterity  
+(31 to 40) Life after each Kill

**Thunderbird  
Level 61**

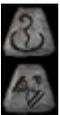


Sur  
Um  
Sur  
Ko

Primal Helms  
(Barbarian Only)

+(31 to 40)% to Lightning Skill Damage  
+(4 to 6) to Lightning Shield (Barbarian Only)  
20% Bonus to Strength  
20% Bonus to Energy  
+20% Chance to Avoid Damage  
Lightning Resist +(51 to 75)%

**Black Sheep  
Level 25**



Amn  
Tal

Animal Pelts  
(Druid Only)

20% Chance to cast level 5 Summon Darklings when Struck  
+1 to Druid Skill Levels  
+(11 to 15)% to Poison Skill Damage  
Attacker Flees after Striking +(6 to 10)%  
+5 to all Attributes  
Poison Resist +(31 to 40)%  
100% Damage Reflected

**Aura  
Level 39**



Ko  
Dol  
Amn

Animal Pelts  
(Druid Only)

+(1 to 2) to Druid Skill Levels  
50% Faster Hit Recovery  
+5 to Minimum Damage  
+(3 to 5) to Killer Instinct (Druid Only)  
+(3 to 5) to Brambles (Druid Only)  
10% Bonus to Strength  
All Resists +(21 to 30)%  
25% Damage Reflected

**Tao  
Level 47**



Um  
Io  
El

Animal Pelts  
(Druid Only)

25% Chance to cast level 1 Arrow on Striking  
35% Increased Attack Speed  
+(1 per level) to Maximum Damage (Based on Character Level)  
50% Bonus to Attack Rating  
(21 to 25)% Deadly Strike  
20% Bonus to Dexterity  
20% Bonus to Energy  
Damage Reduced by (16 to 20)

**Zen  
Level 63**



Ber  
Thul  
Hel  
Dol

Animal Pelts  
(Druid Only)

+(1 to 3) to Druid Skill Levels  
40% Faster Cast Rate  
+10 to Minimum Damage  
+(26 to 30)% to Fire Skill Damage  
+(26 to 30)% to Cold Skill Damage  
+(26 to 30)% to Poison Skill Damage  
+1 to Mana Sweep  
5% Chance of Uninterruptable Attack

<b>Truth</b> Level 13		Nef El	Shields	24% Chance to cast level 2 Frozen Soul on Striking 50% Bonus to Attack Rating Attacker Flees after Striking +(11 to 15)% -80 to Monster Defense per Hit
<b>Rampart</b> Level 13		Nef Tir	Shields	33% Chance to cast level 8 Guard Tower when you Kill an Enemy +(21 to 40)% Enhanced Defense Damage Reduced by (1 to 3) Requirements -40%
<b>Geas</b> Level 21		Ort El	Shields	-15% Slower Cast Rate (101 to 150)% Bonus to Attack Rating +1 to Life +1 to Mana 50% Chance of Uninterruptable Attack
<b>Nomad</b> Level 21		Ral Ort	Shields	+(6 to 10)% to Poison Skill Damage +163 Defense +250 Maximum Stamina 40% Slower Stamina Drain Level 2 Elemental (40 Charges)
<b>Moon</b> Level 25		Tir Amn	Shields	(21 to 25)% Increased Chance of Blocking +(31 to 50)% Enhanced Defense +(6 to 10) to all Attributes Half Freeze Duration Level 1 Pagan Heart (15 Charges)
<b>Goddess</b> Level 29		Shael Tir	Shields	+1 to All Skills Freezes Attacker +2 -150 Defense Requirements -25%
<b>Mirror</b> Level 29		Shael Ort	Shields	50% Chance to cast level 1 Arrow when Struck +(41 to 60)% Enhanced Defense +15 to Strength +15 to Dexterity +5 to Light Radius Level 3 Flash (40 Charges)
<b>Totem</b> Level 29		Sol Shael	Shields	15% Chance to cast level 2 Mark of the Wild when Struck 10% Increased Attack Speed 10% Faster Cast Rate +(6 to 10)% to Fire Skill Damage +(6 to 10)% to Lightning Skill Damage Total Character Damage Plus (21 to 30)% Requirements -25%
<b>Nether</b> Level 33		Io Hel	Shields	(11 to 15)% Increased Chance of Blocking +(2 to 4) to Arcane Torrent +(11 to 15)% to Physical/Magic Skill Damage +(101 to 125)% Enhanced Defense +15 to All Attributes
<b>Kodo</b> Level 35		Ort Io	Shields	25% Chance to cast level 10 Bloodlust when you Kill an Enemy (16 to 20)% Increased Chance of Blocking Total Character Damage Plus (31 to 40)% +(11 to 15) to Strength +(11 to 15) to Vitality
<b>Fall From Grace</b> Level 37		Lum Ort Tal	Shields	33% Chance to cast level 3 Bloodstar when Struck 20% Increased Attack Speed (21 to 25)% Increased Chance of Blocking +13 to all Attributes 20% Better Chance of Getting Magic Items -2 to Light Radius Level 2 Dark Power (30 Charges)
<b>Bloom</b> Level 39		Lum Ko El	Shields	Indestructible +1 to All Skills Regenerate Life +100 (31 to 40)% Better Chance of Getting Magic Items Level 3 Charm (10 Charges)
		Thul		+(101 to 130)% Enhanced Defense

Cloud Level 41		Fal Hel	Shields	+ (31 to 40) to Dexterity + (211 to 250) Maximum Stamina Requirements (-50 to -75)%
Saint Level 45		Amn Lum Pul	Shields	+ (151 to 170)% Enhanced Defense + (4 per level) Defense (Based on Character Level) Fire Resist + (61 to 80)% Poison Resist + (61 to 80)% Damage Reduced by (31 to 40) Total Character Defense Plus (31 to 40)% 20% Better Chance of Getting Magic Items
Power Level 45		Shael Pul Pul	Shields	100% Chance to cast level 57 Frozen Soul when you Kill an Enemy (11 to 15)% Increased Chance of Blocking Knockback + (121 to 140)% Enhanced Defense Fire Resist + (41 to 55)% Damage Reduced by (3 to 5)
Jester Level 47		Ith Um Ko	Shields	13% Chance to cast level 7 Gamma Field when Struck +10% Faster Run/Walk +50% Faster Block Rate (21 to 25)% Increased Chance of Blocking +15% Enhanced Defense +777 Maximum Stamina
Prayer Level 49		Lum Mal Pul Lem	Shields	+ (16 to 25)% Bonus Damage to Wrath (11 to 15)% Increased Chance of Blocking + (101 to 120)% Enhanced Defense Poison Resist + (51 to 70)% Damage Reduced by (11 to 15) +5% to Experience Gained 20% Better Chance of Getting Magic Items
Shadow Level 51		Fal Ist Mal	Shields	-33% Decreased Chance of Blocking + (4 to 6) to Dark King (Paladin Only) + (31 to 40) to Dexterity + (21 to 25) to Energy Poison Resist + (41 to 50)% Damage Reduced by (3 to 5)% -5 to Light Radius
Bull Level 53		Mal Gul Eth	Shields	+ (16 to 25) to Maximum Damage (11 to 15)% Deadly Strike Total Character Damage Plus (31 to 40)% Knockback + (41 to 50) to Strength All Resists + (31 to 40)%
Avatar Level 55		Ith Vex Shael Shael Vex	Shields	50% Chance to cast level 24 Pandemonium when you Kill an Enemy 15% Chance to cast level 9 Frozen Crown when Struck +30% Faster Block Rate + (41 to 50)% Increased Chance of Blocking + (201 to 225)% Enhanced Defense + (41 to 50) to Strength Half Freeze Duration Requirements +33%
Titan Level 57		Ohm Thul Vex	Shields	20% Chance to cast level 1 Guard Tower when Struck -15% Slower Run/Walk + (11 to 15)% Increased Chance of Blocking + (151 to 175)% Enhanced Defense (31 to 40)% Bonus to Vitality Half Freeze Duration Repairs 1 Durability in 10 seconds
		Lo		100% Chance to cast level 61 Supernova when you Die +1 to All Skills +35% Faster Cast Rate +25% Faster Hit Recovery

**Seraph  
Level 59**



El  
Lo  
Lum

Shields

50% Bonus to Attack Rating  
+407 Defense  
Lightning Resist +60%  
+(41 to 60)% to Energy when using a Mana Potion  
20% Better Chance of Getting Magic Items  
Requirements -40%

**Sail  
Level 61**



Dol  
Ko  
Ohm  
Sur

Shields

+25 Crafting Points  
+1 to All Skills  
35% Faster Run/Walk  
+5 to Minimum Damage  
+(351 to 400) Maximum Stamina  
(16 to 20)% Chance of Uninterruptable Attack

**Freedom  
Level 61**



Sur  
Fal  
Sur  
Thul

Shields

+50 Crafting Points  
+(101 to 125)% Enhanced Defense  
+20 to Dexterity  
Damage Reduced by (26 to 35)  
Cannot Be Frozen  
(151 to 200)% Extra Gold from Monsters  
Requirements -66%

**Elf  
Level 63**

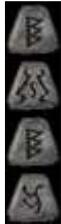


Hel  
Ber  
Eth

Shields

+35% Increased Attack Speed  
+10 to Maximum Damage  
+(151 to 180)% Enhanced Defense  
+(31 to 40) to Dexterity  
Total Character Defense Plus (16 to 20)%  
(31 to 50)% Chance of Uninterruptable Attack

**Wall of Fire  
Level 67**



Cham  
Ith  
Cham  
Vex

Shields

Indestructible  
+(1 to 2) to All Skills  
+(201 to 225)% Enhanced Defense  
+(46 to 65) to Vitality  
Fire Resist +(76 to 100)%  
Half Freeze Duration  
Attacker Takes Fire Damage of (151 to 200)  
Level 15 Apocalypse (40 Charges)

**Forge  
Level 69**



Vex  
Zod  
Tal  
Zod  
Zod

Shields

+333 Crafting Points  
23% Chance to cast level 14 Immolation when Struck  
+(26 to 35)% Increased Chance of Blocking  
+(20 per level) Defense (Based on Character Level)  
+60 to Strength  
+60 to Dexterity  
+30 to Energy  
+30 to Vitality  
+(31 to 50)% to Vitality when using a Healing Potion  
Half Freeze Duration  
Slows Attacker by 15%

**Loa  
Level 21**



Ort  
Eth

Voodoo Heads  
(Necromancer Only)

15% Chance to cast level 5 Possess when Struck  
+1 to Necromancer Skill Levels  
10% Faster Cast Rate  
+20 to Maximum Damage  
+(151 to 200)% Enhanced Defense  
175% Extra Gold from Monsters

**Cube  
Level 29**



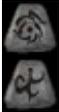
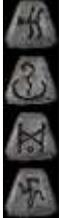
Shael  
Tal

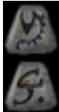
Voodoo Heads  
(Necromancer Only)

40% Faster Run/Walk  
40% Increased Attack Speed  
40% Faster Cast Rate  
40% Faster Hit Recovery  
40% Faster Block Rate  
-20% Decreased Chance of Blocking  
50% Chance of Crushing Blow  
(6 to 10)% Bonus to All Attributes  
+(11 to 15) to all Attributes  
+(3 per level) to Dexterity (Based on Character Level)



+(1 to 2) to All Skills  
+(16 to 20)% to Fire Skill Damage

<b>Warlock Level 39</b>		Ko Hel Shael	Voodoo Heads (Necromancer Only)	+ (3 to 5) to Pact of Blood + (3 to 5) to Fire Fountain (11 to 15)% Bonus to Strength + (16 to 20) to Strength
<b>Elemental Level 51</b>		Ist Um Lem	Voodoo Heads (Necromancer Only)	50% Chance to cast level 10 Rune of Fire when Struck + (2 to 3) to All Skills + (26 to 30)% to Fire Skill Damage + (26 to 30)% to Lightning Skill Damage + (26 to 30)% to Cold Skill Damage 50% Bonus to Energy +100 to Energy + (10 per level) to Life (Based on Character Level) +5% to Experience Gained
<b>Quimbanda Level 59</b>		Lo Ko Lo Ko	Voodoo Heads (Necromancer Only)	+ (2 to 3) to Necromancer Skill Levels 25% Increased Chance of Blocking + (5 to 8) to Summon Acid Fiends (31 to 40)% Bonus to Strength + (3 per level)% Enhanced Defense (Based on Character Level) Increase Maximum Mana 100% Lightning Resist +80%
<b>Binding Level 65</b>		Lem Amn Jah Sur	Voodoo Heads (Necromancer Only)	+200 Crafting Points 25% Chance to cast level 10 Glacial Nova when Struck + (16 to 20)% to Cold Skill Damage + (5 to 7) to Barb Wire (Necromancer Only) + (201 to 250)% Enhanced Defense +25 to Strength +25 to Dexterity +25 to Vitality 25% Damage Reflected +5% to Experience Gained

<b>Shedim Level 19</b>		Ral Tal	Divine Shields (Paladin Only)	Level 1 Demon Blood Aura when Equipped 10% Increased Attack Speed 10% Faster Hit Recovery +33 Defense
<b>Blasphemy Level 27</b>		Sol Nef	Divine Shields (Paladin Only)	+1 to Paladin Skill Levels 15% Faster Cast Rate +5% to Spell Damage + (1 to 3) to Elemental Totem Requirements -20%
<b>Creed Level 35</b>		Io Amn Nef	Divine Shields (Paladin Only)	40% Increased Chance of Blocking + (81 to 100)% Enhanced Defense 15% Bonus to Dexterity All Resists + (16 to 20)% Reduces all Vendor Prices (11 to 15)%
<b>Anathema Level 45</b>		Pul Amn Ort	Divine Shields (Paladin Only)	100% Chance to cast level 50 Cold Fear when you Level-Up + (2 to 3) to Paladin Skill Levels +1 to Hex Fire Resist +80% (376 to 475)% Extra Gold from Monsters (41 to 50)% Better Chance of Getting Magic Items
<b>Messiah Level 53</b>		Gul Pul Thul	Divine Shields (Paladin Only)	20% Chance to cast level 15 Wrath when Struck 30% Faster Run/Walk 30% Increased Attack Speed 30% Faster Cast Rate 30% Faster Hit Recovery 30% Faster Block Rate (16 to 20)% Increased Chance of Blocking + (161 to 180)% Enhanced Defense Fire Resist +30% Lightning Resist +30% Cold Resist +30% Damage Reduced by (11 to 15)%
				5% Chance to cast level 1 Charm when Struck + (3 to 4) to Paladin Skill Levels

Rapture  
Level 63



Ber  
Thul  
Mal  
Ko

Divine Shields  
(Paladin Only)

+ (8 to 12) to Killer Instinct  
+ (4 to 6) to Survival of the Fittest  
25% Bonus to Strength  
Poison Resist +30%  
45% Chance of Uninterruptable Attack  
**Btw.** The **Black Sleep** skill is also considered a charm effect.

Claw  
Level 15



Eth  
El

Gloves

+ (6 to 10)% Bonus Damage to Mark of the Wild  
+ (6 to 10) to Maximum Damage  
(31 to 50)% Duration Bonus to Mark of the Wild  
50% Bonus to Attack Rating  
Level 1 Mark of the Wild (50 Charges)

Worship  
Level 15



El  
Ith

Gloves

+ (51 to 75)% Enhanced Defense  
50% Bonus to Attack Rating  
Replenish Life + (11 to 15)  
All Resists +5%  
Damage Reduced by (3 to 5)  
+2 to Light Radius

Samhain  
Level 21



Ort  
Tal

Gloves

7% Chance to Cast level 7 Pagan Rites when you Kill an Enemy  
(3 to 5)% Life Stolen per Hit  
Total Character Damage Plus (11 to 15)%  
-2 to Light Radius

Mercy  
Level 27



Sol  
Eth

Gloves

2% Chance to cast level 8 Punisher on Striking  
+ (26 to 30) to Maximum Damage  
+26 Defense  
+ (71 to 100) Maximum Stamina  
+ (26 to 35)% to Vitality when using a Healing Potion  
Level 4 Mind Flay (20 Charges)

Skald  
Level 31



Ort  
Dol

Gloves

+ (21 to 25) to Minimum Damage  
Enhanced Raven Heart Duration  
(7 to 10)% Mana Stolen per Hit  
Level 3 Bloodlust (33 Charges)  
Level 3 Raven Heart (33 Charges)

Kali  
Level 35



Sol  
lo

Gloves

21% Chance to cast level 4 Immolation when you Kill an Enemy  
+ (1 to 2) to All Skills  
-214 Defense  
+10% to Maximum Fire Resistance  
Level 2 Black Sleep (124 Charges)

Scorpion  
Level 43



Lem  
Thul  
Lum

Gloves

+1 to All Skills  
(0.375 per level)% to Poison Skill Damage (Based on Character Level)  
Decrease Maximum Mana -33%  
+5% to Experience Gained  
15% Better Chance of Getting Magic Items

Sun  
Level 49



Mal  
Shael  
Lum

Gloves

25% Chance to cast level 8 Pain Spirit when you Kill an Enemy  
+ (0.5 per level) to Maximum Damage (Based on Character Level)  
+ (11 to 15) to Strength  
+ (11 to 15) to Dexterity  
Reduces all Vendor Prices (3 to 5)%  
(41 to 50)% Better Chance of Getting Magic Items

Asp  
Level 53



Tal  
Gul  
lo

Gloves

(21 to 30)% Deadly Strike  
40% Chance of Open Wounds  
(21 to 25)% Bonus to Dexterity  
+ (26 to 30) to Dexterity

Spider  
Level 53



Gul  
Gul  
El

Gloves

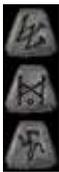
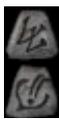
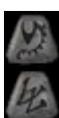
+25% Bonus to Poison Skill Duration  
50% Bonus to Attack Rating  
+2 to [random assassin skill] (Assassin Only)  
(21 to 25)% Bonus to Dexterity

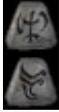
Eagle



Lo

100% Chance to cast level 25 Static Trap when you Die  
+10% Faster Cast Rate  
+ (16 to 20)% to Lightning Skill Damage

Level 59		Tir	Gloves	<ul style="list-style-type: none"> <li>+(16 to 20)% to Physical/Magic Skill Damage</li> <li>Lightning Resist +(31 to 35)%</li> <li>Damage Reduced by (2 to 4)%</li> </ul>
Nahual Level 65		Thul Jah Sur	Gloves	<ul style="list-style-type: none"> <li>+250 Crafting Points</li> <li>14% Chance to cast level 4 Gift of the Wild when Struck</li> <li>+(16 to 20)% to Fire Skill Damage</li> <li>+(8 to 15) to Defender Spirit</li> <li>+(3 to 6) to Greater Manifestations</li> <li>+25% Enhanced Defense</li> <li>Total Character Damage Plus (51 to 75)%</li> <li>Increase Maximum Life 40%</li> <li>Increase Maximum Mana 40%</li> </ul>
Augur Level 65		Zod Thul Zod	Gloves	<ul style="list-style-type: none"> <li>+2 to All Skills</li> <li>+30% Increased Attack Speed</li> <li>+30% Faster Cast Rate</li> <li>+(1 to 5) to Raven Flight</li> <li>+(21 to 25) to All Attributes</li> </ul>
<hr/>				
Rainbow Level 13		El Tir	Belts	<ul style="list-style-type: none"> <li>50% Bonus to Attack Rating</li> <li>+5% to Spell Damage</li> <li>All Resists +(26 to 30)%</li> <li>(11 to 15)% Better Chance of Getting Magic Items</li> </ul>
Snake Level 19		Ral Ith	Belts	<ul style="list-style-type: none"> <li>+(6 to 10) to Maximum Damage</li> <li>+(0.5 per level)% to Poison Skill Damage (Based on Character Level)</li> <li>+(16 to 25)% Enhanced Defense</li> </ul>
Prodigy Level 23		Thul El	Belts	<ul style="list-style-type: none"> <li>+15% Faster Cast Rate</li> <li>100% Bonus to Attack Rating</li> <li>+(6 to 10)% to Fire Skill Damage</li> <li>+(6 to 10)% to Lightning Skill Damage</li> <li>Regenerate Mana +25%</li> <li>+(11 to 20) to Mana after each Kill</li> </ul>
Pain Level 27		Sol Thul	Belts	<ul style="list-style-type: none"> <li>100% Chance to cast level 10 Spike Nova when you Level-Up</li> <li>+15% Increased Attack Speed</li> <li>+(0.5 per level) to Maximum Damage (Based on Character Level)</li> <li>(3 to 4)% Life Stolen per Hit</li> <li>25% Chance of Open Wounds</li> </ul>
Fuse Level 31		Ral Dol	Belts	<ul style="list-style-type: none"> <li>(16 to 20)% Increased Chance of Blocking</li> <li>+(6 to 10) to Minimum Damage</li> <li>Adds 19-93 Fire Damage</li> <li>+(3 to 6) to Rain of Bombs (Assassin Only)</li> <li>Level 2 Blast Wave (50 Charges)</li> </ul>
Chain Level 35		Io El	Belts	<ul style="list-style-type: none"> <li>-20% Slower Run/Walk</li> <li>100% Bonus to Attack Rating</li> <li>+(101 to 125)% Enhanced Defense</li> <li>+(221 to 260) Defense</li> <li>Damage Reduced by (6 to 10)</li> <li>Level 4 Punisher (20 Charges)</li> </ul>
Seduction Level 37		Tal Lum	Belts	<ul style="list-style-type: none"> <li>Increase Maximum Life 5%</li> <li>Fire Resist +(16 to 20)%</li> <li>Poison Resist +(16 to 20)%</li> <li>(21 to 40)% Better Chance of Getting Magic Items</li> <li>Level 5 Bloodstar (100 Charges)</li> <li>Level 3 Vampiric Icon (20 Charges)</li> </ul>
Coil Level 41		Tal Fal	Belts	<ul style="list-style-type: none"> <li>18% Chance to cast level 6 Flash when Struck</li> <li>(0.375 per level)% to Lightning Skill Damage (Based on Character Level)</li> <li>+5 to All Attributes</li> <li>Lightning Resist +(31 to 50)%</li> <li>(31 to 50)% Damage Taken goes to Mana</li> <li>Level 5 Lightning Wall (20 Charges)</li> </ul>
Star Level 45		Lum Pul	Belts	<ul style="list-style-type: none"> <li>7% Chance to cast level 5 Stormtouch when Struck</li> <li>Fire Resist +(41 to 50)%</li> <li>Cold Resist +(41 to 50)%</li> <li>Lightning Resist +(41 to 50)%</li> <li>(41 to 50)% Better Chance of Getting Magic Items</li> <li>+4 to Light Radius</li> </ul>

<b>Twister</b> Level 53		Lo Ort	Belts	<ul style="list-style-type: none"> <li>3% Chance to cast level 2 Claw Tornado on Striking</li> <li>+20% Increased Attack Speed</li> <li>Stun Attack</li> <li>+(21 to 25) to Dexterity</li> <li>+(201 to 300) Maximum Stamina</li> <li>+(31 to 40)% Bonus Damage to Wrath</li> <li>20% Faster Cast Rate</li> <li>(16 to 20)% Bonus to Dexterity</li> <li>(16 to 20)% Bonus to Vitality</li> <li>(16 to 20)% Bonus to Energy</li> <li>+(1 to 2) to All Skills when using a Mana Potion</li> <li>+(31 to 50) Life after each Kill</li> </ul>
<b>Dyaus Pita</b> Level 57		Io Ohm	Belts	<ul style="list-style-type: none"> <li>+150 Crafting Points</li> <li>Indestructible</li> <li>-5% Decreased Attack Speed</li> <li>-5% Slower Cast Rate</li> <li>+(201 to 350)% Enhanced Defense</li> <li>Damage Reduced by (31 to 40)</li> </ul>
<b>Truce</b> Level 61		Sur Hel	Belts	<ul style="list-style-type: none"> <li>+1 to All Skills</li> <li>+(6 to 15)% Bonus Elemental Damage to Bloodlust</li> <li>+(6 to 15)% Bonus Elemental Damage to Mark of the Wild</li> <li>150% Damage Reflected</li> <li>Level 1 Mark of the Wild (100 Charges)</li> <li>Level 1 Bloodlust (100 Charges)</li> </ul>
<b>Shaman</b> Level 67		Cham Amn	Belts	
<hr/>				
<b>Grace</b> Level 13		Tir Eld	Boots	<ul style="list-style-type: none"> <li>2% Chance to cast level 3 Celerity when you Kill an Enemy</li> <li>+5% Increased Attack Speed</li> <li>+5% Faster Cast Rate</li> <li>5% Bonus to All Attributes</li> <li>All Resists +(11 to 15)%</li> <li>Reduces all Vendor Prices (3 to 5)%</li> </ul>
<b>Gravity</b> Level 19		Ral Nef	Boots	<ul style="list-style-type: none"> <li>+(41 to 60)% Enhanced Defense</li> <li>-50 Maximum Stamina</li> <li>Damage Reduced by (6 to 8)%</li> <li>Slows Attacker by (21 to 25)%</li> <li>Requirements +15%</li> </ul>
<b>Pinto</b> Level 23		Nef Thul	Boots	<ul style="list-style-type: none"> <li>25% Chance to cast level 7 Immolation Bomb when Struck</li> <li>+40% Faster Run/Walk</li> <li>+(11 to 15)% to Fire Skill Damage</li> <li>+(61 to 100)% Enhanced Defense</li> <li>+(75 to 90) Maximum Stamina</li> <li>Fire Resist -15%</li> </ul>
<b>Stampede</b> Level 25		Amn Eth	Boots	<ul style="list-style-type: none"> <li>8% Chance to cast level 1 Gift of the Wild when Struck</li> <li>+30% Faster Run/Walk</li> <li>+(6 to 10) to Maximum Damage</li> <li>+(21 to 40)% Enhanced Defense</li> <li>25% Damage Reflected</li> </ul>
<b>Legion</b> Level 29		Eld Shael	Boots	<ul style="list-style-type: none"> <li>Total Character Damage Plus (21 to 25)%</li> <li>(16 to 20)% Bonus to All Attributes</li> <li>+(51 to 100)% Enhanced Defense</li> <li>+(151 to 200) Maximum Stamina</li> <li>Level 5 Summon Shadows (20 Charges)</li> <li>Level 5 Meteor Shower (50 Charges)</li> </ul>
<b>Snail</b> Level 33		Hel Amn	Boots	<ul style="list-style-type: none"> <li>10% Chance to cast level 6 Rune of Ice when Struck</li> <li>-25% Slower Run/Walk</li> <li>+(16 to 20)% to Cold Skill Damage</li> <li>+(16 to 20)% to Poison Skill Damage</li> <li>+(201 to 250)% Enhanced Defense</li> <li>Damage Reduced by (11 to 15)</li> </ul>
<b>Surf</b> Level 39		Thul Ko	Boots	<ul style="list-style-type: none"> <li>Indestructible</li> <li>7% Chance to cast level 3 Glacial Nova when Struck</li> <li>+(11 to 15)% to Cold Skill Damage</li> <li>+(121 to 140)% Enhanced Defense</li> <li>+(10 per level) Maximum Stamina (Based on Character Level)</li> </ul>
<b>Karma</b> Level 43		Lem Ort Ko	Boots	<ul style="list-style-type: none"> <li>4% Chance to cast level 9 Punisher when Struck</li> <li>-10% Decreased Attack Speed</li> <li>-10% Slower Cast Rate</li> <li>+(6 to 10)% to Experience Gained</li> <li>(41 to 60)% Better Chance of Getting Magic Items</li> </ul>

<b>Sundance</b> Level 47		Lem El Um	Boots	25% Faster Run/Walk 15% Faster Cast Rate 50% Bonus to Attack Rating +(11 to 15)% to Spell Damage (16 to 20)% Bonus to Energy +333 Defense Poison Length Reduced by 50% +2% to Experience Gained (101 to 150)% Extra Gold from Monsters
<b>Weird</b> Level 53		Gul Shael Thul	Boots	1% Chance to cast level 43 Doom Serpents when Struck +1 to All Skills +(662 to 803) Defense Cold Resist +30% +(31 to 50) to Mana after each Kill
<b>Lionpaw</b> Level 57		Ohm Ral Vex	Boots	5% Chance to cast level 4 Gift of Celerity when you Kill an Enemy +25% Increased Attack Speed 20% Bonus to Strength 10% Bonus to Dexterity 10% Bonus to Energy 25% Bonus to Vitality +(20 per level) Defense (Based on Character Level) Half Freeze Duration
<b>Outlaw</b> Level 63		Ber Nef Fal Ber	Boots	+(6 to 8) Extra Shadow Minions +(1 to 4) to Doom Serpents +(1 to 4) to Glacial Nova Attacker Flees after Striking +(6 to 10)% -1 Defense +(1 to 2) to All Skills when using a Mana Potion 10% Chance of Uninterruptable Attack
<b>Death March</b> Level 69		Lo lth Zod lth	Boots	+10% Faster Run/Walk +(1.5 per level) to Maximum Damage (Based on Character Level) Slows Target by 15% Slows Attacker by 5% +(131 to 160)% Enhanced Defense Level 6 Guard Tower (40 Charges)

## JEWELWORDS

Jewelwords consist of one or more random jewels and one perfect gem. The modifiers from the jewels are carried over to the jewelword item.

<b>Compassion</b> (No Level)			Weapons	2% Chance to cast level 1 Blood Flash on Striking +(41 to 60)% Enhanced Damage Increase Maximum Life (11 to 15)% All Resists +(31 to 40)% +10 Life after each Kill [adds jewel modifiers]
<b>Madness</b> (No Level)			Weapons	4% Chance to cast level 2 Mind Flay on Striking 4% Chance to cast level 2 Possess on Striking +(31 to 50)% Enhanced Damage +20% Faster Run/Walk +10% Increased Attack Speed +10% to Spell Damage +(11 to 15) Life after each Kill [adds jewel modifiers]
<b>Shockwave</b> (No Level)			Weapons	100% Chance to cast level 10 Punisher when you Kill an Enemy +(81 to 100)% Enhanced Damage +(31 to 40) to Maximum Damage Slows Target by (21 to 40)% Knockback +(16 to 20) to all Attributes [adds jewel modifiers]



Abaddon  
(No Level)



Weapons

6% Chance to cast level 6 Immolation on Striking Indestructible  
+(101 to 140)% Enhanced Damage  
+25% Increased Attack Speed  
(16 to 20)% Bonus to All Attributes  
+(11 to 15) to all Attributes  
Level 8 Cataclysm (15 Charges)  
[adds jewel modifiers]

Justice  
(No Level)



Weapons

50% Chance to cast level 15 Wrath when you Kill an Enemy  
100% Chance to cast level 40 Punisher when you Die  
+(141 to 160)% Enhanced Damage  
+20% Increased Attack Speed  
+(26 to 50) Life after each Kill  
+5% to Experience Gained  
Level 3 Judgement (33 Charges)  
[adds jewel modifiers]

Liberation  
(No Level)



Weapons

15% Chance to cast level 10 Gift of Vanquishing when you Kill an Enemy  
25% Chance to cast level 4 Pain Spirit when Struck  
+1 to All Skills  
+(141 to 160)% Enhanced Damage  
+(41 to 50) to Maximum Damage  
+(16 to 20)% to Spell Damage  
Requirements -33%  
[adds jewel modifiers]

Energy  
(No Level)



Body armor

+10% Increased Attack Speed  
+10% Faster Cast Rate  
(11 to 15)% Bonus to Strength  
(11 to 15)% Bonus to Energy  
Regenerate Mana +(16 to 25)%  
[adds jewel modifiers]

Plight  
(No Level)



Body armor

Indestructible  
+20% Faster Hit Recovery  
+10% Faster Block Rate  
(11 to 15)% Increased Chance of Blocking  
20% Bonus to Buff/Debuff/Cold Skill Duration  
Level 4 Titan Strike (75 Charges)  
Requirements (-31 to -50)%  
[adds jewel modifiers]

Tragedy  
(No Level)



Body armor

10% Chance to cast level 2 Shadow Avatar when you Kill an Enemy  
(11 to 15)% Bonus to Strength  
(21 to 30)% Bonus to Dexterity  
+(61 to 80)% Enhanced Defense  
Level 10 Punisher (5 Charges)  
[adds jewel modifiers]

Satanas Ruber  
(No Level)



Body armor

15% Chance to cast level 4 Blast Wave when Struck  
+10% Increased Attack Speed  
+10% Faster Cast Rate  
+(81 to 120)% Enhanced Defense  
(11 to 15)% Bonus to Vitality



Fire Resist +(81 to 120)%  
Damage Reduced by (4 to 6)%  
[adds jewel modifiers]

**Nirvana  
(No Level)**

Body armor

+1 to All Skills  
+15% Faster Cast Rate  
+(61 to 80)% Enhanced Defense  
+(0.5 per level) to Energy (Based on Character Level)  
(11 to 20)% Bonus to Buff/Debuff/Cold Skill Duration  
Level 3 Stormtouch (50 Charges)  
Requirements -33%  
[adds jewel modifiers]



**Ascension  
(No Level)**

Body armor

+333 Crafting Points  
Indestructible  
2% Chance to cast level 4 Pact of Blood when Struck  
+(141 to 160)% Enhanced Defense  
+222 Defense  
+2 to Life  
Regenerate Life +22  
[adds jewel modifiers]



**World  
(No Level)**

Helms

+(21 to 40)% Enhanced Defense  
(101 to 150)% Extra Gold from Monsters  
(21 to 30)% Better Chance of Getting Magic Items  
Reduces all Vendor Prices (3 to 5)%  
Level 1 Vanquish (20 Charges)  
[adds jewel modifiers]



**Zeppelin  
(No Level)**

Helms

100% Chance to cast level 25 Blast Wave when you Die  
+40% Faster Run/Walk  
+(401 to 600) Maximum Stamina  
Fire Resist -25%  
Total Character Defense Plus (11 to 15)%  
5% Bonus to Buff/Debuff/Cold Skill Duration  
Requirements (-51 to -70)%  
[adds jewel modifiers]



**Willpower  
(No Level)**

Helms

Regenerate Life +20  
+(6 to 10)% to Spell Damage  
Increase Maximum Mana (11 to 20)%  
All Resists +(21 to 30)%  
Level 6 Mana Coil (40 Charges)  
Level 3 Mana Sweep (20 Charges)  
[adds jewel modifiers]



**Satellite  
(No Level)**

Helms

5% Chance to cast level 5 Meteor Shower when Struck  
5% Chance to cast level 5 Supernova when Struck  
+20% Faster Run/Walk  
+(5 per level) Defense vs. Missiles (Based on Character Level)  
+10 to Life after each Kill  
+10 to Mana after each Kill  
[adds jewel modifiers]



**Devotion  
(No Level)**

Shields

5% Chance to cast level 1 Retribute when Struck  
+(21 to 40)% Enhanced Defense  
Replenish Life +(21 to 40)  
Lightning Resist +(31 to 40)%  
(11 to 20)% Chance of Uninterruptable Attack  
[adds jewel modifiers]



Sightless Eye (No Level)		Shields	10% Chance to cast level 1 Arrow on Striking (6 to 10)% Increased Chance of Blocking (151 to 200)% Bonus to Attack Rating +(3 to 4) to Light Radius Level 2 Guard Tower (40 Charges) [adds jewel modifiers]
Thundergod (No Level)		Shields	5% Chance to cast level 2 Thunder Wave on Striking 15% Chance to cast level 4 Thunder Hammer on Striking Knockback +(101 to 125)% Enhanced Defense Lightning Resist +(61 to 80)% Level 5 Lightning Wall (10 Charges) [adds jewel modifiers]
Citadel (No Level)		Shields	3% Chance to cast level 4 Gift of Inner Fire when Struck Adds 6-116 Fire Damage +(1 per level)% Chance of Open Wounds (Based on Character Level) +(121 to 140)% Enhanced Defense Fire Resist +(41 to 60)% Poison Resist +(31 to 40)% Level 4 Fire Star (10 Charges) [adds jewel modifiers]
Glare (No Level)		Shields	15% Chance to cast level 5 Mana Sweep when you Kill an Enemy (21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration Adds 1-100 Lightning Damage Adds 1-100 Cold Damage +(101 to 150)% Enhanced Defense Lightning Resist +30% Cold Resist +30% +5 to Light Radius [adds jewel modifiers]
Hallucination (No Level)		Shields	25% Chance to cast level 5 Summon Shadows when Struck (31 to 35)% Increased Chance of Blocking All Resists +(31 to 40)% Fire Absorb (11 to 15)% Cold Absorb (11 to 15)% Lightning Absorb (11 to 15)% Level 2 Blink (50 Charges) [adds jewel modifiers]
Huracan (No Level)		Gloves	Adds 1-150 Fire Damage Adds 1-150 Cold Damage Adds 1-150 Lightning Damage +1 to Mountain King 15% Bonus to Energy Level 5 Elemental Totem (20 Charges) Level 5 Arcane Torrent (20 Charges) [adds jewel modifiers]
Aiwass (No Level)		Gloves	+(4 to 6) to Summon Shadows +(4 to 6) to Demon Blood 15% Bonus to Vitality +93 Defense +3 to Light Radius Level 4 Rune of Mana (78 Charges) [adds jewel modifiers]
Icarus (No Level)		Gloves	100% Chance to cast level 62 Meteor Shower when you Die +40% Faster Run/Walk +(21 to 40) to Maximum Damage +15% Enhanced Defense +(31 to 40) to Vitality +(31 to 40) to Energy



Fire Resist -20%  
[adds jewel modifiers]

**Pulsa Dinura  
(No Level)**



Belts

+1 to Paladin Skills  
14% Chance to cast level 2 Banish on Striking  
-20% Slower Run/Walk  
Adds 32-63 Fire Damage  
+(6 to 10)% to Fire Skill Damage  
+(31 to 40) to Life after each Kill  
Fire Resist +30%  
[adds jewel modifiers]

**Slime  
(No Level)**



Boots

(26 to 35)% Bonus to Poison Skill Duration  
+25% Enhanced Defense  
+(6 to 10)% to Poison Spell Damage  
Slows Attacker by (11 to 15)%  
Poison Length Reduced by 50%  
[adds jewel modifiers]

**Epicenter  
(No Level)**



Boots

Indestructible  
(0.25 per level)% Chance of Crushing Blow (Based on Character Level)  
+(11 to 15) to Strength  
Regenerate Life +20  
Increase Maximum Life +(11 to 15)%  
Level 8 Meteor Shower (10 Charges)  
[adds jewel modifiers]

**Majesty  
(No Level)**



Boots

+10% Faster Run/Walk  
+(11 to 15)% to Cold Skill Damage  
Cold Resist +(31 to 40)%  
Level 2 Summon Shadows (40 Charges)  
Level 2 Summon Darklings (40 Charges)  
[adds jewel modifiers]