

[UNIQUES]

There are 172 unique items in Median 2008 1.43, one for each base item type.
Higher tier versions almost always have better stats than lower tier versions of the same unique.

A cube recipe exists to upgrade low tier unique items to the next higher tier, for a price...

Btw. All unique items always spawn with the maximum number of sockets allowed for their item type and tier.

Oskills
If a unique item 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.

WEAPONS AND ARMOR

A list of all unique weapons and armor, arranged by required level. Use Ctrl-F to search for individual items or modifiers.

**The Wanderer's Hood
Cap (1)**

Defense: (10-12)
Durability: 27
Required Strength: 10
Required Level: 1

Indestructible
(3 to 5)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(7 to 15)%
-1 to Light Radius

**Meshif's Iron Parrot
Throwing Knife (1)**

Throw Damage: 6 to (22-25)
One-Hand Damage: (3-4) to (16-18)
Durability: 8
Required Dexterity: 15
Required Level: 1

+(21 to 35)% Enhanced Damage
5% Increased Attack Speed
Hit Causes Monster to Flee +(4 to 8)%
(76 to 150)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

**Grimspike
Short Sword (1)**

One-Hand Damage: (3-4) to (17-28)
Durability: 16
Required Level: 1

+(11 to 40)% Enhanced Damage
+(3 to 10) to Maximum Damage
(6 to 10)% Deadly Strike
(5 to 10)% Bonus to Strength
(-11 to -20) to Life

**Earthbind
Bardiche (1)**

Two-Hand Damage: 2 to (35-54)
Durability: 26
Required Strength: 17
Required Dexterity: 17
Required Level: 1

3% Chance to cast level 2 Pagan Rites when Struck
+1 to Druid Skill Levels
+(16 to 40)% Enhanced Damage
(-6 to -10)% Slower Run/Walk
+(11 to 25) to Maximum Damage
Slows Target by (21 to 25)%
Slows Attacker by (21 to 25)%

**Wererat's Bite
Hand Axe (1)**

One-Hand Damage: (3-4) to (16-21)
Durability: 22
Required Level: 1

2% Chance to cast level 1 Poison Flash on Striking
+(21 to 50)% Enhanced Damage
(21 to 30)% Deadly Strike
Poison Resist +(11 to 30)%

**Everchase
Boots (1)**

Defense: (17-40)
Durability: 29
Required Strength: 10
Required Level: 1

10% Faster Run/Walk
(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration
+(11 to 30) Defense
+(51 to 150) Maximum Stamina

**Darkhunter
Hunter's Bow (1)**

Two-Hand Damage: (8-10) to (14-16)
Required Dexterity: 27
Required Level: 1

25% Chance to cast level 3 Bloodstar on Striking
+(11 to 25)% Enhanced Damage
+(16 to 40)% Damage to Demons
Adds 16-32 Fire Damage
+(3 to 5)% to Fire Skill Damage
+(5 to 10) to Dexterity

**Nor Tiraj's Wisdom
Sash (1)**

Defense: (10-12)
Durability: 25
Required Strength: 9
Required Level: 1

+(4 to 5)% to Fire Skill Damage
+(41 to 100) to Mana
All Resists +(7 to 10)%

**Thunderclap
Large Axe (1)**

Two-Hand Damage: 11 to 16
Durability: 28
Required Strength: 18
Required Level: 1

+(5 to 10) Crafting Points
15% Chance to cast level 4 Supernova when you Kill an Enemy
4% Chance to cast level 2 Flash on Striking
15% Increased Attack Speed
(0.40625 per level)% to Lightning Skill Damage (Based on Character Level)
Lightning Resist +(11 to 15)%

The War Cloak
Quilted Armor (1)

Defense: (17-36)
Durability: 27
Required Strength: 10
Required Level: 1

(9 to 15)% Chance of Open Wounds
Total Character Damage Plus (7 to 10)%
Extra Bloody Hits
+(11 to 15) Life after each Kill

Hornet Sting
Dagger (1)

One-Hand Damage: 2 to 10
Durability: 8
Required Level: 1

5% Chance to cast level 1 Spike Nova when Struck
Indestructible
15% Increased Attack Speed
(3 to 5)% Mana Stolen per Hit
(3 to 5)% Life Stolen per Hit
Hit Causes Monster to Flee +(13 to 20)%

The Raven
Two-Handed Sword (1)

One-Hand Damage: (6-8) to (18-22)
Two-Hand Damage: (6-8) to (24-29)
Durability: 28
Required Strength: 25
Required Level: 1

50% Chance to cast level 2 Time Strike on Striking
2% Chance to cast level 1 Dark Power when you Kill an Enemy
+(16 to 40)% Enhanced Damage
(7 to 10)% Deadly Strike
+(26 to 50) to Life
+(26 to 50) to Mana

Arreat's Aim
Throwing Axe (1)

Throw Damage: 6 to 18
One-Hand Damage: 5 to 13
Durability: 12
Required Strength: 15
Required Level: 1

25% Chance to cast level 6 Guard Tower when you Kill an Enemy
(3 to 5)% Deadly Strike
Knockback
(5 to 10)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Silverstrike
Spear (1)

Two-Hand Damage: 3 to (27-37)
Durability: 24
Required Level: 1

25% Chance to cast level 5 Punisher when you Kill an Enemy
+(11 to 20)% Enhanced Damage
+(6 to 15) to Maximum Damage
+(21 to 45)% Damage to Undead
(7 to 15)% Bonus to Dexterity
+1 to Light Radius

The Rift Bow
Short Bow (1)

Two-Hand Damage: (6-8) to (12-14)
Required Dexterity: 15
Required Level: 1

+(11 to 35)% Enhanced Damage

(26 to 50)% Bonus to Attack Rating
(3 to 5)% Mana Stolen per Hit
(21 to 30)% Damage Taken Goes To Mana
(21 to 25)% Curse Length Reduction

**Sunbearer
Scepter (1)**

One-Hand Damage: (3-4) to (12-14)
Durability: 14
Required Dexterity: 16
Required Level: 1

3% Chance to cast level 1 Gift of Inner Fire when you Kill an Enemy
+(21 to 40)% Enhanced Damage
+(11 to 15) to Dexterity
(31 to 50)% Extra Gold from Monsters
Reduces all Vendor Prices (3 to 5)%
+2 to Light Radius

**Manaflare
Eagle Orb (1)**

One-Hand Damage: 1 to 10
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 1

100% Chance to cast level 20 Mana Sweep when you Die
+1 to Sorceress Skill Levels
+(1 to 2) to Mana Coil (Sorceress Only)
+(41 to 80) to Mana
Magic Damage Reduced by (2 to 4)

**Vizjerei's Folly
Short Staff (1)**

Two-Hand Damage: 2 to 14
Durability: 22
Required Level: 1

+(11 to 15)% to Skill Damage
+(11 to 25) to Mana
All Resists (-11 to -20)%

**Goldtouch
Leather Gloves (1)**

Defense: (4-6)
Durability: 25
Required Strength: 10
Required Level: 1

2% Chance to cast level 3 Vanquish when you Kill an Enemy
(3 to 5)% Chance of Open Wounds
(-11 to -25) to Life
(21 to 40)% Extra Gold from Monsters
(9 to 15)% Better Chance of Getting Magic Items

**Quill Rat's Sting
Javelin (1)**

Throw Damage: 3 to (28-40)
One-Hand Damage: 3 to (25-36)
Durability: 32
Required Level: 1

100% Chance to cast level 1 Spike Nova when you Die
+(11 to 30)% Enhanced Damage
(11 to 25)% Piercing Attack
+(11 to 20) to Maximum Damage
Replenishes Quantity
Level 3 Cascade Attack

**The Ripper
Katar (1)**

One-Hand Damage: 2 to (12-191)
Durability: 10
(Assassin Only)

Required Level: 1

3% Chance to cast level 4 Starburst on Striking
+(1.5 per level) to Maximum Damage (Based on Character Level)
(26 to 50)% Bonus to Attack Rating
+(3 to 5)% to Physical/Magic Spell Damage
(21 to 25)% Chance of Open Wounds

**Razordisk
Buckler (1)**

Smite Damage: 4 to 6
Defense: (18-39)
Durability: 32
Required Strength: 6
Required Dexterity: 17
Required Level: 1

+(0.875 per level) to Maximum Damage (Based on Character Level)
(6 to 10)% Chance of Open Wounds
Total Character Damage Plus (11 to 15)%
+(11 to 40)% Enhanced Defense
+(3 to 5) to Strength
(101 to 150)% Damage Reflected

**Branch of a Million Splinters
Club (1)**

One-Hand Damage: (3-4) to (16-26)
Durability: 8
Required Level: 1

10% Chance to cast level 1 Spike Nova when you Kill an Enemy
+(51 to 100)% Enhanced Damage
+(4 to 10) to Maximum Damage
(3 to 5)% Life Stolen per Hit
(12 to 15)% Chance of Open Wounds

**Mind Probe
Wand (1)**

One-Hand Damage: 1 to 5
Durability: 12
Required Level: 1

(7 to 10)% Mana Stolen per Hit
+(101 to 150) to Mana
Regenerate Mana +(16 to 20)%
Level 1 Mana Coil (5 Charges)

**Witch Drum
Small Shield (1)**

Smite Damage: 12 to 18
Defense: (42-93)
Durability: 42
Required Strength: (12-11)
Required Dexterity: (27-26)
Required Level: 2

5% Faster Cast Rate
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(3 to 5)% to Skill Damage
+(11 to 30)% Enhanced Defense
Requirements (-11 to -15)%

**Trollskull
Preserved Head (1)**

Defense: (25-48)
Durability: 36
(Necromancer Only)
Required Strength: 11
Required Level: 2

+1 to Necromancer Skill Levels
10% Faster Run/Walk
(11 to 15)% Increased Chance of Blocking
Replenish Life +(16 to 25)
Fire Resist (-16 to -20)%
Damage Reduced by (3 to 5)%

**Lavafrost
Claymore (1)**

One-Hand Damage: (14-18) to (18-23)
Two-Hand Damage: (18-23) to (21-26)
Durability: 42
Required Strength: 41
Required Level: 2

2% Chance to cast level 3 Pandemonium on Striking
+(11 to 40)% Enhanced Damage
+(3 to 5)% to Fire Skill Damage
+(3 to 5)% to Cold Skill Damage
Fire Resist +(11 to 20)%
Cold Resist +(11 to 20)%
Total Character Defense Plus (3 to 5)%
Half Freeze Duration

**Earthrend
Wrist Blade (1)**

One-Hand Damage: (8-10) to (14-17)
Durability: 20
(Assassin Only)
Required Dexterity: 20
Required Level: 2

3% Chance to cast level 4 Pagan Rites on Attack
+(21 to 45)% Enhanced Damage
Stun Attack
(7 to 10)% Chance of Crushing Blow
(16 to 25)% Deadly Strike

**Al Nair
Scimitar (1)**

One-Hand Damage: (9-10) to (15-16)
Durability: 30
Required Strength: (22-20)
Required Level: 2

10% Chance to cast level 2 Fire Fountain when you Kill an Enemy
+(11 to 20)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
5% Faster Hit Recovery
+(3 to 5)% to Fire Skill Damage
Requirements (-11 to -20)%

**Elephant Skin
Hard Leather Armor (1)**

Defense: (44-104)
Durability: 39
Required Strength: 25
Required Level: 2

Indestructible
(5 to 10)% Bonus to Strength
+(11 to 30)% Enhanced Defense
Damage Reduced by (3 to 5)%

**Bullseye
Targe (1)**

Smite Damage: 12 to 18
Defense: (30-57)
Durability: 40
(Paladin Only)
Required Strength: 13
Required Level: 2

(41 to 80)% Bonus to Attack Rating
(3 to 5)% Deadly Strike
(-26 to -50) Defense vs. Missile
+(3 to 5) to Strength
+(3 to 5) to Dexterity

**Runeflesh
Leather Armor (1)**

Defense: (35-84)
Durability: 33
Required Strength: 19
Required Level: 2

10% Chance to cast level 2 Apocalypse when Struck
+(7 to 10)% Bonus Damage to Bloodlust
5% Increased Attack Speed
+(26 to 50)% Enhanced Defense
+(5 to 10) Life after each Kill
Attacker Takes Fire Damage of (8 to 15)

The Shaman
Long Staff (1)

Two-Hand Damage: 8 to 13
Durability: 46
Required Dexterity: 17
Required Level: 3

100% Chance to cast level 5 Raven Flight when you Level-Up
+1 to Druid Skill Levels
10% Faster Cast Rate
10% Faster Hit Recovery
Increase Maximum Life (7 to 10)%
Fire Resist +(5 to 15)%
Lightning Resist +(5 to 15)%

Hand of Karcheus
Long Bow (1)

Two-Hand Damage: (16-19) to (23-28)
Required Dexterity: 39
Required Level: 3

2% Chance to cast level 1 Glacial Nova on Striking
+(19 to 40)% Enhanced Damage
5% Faster Run/Walk
Freezes Target +2
Freezes Attacker +2
Cold Resist +(11 to 25)%

Flamebreath
Light Crossbow (1)

Two-Hand Damage: (22-27) to (32-39)
Required Strength: 40
Required Level: 3

25% Chance to cast level 3 Blink when you Kill an Enemy
+(31 to 60)% Enhanced Damage
15% Increased Attack Speed
(21 to 40)% Bonus to Attack Rating
Adds (21-40)-(41-80) Fire Damage
Fire Resist +(21 to 30)%

The Defiler
Broad Axe (1)

Two-Hand Damage: (22-31) to (26-33)
Durability: 44
Required Strength: 39
Required Level: 3

100% Chance to cast level 5 Gamma Field when you Die
+(21 to 50)% Enhanced Damage
10% Increased Attack Speed
5% Faster Hit Recovery
+(6 to 10) to Minimum Damage
(16 to 30)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (11 to 15)%

Sea Summoner
Trident (1)

Two-Hand Damage: (6-7) to (24-28)
Durability: 48
Required Strength: 18
Required Dexterity: 29
Required Level: 3

15% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(21 to 40)% Enhanced Damage
Slows Target by (11 to 15)%
(3 to 5)% Bonus to Strength
(3 to 5)% Bonus to Dexterity
Cold Resist +(10 to 20)%

Hammerfist
Heavy Gloves (1)

Defense: (12-26)
Durability: 32
Required Strength: 24
Required Level: 3

5% Chance to cast level 6 Banish when you Kill an Enemy
(3 to 10)% Chance of Open Wounds
+(26 to 40)% Enhanced Defense
+(3 to 5) Life after each Kill

Kasin Crest
Skull Cap (1)

Defense: (27-50)
Durability: 33
Required Strength: 25
Required Level: 3

20% Chance to cast level 3 Crucify when Struck
+(11 to 40)% Enhanced Defense
(7 to 10)% Bonus to All Attributes
All Resists +(11 to 15)%

Throatseeker
Axe (1)

One-Hand Damage: (13-16) to (26-33)
Durability: 36
Required Strength: 31
Required Level: 3

25% Chance to cast level 1 Blood Flash when you Kill an Enemy
+(21 to 50)% Enhanced Damage
5% Increased Attack Speed
(2 to 3)% Life Stolen per Hit
Increase Maximum Life (11 to 15)%
+(11 to 20) Life after each Kill

Shadowmaster
Yew Wand (1)

One-Hand Damage: 5 to 12
Durability: 36
Required Dexterity: 12
Required Level: 3

+1 to Necromancer Skill Levels
+(2 to 3) Extra Shadow Minions
5% Faster Cast Rate
+(11 to 15)% Bonus to Summoned Minion Life

Skullbat
Spiked Club (1)

One-Hand Damage: (9-11) to (22-26)
Durability: 24
Required Strength: (21-20)
Required Level: 3

+(21 to 40)% Enhanced Damage
Stun Attack
Knockback
(-11 to -25) to Mana
Requirements (-11 to -15)%

Stormsurge
Voulge (1)

Two-Hand Damage: 2 to (31-35)
Durability: 50

Required Strength: 33
Required Dexterity: 33
Required Level: 3

5% Chance to cast level 3 Lightning Cascade on Striking
+(16 to 30)% Enhanced Damage
+(1 to 2) Extra Lightning Cascade Targets
5% Increased Attack Speed
Adds 1-28 Lightning Damage
+(3 to 5)% to Lightning Skill Damage
Lightning Resist +(11 to 25)%

**Tailchaser
Light Belt (1)**

Defense: (38-61)
Durability: 34
Required Strength: 27
Required Level: 3

5% Faster Run/Walk
5% Increased Attack Speed
5% Faster Cast Rate
5% Faster Hit Recovery
5% Faster Block Rate
+(21 to 40)% Enhanced Defense
+(101 to 150) Maximum Stamina

**Larzuk's Contraption
Jawbone Cap (1)**

Defense: (25-43)
Durability: 34
(Barbarian Only)
Required Strength: 26
Required Level: 3

5% Chance to cast level 1 Rain of Bombs when you Kill an Enemy
5% Increased Attack Speed
(2 to 3)% Mana Stolen per Hit
+(21 to 40)% Enhanced Defense
+(51 to 100) to Mana

**Razorspine
Studded Leather (1)**

Defense: (60-144)
Durability: 45
Required Strength: 31
Required Level: 3

5% Chance to cast level 1 Spike Nova when Struck
Indestructible
(11 to 15)% Chance of Open Wounds
+(21 to 40)% Enhanced Defense
+(3 to 5) to Strength
Damage Reduced by (4 to 5)%

**Warp Crystal
Sacred Globe (1)**

One-Hand Damage: 6 to 9
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 3

5% Chance to cast level 1 Teleport when Struck
10% Faster Run/Walk
10% Faster Cast Rate
+(6 to 10) to Energy
+(51 to 100) Maximum Stamina

**Spirit Walker
Heavy Boots (1)**

Defense: (22-39)
Durability: 42
Required Strength: 28
Required Level: 3

+ (6 to 10)% Bonus Elemental Damage to Mark of the Wild
+ (21 to 40)% Enhanced Defense
+ (41 to 100) Maximum Stamina
All Resists + (9 to 15)%
(11 to 15)% Curse Length Reduction

**Storm Crow
Pilum (1)**

Throw Damage: (10-12) to (25-30)
One-Hand Damage: (7-9) to (20-24)
Durability: 56
Required Dexterity: 29
Required Level: 3

5% Chance to cast level 2 Doom when you Kill an Enemy
+ (26 to 50)% Enhanced Damage
5% Increased Attack Speed
(5 to 10)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

**The Predator
Wolf Head (1)**

Defense: (24-39)
Durability: 31
(Druid Only)
Required Strength: 23
Required Level: 3

20% Chance to cast level 1 Bloodlust when you Kill an Enemy
(4 to 5)% Life Stolen per Hit
+ (21 to 40)% Enhanced Defense
(-16 to -30) to Life
(11 to 15)% Better Chance of Getting Magic Items

**Manafeast
Fanged Helm (1)**

Defense: (44-81)
Durability: 40
(Barbarian Only)
Required Strength: 40
Required Level: 4

+1 to All Skills
(3 to 4)% Mana Stolen per Hit
(11 to 15)% Bonus to Energy
+ (31 to 60)% Enhanced Defense
(21 to 25)% Damage Taken Goes To Mana

**Carmen Alvare
Grand Scepter (1)**

One-Hand Damage: (17-21) to (31-37)
Durability: 30
Required Dexterity: (38-34)
Required Level: 4

15% Chance to cast level 3 Holy Trap when you Kill an Enemy
+1 to Amazon Skill Levels
+ (26 to 50)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
(0.40625 per level)% to Fire Skill Damage (Based on Character Level)
(16 to 25)% Better Chance of Getting Magic Items
Requirements (-5 to -15)%

**The Foculus
Smoked Sphere (1)**

One-Hand Damage: 10 to 15
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 4

2% Chance to cast level 2 Blast Wave when Struck
+ (1 to 2) to Sorceress Skill Levels
+ (6 to 10)% to Fire Skill Damage

+ (6 to 10) to all Attributes
+ (26 to 50) to Life
Replenish Life + (11 to 20)
Fire Resist + (16 to 25)%

Fearward
Zombie Head (1)

Defense: (48-115)
Durability: 45
(Necromancer Only)
Required Strength: 17
Required Level: 4

+2 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking + (7 to 10)%
+ (21 to 50)% Enhanced Defense
Fire Resist + (21 to 30)%
Lightning Resist + (21 to 30)%
Cold Resist + (21 to 30)%

Aerin Nexus
Gnarled Staff (1)

Two-Hand Damage: 14 to 20
Durability: 70
Required Dexterity: 34
Required Level: 4

+1 to Sorceress Skill Levels
+ (3 to 5)% to Skill Damage
+ (4 to 15) to Energy
+ (4 to 15) to Vitality
Slows Attacker by (6 to 10)%
(15 to 20)% Better Chance of Getting Magic Items

Steelsnare
Chain Mail (1)

Defense: (105-263)
Durability: 63
Required Strength: 49
Required Level: 4

+ (7 to 10) to Maximum Damage
(11 to 15)% Chance of Open Wounds
+ (26 to 55)% Enhanced Defense
Total Character Defense Plus (11 to 15)%
Slows Attacker by (11 to 15)%
Repairs 1 Durability in 100 Seconds

Eagle Spirit
Flying Knife (1)

Throw Damage: (20-25) to (24-30)
One-Hand Damage: (14-18) to (19-24)
Durability: 12
Required Dexterity: 53
Required Level: 4

+ (21 to 50)% Enhanced Damage
5% Increased Attack Speed
(26 to 50)% Bonus to Attack Rating
Knockback
(11 to 25)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Augur's Pelt
Hawk Helm (1)

Defense: (38-70)
Durability: 37
(Druid Only)
Required Strength: 37
Required Level: 4

4% Chance to cast level 2 Raven Flight when you Kill an Enemy
100% Chance to cast level 24 Gift of the Wild when you Die
+ (1 to 2) to Druid Skill Levels
(51 to 75)% Bonus to Attack Rating

(6 to 10)% Bonus to Dexterity
+(21 to 50)% Enhanced Defense
+(11 to 15) to Dexterity
Fire Resist +(31 to 40)%

**Infernolash
Saber (1)**

One-Hand Damage: (16-19) to (23-28)
Durability: 44
Required Strength: 37
Required Level: 4

15% Chance to cast level 3 Immolation when you Kill an Enemy
+(16 to 40)% Enhanced Damage
5% Increased Attack Speed
(50 to 75)% Bonus to Attack Rating
(0.34375 per level)% to Fire Skill Damage (Based on Character Level)
(11 to 15)% Chance of Open Wounds

**Brainburst
Helm (1)**

Defense: (46-82)
Durability: 39
Required Strength: 39
Required Level: 4

2% Chance to cast level 1 Blast Wave when Struck
+(16 to 40)% Enhanced Defense
(-5 to -20) to Mana
Fire Resist +(16 to 30)%
Attacker Takes Fire Damage of (21 to 40)
(21 to 40)% Damage Taken Goes To Mana

**Quietus
Giant Sword (1)**

One-Hand Damage: 20 to 26
Two-Hand Damage: 28 to 31
Durability: 56
Required Strength: (54-48)
Required Level: 4

+1 to All Skills
+(26 to 50)% Bonus to Poison Skill Duration
5% Faster Cast Rate
Adds 16-32 Cold Damage
(3 to 5)% Mana Stolen per Hit
+(2 to 5)% to Cold Skill Damage
Requirements (-5 to -15)%

**Manashard
Dirk (1)**

One-Hand Damage: (7-9) to (10-13)
Durability: 14
Required Dexterity: 25
Required Level: 4

5% Chance to cast level 1 Hex on Striking
+1 to All Skills
+(21 to 50)% Enhanced Damage
(2 to 5)% Mana Stolen per Hit
+(6 to 10)% to Skill Damage
(2 to 5)% Life Stolen per Hit

**Hratli's Craft
Ring Mail (1)**

Defense: (75-186)
Durability: 51
Required Strength: (35-33)
Required Level: 4

+(11 to 75) Crafting Points
5% Faster Cast Rate
10% Faster Hit Recovery
+(23 to 50)% Enhanced Defense
Repairs 1 Durability in 100 Seconds
Requirements (-5 to -10)%

Kashya's Ambush
Composite Bow (1)

Two-Hand Damage: (22-28) to (46-68)
Required Dexterity: 51
Required Level: 4

5% Chance to cast level 2 Phalanx when you Kill an Enemy
+(21 to 50)% Enhanced Damage
+(11 to 25) to Maximum Damage
(51 to 75)% Bonus to Attack Rating
+(5 to 10) to Dexterity
Increase Maximum Life (9 to 15)%
Total Character Defense Plus (12 to 20)%

Robe of Leaves
Scale Mail (1)

Defense: (89-220)
Durability: 57
Required Strength: 43
Required Level: 4

Indestructible
+1 to Druid Skill Levels
+(11 to 20)% Bonus Damage to Mark of the Wild
+(21 to 50)% Enhanced Defense
(6 to 10)% Bonus to Vitality
Lightning Resist +(6 to 10)%
Poison Resist +(11 to 25)%

Toesie Warmer
Chain Boots (1)

Defense: (30-44)
Durability: 55
Required Strength: 44
Required Level: 4

20% Chance to cast level 2 Fire Fountain when you Kill an Enemy
5% Faster Run/Walk
Adds 3-7 Fire Damage
Increase Maximum Life (7 to 10)%
Fire Resist +(6 to 15)%
Total Character Defense Plus (4 to 5)%

Wheel of Fortune
Large Shield (1)

Smite Damage: 20 to 30
Defense: (73-174)
Durability: 52
Required Strength: 22
Required Dexterity: 45
Required Level: 4

5% Chance to cast level 1 Nightmare when Struck
Attacker Flees after Striking +(6 to 8)%
+(21 to 50)% Enhanced Defense
(3 to 5)% Chance of Uninterruptable Attack
(51 to 75)% Extra Gold from Monsters
(14 to 20)% Better Chance of Getting Magic Items

Vizjun's Justice
Hatchet Hands (1)

One-Hand Damage: (15-19) to (22-27)
Durability: 29
(Assassin Only)
Required Dexterity: 29
Required Level: 4

+(31 to 60)% Enhanced Damage
+(11 to 25)% Bonus to Poison Skill Duration
+(6 to 10)% to Poison Skill Damage
+(1 to 2) to Way of the Spider (Assassin Only)
(3 to 5)% Bonus to Dexterity

Hypnodisk
Rondache (1)

Smite Damage: 20 to 30
Defense: (48-92)
Durability: 49
(Paladin Only)
Required Strength: 20
Required Level: 4

Blinds Attacker +2
+(3 to 5) to Dexterity
Reduces all Vendor Prices (3 to 5)%
+(1 to 2) to Light Radius

Emberstorm
Short Spear (1)

Throw Damage: (16-20) to (39-47)
One-Hand Damage: (13-15) to (30-36)
Durability: 80
Required Dexterity: 47
Required Level: 5

25% Chance to cast level 2 Cataclysm when you Kill an Enemy
+(21 to 45)% Enhanced Damage
5% Faster Run/Walk
10% Increased Attack Speed
(-16 to -25) Maximum Stamina
+(11 to 20) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Noblebane
Cestus (1)

One-Hand Damage: (22-25) to (44-63)
Durability: 38
(Assassin Only)
Required Dexterity: 39
Required Level: 5

2% Chance to cast level 5 Vanquish when you Kill an Enemy
+(31 to 50)% Enhanced Damage
(5 to 10)% Increased Chance of Blocking
+(16 to 30) to Maximum Damage
+(-6 to -15)% Target Defense
+(1 to 2) to Light Radius
(21 to 25)% Curse Length Reduction

Goredrill
Brandistock (1)

Two-Hand Damage: (15-22) to (39-49)
Durability: 72
Required Strength: 30
Required Dexterity: 46
Required Level: 5

15% Chance to cast level 1 Blood Flash when you Kill an Enemy
+(21 to 50)% Enhanced Damage
+(6 to 10) to Minimum Damage
(11 to 15)% Chance of Open Wounds
+(6 to 15) to Dexterity
+(6 to 15) to Vitality
Fire Resist +(21 to 30)%

Rathma's Charm
Bone Wand (1)

One-Hand Damage: 9 to 19
Durability: 60
Required Dexterity: 18
Required Level: 5

+(1 to 2) to Necromancer Skill Levels
+(2 to 3) to Blood Tide Totem (Necromancer Only)
+(2 to 3) to Demon Blood (Necromancer Only)
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Energy
Increase Maximum Life (11 to 15)%
Fire Resist +(21 to 30)%
Cold Resist +(21 to 30)%

**Bone Gasher
Falchion (1)**

One-Hand Damage: (25-30) to (32-39)
Durability: 58
Required Strength: 49
Required Level: 5

50% Chance to cast level 2 Frozen Soul on Striking
+1 to Paladin Skill Levels
+(26 to 50)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
+(3 to 5) to Strength
+(6 to 15) Mana after each Kill

**Banner of Steel
Kite Shield (1)**

Smite Damage: 28 to 42
Defense: (101-243)
Durability: 62
Required Strength: 30
Required Dexterity: 59
Required Level: 5

25% Chance to cast level 1 Bloodlust when you Kill an Enemy
100% Chance to cast level 2 Time Strike when Struck
5% Increased Attack Speed
10% Faster Block Rate
(3 to 5)% Increased Chance of Blocking
Total Character Damage Plus (3 to 5)%
+(21 to 50)% Enhanced Defense

**Shadowhymn
Bone Shield (1)**

Smite Damage: 8 to 12
Defense: (50-123)
Durability: 51
Required Dexterity: (39-37)
Required Level: 5

5% Chance to cast level 6 Shadowform when Struck
(3 to 5)% Increased Chance of Blocking
+(21 to 50)% Enhanced Defense
All Resists +(6 to 15)%
Damage Reduced by (4 to 7)
Magic Damage Reduced by (3 to 5)
Requirements (-11 to -15)%

**Seraph Wing
Short Battle Bow (1)**

Two-Hand Damage: (32-39) to (48-59)
Required Dexterity: 63
Required Level: 5

15% Chance to cast level 1 Rune of Ice when you Kill an Enemy
2% Chance to cast level 2 Frozen Crown on Striking
+(31 to 60)% Enhanced Damage
5% Faster Run/Walk
10% Increased Attack Speed
+(21 to 40)% Damage to Undead
All Resists +(16 to 30)%
+1 to Light Radius

**Moonbender's Wing
Double Axe (1)**

One-Hand Damage: (22-28) to (44-55)
Durability: 50
Required Strength: (43-41)
Required Level: 5

15% Chance to cast level 1 Teleport on Striking
15% Chance to cast level 1 Teleport when Struck
+(21 to 50)% Enhanced Damage
(3 to 10)% Bonus to Dexterity
(3 to 10)% Bonus to Energy

Total Character Defense Plus (7 to 10)%
Requirements (-11 to -15)%

**Skullhammer
Battle Axe (1)**

Two-Hand Damage: (32-39) to (53-179)
Durability: 60
Required Strength: 60
Required Level: 5

+(31 to 60)% Enhanced Damage
+(1 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(6 to 15)% Chance of Crushing Blow
(21 to 25)% Chance of Open Wounds
+(11 to 20) to Strength

**Boneclasp
Chain Gloves (1)**

Defense: (20-45)
Durability: 39
Required Strength: 38
Required Level: 5

2% Chance to cast level 4 Crucify on Striking
(4 to 5)% Deadly Strike
Hit Causes Monster to Flee +(6 to 15)%
Slows Target by (7 to 10)%
+(21 to 50)% Enhanced Defense

**The Barracuda
Crossbow (1)**

Two-Hand Damage: (32-37) to (48-56)
Required Strength: 66
Required Level: 5

15% Chance to cast level 2 Bloodlust when you Kill an Enemy
+(21 to 40)% Enhanced Damage
+(21 to 30)% Bonus Damage to Bloodlust
+(11 to 15)% Bonus Elemental Damage to Bloodlust
10% Increased Attack Speed
Adds (11-20)-(21-50) Fire Damage
Fire Resist +(11 to 20)%

**Light's Widow
Breast Plate (1)**

Defense: (118-296)
Durability: 69
Required Strength: 55
Required Level: 5

2% Chance to cast level 3 Gift of Vanquishing when Struck
+1 to All Skills
+(6 to 10)% to Skill Damage
+(26 to 55)% Enhanced Defense
(7 to 10)% Bonus to All Attributes
(51 to 100)% Extra Gold from Monsters

**Stranglevine
Belt (1)**

Defense: (70-118)
Durability: 43
Required Strength: 45
Required Level: 5

+1 to Druid Skill Levels
Adds 1-3 Poison Damage over 1 seconds
+(3 to 5)% to Poison Skill Damage
+(31 to 60)% Enhanced Defense
Poison Length Reduced by (11 to 15)%
Slows Attacker by (8 to 10)%

**Trang-Oul's Relic
Unraveller Head (1)**

Defense: (70-162)

Durability: 53
(Necromancer Only)
Required Strength: 24
Required Level: 5

100% Chance to cast level 15 Frozen Crown when you Die
+(1 to 2) to Necromancer Skill Levels
Freezes Attacker +2
+(26 to 50)% Enhanced Defense
Cold Resist +(21 to 30)%
Level 2 Charm (15 Charges)

Leoric's Banner
Heraldic Shield (1)

Smite Damage: 28 to 42
Defense: (87-206)
Durability: 59
(Paladin Only)
Required Strength: 28
Required Level: 5

3% Life Stolen per Hit
(3 to 5)% Chance of Crushing Blow
(6 to 10)% Deadly Strike
+(1 to 2) to Summon Shadows
+(31 to 60)% Enhanced Defense
+(6 to 10) to all Attributes
(11 to 15)% Chance of Uninterruptable Attack

Koth's Lesson
Mace (1)

One-Hand Damage: (15-17) to (32-36)
Durability: 40
Required Strength: 36
Required Level: 5

2% Chance to cast level 1 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(11 to 20)% Bonus Damage to Bloodlust
+(6 to 10)% Bonus Elemental Damage to Bloodlust
+(11 to 25)% Enhanced Damage
+(31 to 60)% Damage to Undead
Fire Resist +(11 to 20)%
Poison Resist +(4 to 10)%

Leoric's Fall
Circlet (1)

Defense: (36-64)
Durability: 10
Required Level: 6

(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration
(2 to 3)% Life Stolen per Hit
+(1 to 3) to Death's Fury Totem
+(26 to 50) Defense
(-6 to -10) to Vitality
Damage Reduced by (3 to 5)

The Warthog
War Hammer (1)

One-Hand Damage: (16-21) to (32-40)
Durability: 75
Required Strength: (59-61)
Required Level: 6

+(21 to 50)% Enhanced Damage
(16 to 25)% Chance of Crushing Blow
+(1 to 2) to Time Strike
(6 to 10)% Bonus to Strength
Requirements +(6 to 10)%

Ryuuseiu Kyanon
Long Battle Bow (1)

Two-Hand Damage: (37-46) to (56-70)
Required Dexterity: 75
Required Level: 6

25% Chance to cast level 3 Immolation when you Kill an Enemy
+(29 to 60)% Enhanced Damage
10% Increased Attack Speed
5% Faster Hit Recovery
+(9 to 20) to Vitality
Fire Resist +(13 to 30)%
Attacker Takes Fire Damage of (11 to 30)

**The Allseeing Eye
Clasped Orb (1)**

One-Hand Damage: 13 to 21
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 6

+1 to Sorceress Skill Levels
(6 to 10)% Increased Chance of Blocking
+(2.5 per level) to Mana (Based on Character Level)
All Resists +(11 to 15)%
Total Character Defense Plus (8 to 10)%
Level 1 Blink (15 Charges)

**Fleshdoom
Bastard Sword (1)**

One-Hand Damage: (31-39) to (44-55)
Two-Hand Damage: (45-57) to (49-61)
Durability: 70
Required Strength: 73
Required Level: 6

4% Chance to cast level 1 Death Coil on Striking
+(21 to 50)% Enhanced Damage
(6 to 10)% Deadly Strike
+(11 to 25) to Vitality
Increase Maximum Life (11 to 15)%
Damage Reduced by (3 to 5)
+(6 to 15) Life after each Kill

**Terrorcane
Battle Staff (1)**

Two-Hand Damage: (23-28) to (37-46)
Durability: 94
Required Dexterity: 51
Required Level: 6

+(31 to 60)% Enhanced Damage
10% Increased Attack Speed
10% Faster Hit Recovery
(51 to 75)% Bonus to Attack Rating
Adds 6-14 Poison Damage over 3 seconds
Stun Attack
(11 to 20)% Deadly Strike
Attacker Flees after Striking +(10 to 20)%

**Frostneedle
Kriss (1)**

One-Hand Damage: (15-19) to (19-25)
Durability: 20
Required Dexterity: 43
Required Level: 6

15% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(41 to 80)% Enhanced Damage
Ignore Target's Defense
+(3 to 5)% to Cold Skill Damage
Cold Resist +(11 to 20)%

**Ironhood
Full Helm (1)**

Defense: (59-96)
Durability: 45
Required Strength: (44-42)
Required Level: 6

100% Chance to cast level 6 Mana Sweep when you Die
+1 to All Skills
+(4 to 6)% to Skill Damage
+(11 to 20)% Enhanced Defense
+(31 to 60) to Mana
-1 to Light Radius
Requirements (-16 to -20)%

**Moonscythe
Scythe (1)**

Two-Hand Damage: 2 to (54-65)
Durability: 74
Required Strength: 49
Required Dexterity: 49
Required Level: 6

5% Chance to cast level 1 Mana Sweep when you Kill an Enemy
+1 to Necromancer Skill Levels
+(21 to 45)% Enhanced Damage
5% Increased Attack Speed
10% Faster Hit Recovery
+(26 to 50)% Bonus to Summoned Minion Life
Lightning Resist +(21 to 30)%
Cold Resist +(21 to 30)%

**Dark Star
Coronet (1)**

Defense: (29-60)
Durability: 15
Required Level: 6

+1 to Assassin Skill Levels
Adds 5-10 Cold Damage
(3 to 4)% Mana Stolen per Hit
+(1 to 2) to Shadow Refuge (Assassin Only)
+(51 to 100)% Enhanced Defense
Cold Resist +(31 to 40)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

**Arreat's Heart
Plate Mail (1)**

Defense: (154-380)
Durability: 81
Required Strength: 67
Required Level: 6

3% Chance to cast level 2 Lightning Shield when Struck
+1 to Barbarian Skill Levels
(7 to 10)% Bonus to Strength
(7 to 10)% Bonus to Vitality
+(31 to 60)% Enhanced Defense
+(9 to 15) to Strength
+(9 to 15) to Vitality

**Jalal's Charge
Antlers (1)**

Defense: (52-96)
Durability: 42
(Druid Only)
Required Strength: 50
Required Level: 6

+(16 to 25)% Bonus Damage to Mark of the Wild
+(16 to 25) to Minimum Damage
(11 to 15)% Chance of Crushing Blow
+(21 to 50)% Enhanced Defense
+(21 to 23) to all Attributes
All Resists +(11 to 15)%

**Plaguemourn
Broad Sword (1)**

One-Hand Damage: (31-39) to (47-66)
Durability: 72
Required Strength: 61
Required Level: 6

6% Chance to cast level 2 Plague Avatar on Striking
+(21 to 50)% Enhanced Damage
+(6 to 15) to Maximum Damage
+(6 to 10)% to Poison Skill Damage
Poison Resist +(21 to 30)%
Damage Reduced by (2 to 3)%

Lorekeeper
Light Gauntlets (1)

Defense: (27-63)
Durability: 46
Required Strength: (46-44)
Required Level: 6

10% Chance to cast level 4 Elemental when Struck
+(3 to 5)% to Skill Damage
+(31 to 60)% Enhanced Defense
(3 to 5)% Bonus to Energy
All Resists +(5 to 10)%
Requirements (-11 to -15)%

Jalal's Claw
Balanced Axe (1)

Throw Damage: (14-17) to (72-87)
One-Hand Damage: (10-12) to (53-65)
Durability: 20
Required Strength: 77
Required Level: 6

2% Chance to cast level 4 Plague Avatar on Striking
+(31 to 60)% Enhanced Damage
5% Faster Run/Walk
5% Increased Attack Speed
(2 to 3)% Life Stolen per Hit
+(6 to 10) to all Attributes
Poison Resist +(11 to 25)%
Replenishes Quantity
Level 1 Barrage Attack

Akarat's Trek
Light Plated Boots (1)

Defense: (53-97)
Durability: 68
Required Strength: 60
Required Level: 6

2% Chance to cast level 3 Judgement when Struck
Total Character Damage Plus (11 to 15)%
+(33 to 60)% Enhanced Defense
+(6 to 10) to all Attributes
+1 to Light Radius

Sky Sweeper
Stag Bow (1)

Two-Hand Damage: (32-37) to (49-57)
(Amazon Only)
Required Dexterity: 78
Required Level: 6

3% Chance to cast level 1 Cascade on Striking
+1 to Amazon Skill Levels
+(31 to 50)% Enhanced Damage
Adds 1-(21-40) Lightning Damage
(3 to 5)% Mana Stolen per Hit
Lightning Absorb (3 to 5)%
+(11 to 15) Mana after each Kill
Level 1 Cold Fear (5 Charges)

Demonhorn
Horned Helm (1)

Defense: (60-110)
Durability: 47
(Barbarian Only)
Required Strength: 55
Required Level: 6

100% Chance to cast level 30 Fire Star when you Level-Up
+1 to All Skills
Adds (21-30)-(41-60) Fire Damage
(11 to 15)% Chance of Crushing Blow
+(31 to 60)% Enhanced Defense
Fire Resist +(31 to 40)%
+(11 to 15) Life after each Kill

Harpy's Strike
Claws (1)

One-Hand Damage: (27-33) to (36-43)
Durability: 48
(Assassin Only)
Required Dexterity: 48
Required Level: 6

15% Chance to cast level 2 Charm when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
+(26 to 50)% Enhanced Damage
15% Faster Run/Walk
10% Increased Attack Speed
(4 to 5)% Life Stolen per Hit
+(1 to 2) to Cautious Strike
(11 to 15)% Bonus to Dexterity

Candlewake
Splint Mail (1)

Defense: (134-321)
Durability: 75
Required Strength: (54-51)
Required Level: 6

2% Chance to cast level 2 Summon Shadows when you Kill an Enemy
100% Chance to cast level 10 Raven Flight when you Die
5% Faster Cast Rate
+(26 to 50)% Enhanced Defense
Damage Reduced by (2 to 5)
Requirements (-11 to -15)%

Icetomb
Field Plate (1)

Defense: (167-438)
Durability: 87
Required Strength: (64-62)
Required Level: 7

15% Chance to cast level 2 Shackles of Ice when Struck
100% Chance to cast level 16 Rune of Ice when you Die
8% Chance to cast level 1 Glacial Nova when Struck
+(7 to 10)% to Cold Skill Damage
+(31 to 70)% Enhanced Defense
Cold Resist +(11 to 25)%
Cannot Be Frozen
Requirements (-11 to -15)%

Snowhammer
Military Pick (1)

One-Hand Damage: (36-44) to (70-85)
Durability: 64
Required Strength: 67
Required Level: 7

25% Chance to cast level 5 Doom Serpents when you Kill an Enemy
+(41 to 70)% Enhanced Damage
10% Increased Attack Speed
Adds 9-26 Cold Damage
+(4 to 5)% to Cold Skill Damage
Freezes Target +3
Cold Resist +(4 to 10)%

Lex Ferarum
Great Axe (1)

Two-Hand Damage: (49-59) to (70-85)
Durability: 76
Required Strength: 81

Required Level: 7

100% Chance to cast level 4 Gift of the Wild when you Kill an Enemy
+(41 to 70)% Enhanced Damage
+(6 to 10) to Strength
+(6 to 10) to Dexterity
+(6 to 15) Life after each Kill
(41 to 80)% Extra Gold from Monsters
(11 to 20)% Better Chance of Getting Magic Items

Lychnus Lyaei
Morning Star (1)

One-Hand Damage: (23-27) to (52-60)
Durability: 56
Required Strength: 48
Required Level: 7

10% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(31 to 50)% Enhanced Damage
+(5 to 10) to Strength
(11 to 20)% Bonus to Vitality when using a Healing Potion
+(5 to 10) Life after each Kill
+3 to Light Radius

Banshee's Chase
Balanced Knife (1)

Throw Damage: (35-43) to (42-52)
One-Hand Damage: (25-31) to (31-39)
Durability: 16
Required Dexterity: 91
Required Level: 7

5% Chance to cast level 2 Frozen Soul on Striking
+(21 to 50)% Enhanced Damage
(3 to 5)% Increased Chance of Blocking
Adds 6-15 Cold Damage
(6 to 10)% Deadly Strike
+(41 to 80) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Darkspite
Spetum (1)

Two-Hand Damage: (12-14) to (51-57)
Durability: 96
Required Strength: 42
Required Dexterity: 63
Required Level: 7

2% Chance to cast level 5 Unholy Armor when Struck
+(16 to 30)% Enhanced Damage
+(26 to 50)% Damage to Demons
Total Character Damage Plus (21 to 30)%
Total Character Defense Plus (11 to 15)%
+2 to Light Radius

Ashenwind
Glaive (1)

Throw Damage: (28-34) to (62-74)
One-Hand Damage: (21-25) to (46-56)
Durability: 104
Required Dexterity: 65
Required Level: 7

5% Chance to cast level 3 Immolation on Striking
+(41 to 70)% Enhanced Damage
(15 to 20)% Piercing Attack
Fire Resist +(11 to 20)%
-1 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Hero's Fang
Gargoyle Head (1)

Defense: (91-219)
Durability: 62

(Necromancer Only)
Required Strength: 30
Required Level: 7

15% Increased Attack Speed
15% Faster Hit Recovery
+(26 to 50) to Maximum Damage
(3 to 4)% Life Stolen per Hit
+(1 to 2) to Scorpion Blade
+(1 to 2) to Titan Strike
+(31 to 60)% Enhanced Defense
Total Character Defense Plus (21 to 25)%

Shield of a Thousand Stars
Tower Shield (1)

Smite Damage: 36 to 54
Defense: (142-329)
Durability: 72
Required Strength: 38
Required Dexterity: 73
Required Level: 7

(2 to 5)% Increased Chance of Blocking
Stun Attack
+(36 to 60)% Enhanced Defense
+(5 to 10) to all Attributes

Trang-Oul's Breath
Mask (1)

Defense: (39-67)
Durability: 26
Required Strength: (47-45)
Required Level: 7

1% Chance to cast level 10 Doom Serpents when Struck
+1 to Necromancer Skill Levels
+(4 to 5)% to Cold Skill Damage
+(11 to 30)% Enhanced Defense
Cold Resist +(4 to 10)%
Requirements (-5 to -10)%

Thread of Life
Heavy Belt (1)

Defense: (94-154)
Durability: 52
Required Strength: 63
Required Level: 7

6% Chance to cast level 1 Banish when Struck
+(21 to 50)% Enhanced Defense
(3 to 5)% Bonus to Vitality
+(16 to 20) to Vitality
(6 to 10)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (6 to 8)
+1 to Light Radius

Demonsong
Flamberge (1)

One-Hand Damage: (39-49) to (68-301)
Two-Hand Damage: (59-73) to (77-311)
Durability: 84
Required Strength: 89
Required Level: 7

3% Chance to cast level 5 Elemental on Striking
+(21 to 50)% Enhanced Damage
10% Increased Attack Speed
+(1.9375 per level) to Maximum Damage (Based on Character Level)
+(4.75 per level) to Life (Based on Character Level)
Fire Resist +(16 to 25)%
+(16 to 25) Life after each Kill

Zakarum's Legacy
Aerin Shield (1)

Smite Damage: 36 to 54
Defense: (110-262)

Durability: 68
(Paladin Only)
Required Strength: 36
Required Level: 7

100% Chance to cast level 33 Immolation Bomb when you Die
+(1 to 2) to Paladin Skill Levels
15% Faster Block Rate
(8 to 15)% Increased Chance of Blocking
(3 to 5)% Bonus to All Attributes
+(31 to 60)% Enhanced Defense
+(3 to 5)% Chance to Avoid Damage

**Ghost Anchor
Maiden Spear (1)**

Two-Hand Damage: (17-20) to (74-85)
Durability: 64
(Amazon Only)
Required Strength: (19-18)
Required Dexterity: (47-45)
Required Level: 7

Indestructible
+(31 to 50)% Enhanced Damage
Stun Attack
+(1 to 2) to Arcane Strike
Slows Target by (21 to 25)%
Requirements (-16 to -20)%
Ethereal (Cannot be repaired)

**Death's Bellringer
Maul (1)**

Two-Hand Damage: (39-45) to (60-154)
Durability: 114
Required Strength: 93
Required Level: 7

25% Chance to cast level 1 Slayer when you Kill an Enemy
+(51 to 75)% Enhanced Damage
+(0.75 per level) to Maximum Damage (Based on Character Level)
+(6 to 10)% to Physical/Magic Spell Damage
Stun Attack
+(11 to 15) to Strength
+(11 to 15) to Dexterity

**Wraithverge
War Scepter (1)**

One-Hand Damage: (36-43) to (63-75)
Durability: 46
Required Dexterity: (53-48)
Required Level: 7

25% Chance to cast level 12 Pain Spirit when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(8 to 10)% to Physical/Magic Spell Damage
All Resists +(11 to 25)%
(11 to 15)% Curse Length Reduction
Requirements (-16 to -25)%

**Akarat's Crucifix
Spiked Shield (1)**

Smite Damage: 12 to 18
Defense: (62-144)
Durability: 59
Required Dexterity: 55
Required Level: 7

5% Chance to cast level 1 Mind Flay when Struck
5% Chance to cast level 1 Bloodlust when Struck
Total Character Damage Plus (7 to 10)%
+(21 to 40)% Enhanced Defense
Fire Resist +(11 to 25)%

**Goldtouch
Leather Gloves (2)**

Defense: (25-28)

Durability: 25
Required Strength: 15
Required Level: 8

2% Chance to cast level 4 Vanquish when you Kill an Enemy
(6 to 8)% Chance of Open Wounds
(-26 to -40) to Life
(41 to 60)% Extra Gold from Monsters
(16 to 22)% Better Chance of Getting Magic Items

**Everchase
Boots (2)**

Defense: (59-84)
Durability: 29
Required Strength: 17
Required Level: 8

15% Faster Run/Walk
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(31 to 50) Defense
+(151 to 250) Maximum Stamina

**Thunderbellow
Great Helm (1)**

Defense: (98-175)
Durability: 51
Required Strength: 67
Required Level: 8

15% Chance to cast level 4 Supernova when you Kill an Enemy
+(4 to 5)% to Lightning Skill Damage
+(41 to 70)% Enhanced Defense
(3 to 5)% Bonus to Strength
Lightning Resist +(11 to 20)%
Attacker Takes Lightning Damage of (61 to 120)

**Serpent Angel
Short War Bow (1)**

Two-Hand Damage: (45-55) to (69-84)
Required Dexterity: 87
Required Level: 8

15% Chance to cast level 1 Dark Power when you Kill an Enemy
+(31 to 60)% Enhanced Damage
(3 to 5)% Mana Stolen per Hit
(5 to 10)% Deadly Strike
(-11 to -20) to Mana
Cold Resist +(6 to 10)%
Poison Resist +(6 to 15)%

**Razordisk
Buckler (2)**

Smite Damage: 4 to 6
Defense: (56-95)
Durability: 32
Required Strength: 9
Required Dexterity: 25
Required Level: 8

+(1 per level) to Maximum Damage (Based on Character Level)
(11 to 15)% Chance of Open Wounds
Total Character Damage Plus (16 to 20)%
+(41 to 70)% Enhanced Defense
+(6 to 8) to Strength
(151 to 200)% Damage Reflected

**Lachdanan's Will
Long Sword (1)**

One-Hand Damage: (42-54) to (54-70)
Durability: 86
Required Strength: 73
Required Level: 8

10% Chance to cast level 1 Time Strike on Striking
10% Chance to cast level 1 Retribute when Struck
+(41 to 80)% Enhanced Damage

5% Increased Attack Speed
5% Faster Block Rate
(2 to 5)% Increased Chance of Blocking
+(5 to 10) to Strength

**Nor Tiraj's Wisdom
Sash (2)**

Defense: (32-36)
Durability: 25
Required Strength: 13
Required Level: 8

+(6 to 7)% to Fire Skill Damage
+(101 to 160) to Mana
All Resists +(11 to 14)%

**The Rift Bow
Short Bow (2)**

Two-Hand Damage: (14-17) to (19-22)
Required Dexterity: 30
Required Level: 8

+(36 to 60)% Enhanced Damage
(51 to 75)% Bonus to Attack Rating
(6 to 8)% Mana Stolen per Hit
(31 to 40)% Damage Taken Goes To Mana
(26 to 30)% Curse Length Reduction

**Vizjerei's Folly
Short Staff (2)**

Two-Hand Damage: 11 to 14
Durability: 22
Required Dexterity: 11
Required Level: 8

+(16 to 20)% to Skill Damage
+(26 to 40) to Mana
All Resists (-21 to -30)%

**Hornet Sting
Dagger (2)**

One-Hand Damage: 11 to 12
Durability: 8
Required Dexterity: 11
Required Level: 8

7% Chance to cast level 1 Spike Nova when Struck
Indestructible
20% Increased Attack Speed
(6 to 8)% Mana Stolen per Hit
(6 to 8)% Life Stolen per Hit
Hit Causes Monster to Flee +(21 to 28)%

**Arreat's Aim
Throwing Axe (2)**

Throw Damage: 12 to 15
One-Hand Damage: 9 to 12
Durability: 12
Required Strength: 30
Required Level: 8

30% Chance to cast level 8 Guard Tower when you Kill an Enemy
(6 to 8)% Deadly Strike
Knockback
(11 to 16)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

**Meshif's Iron Parrot
Throwing Knife (2)**

Throw Damage: (19-21) to (20-22)
One-Hand Damage: (14-16) to (16-18)
Durability: 8
Required Dexterity: 30
Required Level: 8

+(36 to 50)% Enhanced Damage
5% Increased Attack Speed
Hit Causes Monster to Flee +(9 to 13)%
(151 to 225)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

Thunder Machine
Heavy Crossbow (1)

Two-Hand Damage: (58-71) to (106-153)
Required Strength: 91
Required Level: 8

+(31 to 60)% Enhanced Damage
+(21 to 50) to Maximum Damage
Adds 1-(41-80) Lightning Damage
(3 to 5)% Chance of Crushing Blow
+(1 to 2) to Blindside
Knockback
(11 to 15)% Bonus to Strength
+(11 to 20) to Strength

Huo Zhi Wang
Light Plate (1)

Defense: (140-282)
Durability: 93
Required Strength: (74-67)
Required Level: 8

5% Chance to cast level 2 Immolation when Struck
100% Chance to cast level 2 Blast Wave when you Level-Up
5% Faster Cast Rate
+(7 to 10)% to Fire Skill Damage
Fire Resist +(11 to 30)%
(21 to 40)% Extra Gold from Monsters
Requirements (-6 to -15)%

Manaflare
Eagle Orb (2)

One-Hand Damage: 8 to 10
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 8

100% Chance to cast level 25 Mana Sweep when you Die
+1 to Sorceress Skill Levels
+(1 to 2) to Mana Coil (Sorceress Only)
+(81 to 120) to Mana
Magic Damage Reduced by (5 to 7)

Berserkergang
Assault Helmet (1)

Defense: (60-89)
Durability: 53
(Barbarian Only)
Required Strength: 70
Required Level: 8

+1 to Barbarian Skill Levels
10% Increased Attack Speed
(-3 to -5)% Decreased Chance of Blocking
(11 to 15)% Chance of Crushing Blow
(16 to 25)% Bonus to Vitality when using a Healing Potion
+(51 to 75)% Damage when using a Healing Potion
+(3 to 5)% Chance to Avoid Damage
Fire Resist +(31 to 40)%
Total Character Defense Plus (11 to 15)%

Royal Circlet
Tiara (1)

Defense: (25-50)
Durability: 20
Required Level: 8

+1 to All Skills
(3 to 5)% Bonus to All Attributes
+(51 to 100)% Enhanced Defense
+(6 to 10) to all Attributes
All Resists (-6 to -10)%
(16 to 20)% Better Chance of Getting Magic Items

Skythrone
Falcon Mask (1)

Defense: (73-131)
Durability: 48
(Druid Only)
Required Strength: (56-53)
Required Level: 8

5% Faster Run/Walk
5% Increased Attack Speed
+(1 to 2) to Catharsis
+(31 to 60)% Enhanced Defense
+(3 to 5)% Chance to Avoid Damage
Requirements (-11 to -15)%

Earthbind
Bardiche (2)

Two-Hand Damage: (15-18) to (49-68)
Durability: 26
Required Strength: 33
Required Dexterity: 33
Required Level: 8

4% Chance to cast level 3 Pagan Rites when Struck
+1 to Druid Skill Levels
+(41 to 65)% Enhanced Damage
(-11 to -15)% Slower Run/Walk
+(26 to 40) to Maximum Damage
Slows Target by (26 to 30)%
Slows Attacker by (26 to 30)%

Quill Rat's Sting
Javelin (2)

Throw Damage: (15-18) to (44-57)
One-Hand Damage: (11-13) to (39-51)
Durability: 32
Required Dexterity: 11
Required Level: 9

100% Chance to cast level 1 Spike Nova when you Die
+(31 to 50)% Enhanced Damage
(26 to 40)% Piercing Attack
+(21 to 30) to Maximum Damage
Replenishes Quantity
Level 3 Cascade Attack

Mind Probe
Wand (2)

One-Hand Damage: 7 to 12
Durability: 12
Required Level: 9

(11 to 14)% Mana Stolen per Hit
+(151 to 200) to Mana
Regenerate Mana +(21 to 25)%
Level 2 Mana Coil (10 Charges)

Thunderclap
Large Axe (2)

Two-Hand Damage: 14 to 18
Durability: 28
Required Strength: 34
Required Level: 9

+(11 to 16) Crafting Points
20% Chance to cast level 5 Supernova when you Kill an Enemy
5% Chance to cast level 3 Flash on Striking
25% Increased Attack Speed
(0.4375 per level)% to Lightning Skill Damage (Based on Character Level)

Lightning Resist +(16 to 20)%

**Archon's Wrath
Gothic Plate (1)**

Defense: (220-516)
Durability: 99
Required Strength: 85
Required Level: 9

+(31 to 60) Crafting Points
5% Chance to cast level 1 Retribute when Struck
5% Increased Attack Speed
5% Faster Cast Rate
+(46 to 70)% Enhanced Defense
Increase Maximum Life (5 to 10)%
Increase Maximum Mana (5 to 10)%

**Runeflesh
Leather Armor (2)**

Defense: (89-180)
Durability: 33
Required Strength: 28
Required Level: 9

13% Chance to cast level 3 Apocalypse when Struck
+(11 to 14)% Bonus Damage to Bloodlust
5% Increased Attack Speed
+(51 to 75)% Enhanced Defense
+(11 to 16) Life after each Kill
Attacker Takes Fire Damage of (16 to 23)

**The Wanderer's Hood
Cap (2)**

Defense: (32-36)
Durability: 27
Required Strength: 16
Required Level: 9

Indestructible
(6 to 8)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(16 to 24)%
-1 to Light Radius

**The War Cloak
Quilted Armor (2)**

Defense: (42-70)
Durability: 27
Required Strength: 19
Required Level: 9

(16 to 22)% Chance of Open Wounds
Total Character Damage Plus (11 to 14)%
Extra Bloody Hits
+(16 to 20) Life after each Kill

**Slippers of Yaeius
Greaves (1)**

Defense: (68-117)
Durability: 81
Required Strength: 76
Required Level: 9

10% Faster Run/Walk
(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration
+(21 to 40)% Damage to Undead
+(31 to 50)% Enhanced Defense
+(9 to 15) to Strength
Half Freeze Duration

**Sunbearer
Scepter (2)**

One-Hand Damage: (15-17) to (21-23)
Durability: 14
Required Dexterity: 32
Required Level: 9

6% Chance to cast level 1 Gift of Inner Fire when you Kill an Enemy
+(41 to 60)% Enhanced Damage
+(16 to 20) to Dexterity
(51 to 70)% Extra Gold from Monsters
Reduces all Vendor Prices (6 to 8)%
+2 to Light Radius

**Branch of a Million Splinters
Club (2)**

One-Hand Damage: (22-27) to (47-62)
Durability: 8
Required Strength: 11
Required Level: 9

14% Chance to cast level 2 Spike Nova when you Kill an Enemy
+(101 to 150)% Enhanced Damage
+(11 to 17) to Maximum Damage
(6 to 8)% Life Stolen per Hit
(16 to 19)% Chance of Open Wounds

**Silverstrike
Spear (2)**

Two-Hand Damage: (13-14) to (40-51)
Durability: 24
Required Strength: 11
Required Dexterity: 11
Required Level: 9

30% Chance to cast level 6 Punisher when you Kill an Enemy
+(21 to 30)% Enhanced Damage
+(16 to 25) to Maximum Damage
+(46 to 70)% Damage to Undead
(16 to 24)% Bonus to Dexterity
+1 to Light Radius

**The Raven
Two-Handed Sword (2)**

One-Hand Damage: (18-21) to (25-29)
Two-Hand Damage: (21-24) to (25-29)
Durability: 28
Required Strength: 44
Required Level: 9

55% Chance to cast level 3 Time Strike on Striking
3% Chance to cast level 2 Dark Power when you Kill an Enemy
+(41 to 65)% Enhanced Damage
(11 to 14)% Deadly Strike
+(51 to 75) to Life
+(51 to 75) to Mana

**Wererat's Bite
Hand Axe (2)**

One-Hand Damage: (15-18) to (27-32)
Durability: 22
Required Strength: 11
Required Level: 9

2% Chance to cast level 2 Poison Flash on Striking
+(51 to 80)% Enhanced Damage
(31 to 40)% Deadly Strike
Poison Resist +(31 to 50)%

**Windwall
Throwing Spear (1)**

Throw Damage: (31-38) to (71-87)
One-Hand Damage: (23-28) to (54-67)
Durability: 126
Required Dexterity: 83
Required Level: 10

15% Chance to cast level 2 Typhoon Sentry when you Kill an Enemy
+(30 to 60)% Enhanced Damage
5% Faster Hit Recovery
Stun Attack
Knockback

+(21 to 40) Defense vs. Missile
Damage Reduced by (2 to 4)%
Replenishes Quantity
Level 3 Cascade Attack

**Ravencage
Bone Helm (1)**

Defense: (62-107)
Durability: 32
Required Strength: 61
Required Level: 10

11% Chance to cast level 1 Death Metal when you Kill an Enemy
+1 to Assassin Skill Levels
(8 to 10)% Deadly Strike
+(41 to 70)% Enhanced Defense
Cold Resist +(11 to 20)%
Half Freeze Duration

**The Silent Judge
Halberd (1)**

Two-Hand Damage: 1 to (92-109)
Durability: 98
Required Strength: 65
Required Dexterity: 65
Required Level: 10

25% Chance to cast level 4 Time Strike on Striking
5% Chance to cast level 3 Avatar when you Kill an Enemy
5% Chance to cast level 2 Thunder Hammer on Striking
+(51 to 80)% Enhanced Damage
+(5 to 10) to Strength
+(5 to 10) to Dexterity

**Heaven's Gate
Gothic Shield (1)**

Smite Damage: 44 to 66
Defense: (242-1175)
Durability: 81
Required Strength: 46
Required Dexterity: 87
Required Level: 10

100% Chance to cast level 5 Blast Wave when you Die
+1 to Paladin Skill Levels
5% Faster Run/Walk
5% Faster Block Rate
+(41 to 70)% Enhanced Defense
+(6.25 per level) Defense (Based on Character Level)
Total Character Defense Plus (7 to 10)%

**Storm Cloud
Maiden Javelin (1)**

Throw Damage: (49-74) to (66-79)
One-Hand Damage: (42-65) to (50-66)
Durability: 84
(Amazon Only)
Required Strength: 43
Required Dexterity: 87
Required Level: 10

25% Chance to cast level 3 Flurry of Javelins when Struck
+(41 to 70)% Enhanced Damage
10% Increased Attack Speed
+(21 to 40) to Minimum Damage
Adds 1-(51-100) Lightning Damage
+(3 to 5)% to Lightning Skill Damage
Slows Target by (11 to 15)%
Attacker Takes Lightning Damage of (51 to 100)
Level 3 Cascade Attack
Replenishes Quantity

**Shadowmoon
Crown Shield (1)**

Smite Damage: 44 to 66
Defense: (143-360)

Durability: 77
(Paladin Only)
Required Strength: 43
Required Level: 10

15% Chance to cast level 2 Dark Power when you Kill an Enemy
100% Chance to cast level 2 Shackles of Ice when you Kill an Enemy
(11 to 15)% Increased Chance of Blocking
+(6 to 10)% to Skill Damage
+(2 to 3) to Light and Shadow (Paladin Only)
+(41 to 80)% Enhanced Defense
Fire Resist +(31 to 40)%
Cold Resist +(31 to 40)%

**Jalal's Communion
Gauntlets (1)**

Defense: (39-88)
Durability: 53
Required Strength: 66
Required Level: 10

10% Chance to cast level 1 Gift of the Wild when you Kill an Enemy
10% Faster Cast Rate
+(41 to 70)% Enhanced Defense
Poison Resist +(16 to 30)%
+(11 to 15) Life after each Kill

**Grimspike
Short Sword (2)**

One-Hand Damage: (16-20) to (33-45)
Durability: 16
Required Strength: 11
Required Level: 10

+(41 to 70)% Enhanced Damage
+(11 to 18) to Maximum Damage
(11 to 15)% Deadly Strike
(11 to 16)% Bonus to Strength
(-21 to -30) to Life

**Gryphon's Claw
Maiden Pike (1)**

Two-Hand Damage: (35-38) to (150-164)
Durability: 80
(Amazon Only)
Required Strength: 43
Required Dexterity: 87
Required Level: 10

50% Chance to cast level 4 Flash on Attack
+1 to Amazon Skill Levels
+(121 to 150)% Enhanced Damage
10% Increased Attack Speed
Adds 1-(51-100) Lightning Damage
Stun Attack
+2 to Defensive Harmony (Amazon Only)
+(16 to 25) to Strength
+(16 to 25) to Dexterity
Slows Attacker by (21 to 25)%

**Manatide
Pike (1)**

Two-Hand Damage: (22-29) to (69-82)
Durability: 120
Required Strength: 54
Required Dexterity: 80
Required Level: 10

5% Chance to cast level 1 Arcane Torrent on Striking
+(26 to 50)% Enhanced Damage
10% Faster Cast Rate
+(6 to 10) to Minimum Damage
(6 to 10)% Mana Stolen per Hit
Increase Maximum Mana (6 to 10)%
Regenerate Mana +(15 to 20)%
(9 to 15)% Bonus to Energy when using a Mana Potion

**The Asteroid Belt
Plated Belt (1)**

Defense: (147-237)
Durability: 61
Required Strength: 81
Required Level: 10

1% Chance to cast level 2 Blast Wave when Struck
1% Chance to cast level 2 Meteor Shower when Struck
+(51 to 80)% Enhanced Defense
(8 to 10)% Bonus to Strength
Fire Resist +(11 to 15)%
(7 to 10)% Chance of Uninterruptable Attack

**Stone of the Skatsim
Dragon Stone (1)**

One-Hand Damage: 18 to 27
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 10

+(1 to 2) to All Skills
10% Faster Cast Rate
+(6 to 10)% to Fire Skill Damage
+(6 to 10)% to Lightning Skill Damage
+(2 to 4) to Rune of Fire
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
+(16 to 25) Mana after each Kill
+(16 to 25) Life after each Kill

**Drow Valor
Blade (1)**

One-Hand Damage: (17-20) to (24-29)
Durability: 26
Required Dexterity: 61
Required Level: 10

+(31 to 55)% Enhanced Damage
10% Increased Attack Speed
Adds 8-16 Poison Damage over 2 seconds
+(1 to 2) to Way of the Spider (Assassin Only)
(11 to 25)% Bonus to Dexterity
+(11 to 20) to Dexterity
+(11 to 20) Life after each Kill

**Goldenrod
War Staff (1)**

Two-Hand Damage: (35-40) to (52-61)
Durability: 118
Required Dexterity: 68
Required Level: 10

+1 to All Skills
+(46 to 70)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
(7 to 10)% Bonus to Buff/Debuff/Cold Skill Duration
+(3 to 5)% to Skill Damage
(51 to 100)% Extra Gold from Monsters

**The Ripper
Katar (2)**

One-Hand Damage: 10 to (33-253)
Durability: 10
(Assassin Only)
Required Level: 10

4% Chance to cast level 5 Starburst on Striking
+(2 per level) to Maximum Damage (Based on Character Level)
(51 to 75)% Bonus to Attack Rating
+(6 to 8)% to Physical/Magic Spell Damage
(26 to 30)% Chance of Open Wounds

Lightforge

Crown (1)

Defense: (118-214)
Durability: 57
Required Strength: 81
Required Level: 10

2% Chance to cast level 1 Vindicate on Striking
(7 to 10)% Velocity Bonus to Holy Armor
Adds 27-33 Fire Damage
+(41 to 70)% Enhanced Defense
+(7 to 15) to all Attributes
All Resists +(9 to 15)%
+(11 to 15) Life after each Demon Kill
+2 to Light Radius

Firemouth Demon Head (1)

Defense: (111-265)
Durability: 70
(Necromancer Only)
Required Strength: 36
Required Level: 10

5% Chance to cast level 3 Cataclysm when Struck
+(1 to 2) to Necromancer Skill Levels
+(7 to 10)% to Fire Skill Damage
+(1 to 3) to Inner Fire
+(1 to 3) to Rune of Fire
+(31 to 60)% Enhanced Defense
Fire Resist +(31 to 40)%
+(3 to 5) Fire Absorb
Attacker Takes Fire Damage of (31 to 55)

The Predator Wolf Head (2)

Defense: (57-89)
Durability: 31
(Druid Only)
Required Strength: 34
Required Level: 11

25% Chance to cast level 3 Bloodlust when you Kill an Enemy
(6 to 7)% Life Stolen per Hit
+(41 to 60)% Enhanced Defense
(-31 to -45) to Life
(16 to 20)% Better Chance of Getting Magic Items

Earthrend Wrist Blade (2)

One-Hand Damage: (26-30) to (33-39)
Durability: 20
(Assassin Only)
Required Dexterity: 35
Required Level: 11

3% Chance to cast level 5 Pagan Rites on Attack
+(46 to 70)% Enhanced Damage
Stun Attack
(11 to 14)% Chance of Crushing Blow
(26 to 35)% Deadly Strike

Worldstone Shard Crystal Sword (1)

One-Hand Damage: (21-23) to (29-33)
Durability: 40
Required Dexterity: 58
Required Level: 11

100% Chance to cast level 4 Lightning Cascade when you Kill an Enemy
4% Chance to cast level 1 Supernova on Striking
+(41 to 60)% Enhanced Damage
10% Increased Attack Speed
+(4 to 5)% to Skill Damage
All Resists +(11 to 20)%
Requirements -20%

**Alma Divina
Ancient Armor (1)**

Defense: (227-556)
Durability: 111
Required Strength: 97
Required Level: 11

10% Faster Hit Recovery
10% Faster Block Rate
+(31 to 60)% Enhanced Defense
+(21 to 25) to all Attributes
Total Character Defense Plus (11 to 15)%
+1 to Light Radius

**Mermaid's Song
Blade Talons (1)**

One-Hand Damage: (47-61) to (64-82)
Durability: 65
(Assassin Only)
Required Dexterity: 84
Required Level: 11

3% Chance to cast level 2 Charm when Struck
+(41 to 80)% Enhanced Damage
+(11 to 15)% to Cold Skill Damage
+(5 per level) Defense vs. Missile (Based on Character Level)
+(2 to 3) to Frozen Soul
(11 to 15)% Bonus to Dexterity
Half Freeze Duration

**Al Nair
Scimitar (2)**

One-Hand Damage: (25-27) to (32-35)
Durability: 30
Required Strength: (34-30)
Required Level: 11

12% Chance to cast level 4 Fire Fountain when you Kill an Enemy
+(21 to 30)% Enhanced Damage
10% Increased Attack Speed
10% Faster Cast Rate
10% Faster Hit Recovery
+(6 to 8)% to Fire Skill Damage
Requirements (-21 to -30)%

**Thorncaster
Reflex Bow (1)**

Two-Hand Damage: (46-59) to (71-91)
(Amazon Only)
Required Dexterity: 103
Required Level: 11

25% Chance to cast level 2 Spike Nova when you Kill an Enemy
15% Chance to cast level 2 Spore Shot when Struck
+(41 to 80)% Enhanced Damage
Adds (13-19)-(19-38) Poison Damage over 2 seconds
Knockback
Poison Resist +(41 to 50)%
Level 1 Charm (5 Charges)

**Kasin Crest
Skull Cap (2)**

Defense: (73-119)
Durability: 33
Required Strength: 36
Required Level: 11

20% Chance to cast level 4 Crucify when Struck
+(41 to 70)% Enhanced Defense
(11 to 14)% Bonus to All Attributes
All Resists +(16 to 20)%

**Witch Drum
Small Shield (2)**

Smite Damage: 12 to 18

Defense: (96-186)
Durability: 42
Required Strength: 16
Required Dexterity: (37-36)
Required Level: 11

5% Faster Cast Rate
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(6 to 8)% to Skill Damage
+(31 to 50)% Enhanced Defense
Requirements (-16 to -20)%

**Larzuk's Bombard
Repeating Crossbow (1)**

Two-Hand Damage: (60-77) to (94-120)
Required Strength: 103
Required Level: 11

25% Chance to cast level 5 Apocalypse when you Kill an Enemy
+(41 to 80)% Enhanced Damage
15% Increased Attack Speed
(3 to 5)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
(11 to 15)% Bonus to Strength
+(8.75 per level) Defense (Based on Character Level)
Total Character Defense Plus (11 to 15)%
+(4 to 5)% to Experience Gained

**Hellscourge
Flail (1)**

One-Hand Damage: (33-40) to (69-83)
Durability: 72
Required Strength: 60
Required Level: 11

25% Chance to cast level 2 Bloodstorm when you Kill an Enemy
+(41 to 70)% Enhanced Damage
5% Increased Attack Speed
(11 to 15)% Chance of Open Wounds
+(6 to 10) to Strength
Fire Resist +(21 to 30)%
Level 1 Death Coil (5 Charges)

**Griswold's Revenge
Giant Axe (1)**

Two-Hand Damage: (56-64) to (81-93)
Durability: 92
Required Strength: 102
Required Level: 11

+(11 to 25) Crafting Points
Indestructible
5% Chance to cast level 1 Rust Storm on Striking
+(31 to 50)% Enhanced Damage
(10 to 20)% Bonus to Strength
+(11 to 20) Life after each Kill

**Harp of Vengeance
Long War Bow (1)**

Two-Hand Damage: (53-64) to (114-160)
Required Dexterity: 99
Required Level: 11

15% Chance to cast level 1 Arrow on Striking
+(41 to 70)% Enhanced Damage
5% Faster Run/Walk
10% Increased Attack Speed
+(31 to 60) to Maximum Damage
Adds 10-72 Fire Damage
(2 to 3)% Life Stolen per Hit
(-5 to -10) to Vitality
Fire Resist +(21 to 30)%
Level 1 Death Metal (25 Charges)

**Robe of Steel
Full Plate Mail (1)**

Defense: (196-456)
Durability: 105
Required Strength: (71-68)
Required Level: 11

+1 to All Skills
+(7 to 10)% to Skill Damage
+(21 to 40)% Enhanced Defense
All Resists +(16 to 25)%
+(21 to 40) Life after each Demon Kill
Requirements (-21 to -25)%

**Nimmenjuushin
War Axe (1)**

One-Hand Damage: (51-61) to (98-131)
Durability: 78
Required Strength: 85
Required Level: 11

10% Chance to cast level 1 Claw Tornado on Striking
+(51 to 80)% Enhanced Damage
+(7 to 10)% Bonus Damage to Mark of the Wild
+(5 to 20) to Maximum Damage
(26 to 50)% Duration Bonus to Mark of the Wild
(2 to 3)% Life Stolen per Hit
(11 to 15)% Bonus to Strength

**Siege Breaker
Great Maul (1)**

Two-Hand Damage: (48-56) to (69-80)
Durability: 138
Required Strength: 117
Required Level: 11

50% Chance to cast level 6 Shower of Rocks when you Kill an Enemy
+1 to All Skills
+(51 to 75)% Enhanced Damage
Stun Attack
(6 to 10)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
Slows Target by (6 to 10)%
+(51 to 100) Defense

**Larzuk's Contraption
Jawbone Cap (2)**

Defense: (63-95)
Durability: 34
(Barbarian Only)
Required Strength: 37
Required Level: 11

7% Chance to cast level 3 Rain of Bombs when you Kill an Enemy
10% Increased Attack Speed
(4 to 5)% Mana Stolen per Hit
+(41 to 60)% Enhanced Defense
+(101 to 150) to Mana

**Elephant Skin
Hard Leather Armor (2)**

Defense: (99-204)
Durability: 39
Required Strength: 36
Required Level: 11

Indestructible
(11 to 16)% Bonus to Strength
+(31 to 50)% Enhanced Defense
Damage Reduced by (6 to 8)%

**Trollskull
Preserved Head (2)**

Defense: (49-82)
Durability: 36
(Necromancer Only)
Required Strength: 16
Required Level: 11

+1 to Necromancer Skill Levels
10% Faster Run/Walk
(16 to 20)% Increased Chance of Blocking
Replenish Life +(26 to 35)
Fire Resist (-21 to -25)%
Damage Reduced by (6 to 8)%

The Reconciler
Great Sword (1)

One-Hand Damage: (56-68) to (74-90)
Two-Hand Damage: (81-98) to (87-105)
Durability: 98
Required Strength: 105
Required Level: 11

+(41 to 70)% Enhanced Damage
Stun Attack
(6 to 10)% Deadly Strike
+(6 to 15) to Strength
+(6 to 15) to Dexterity
(26 to 50)% Extra Gold from Monsters
Level 1 Guard Tower (25 Charges)

Spirit Walker
Heavy Boots (2)

Defense: (59-94)
Durability: 42
Required Strength: 41
Required Level: 11

+(11 to 15)% Bonus Elemental Damage to Mark of the Wild
+(41 to 60)% Enhanced Defense
+(101 to 160) Maximum Stamina
All Resists +(16 to 22)%
(16 to 20)% Curse Length Reduction

Darkhunter
Hunter's Bow (2)

Two-Hand Damage: (22-25) to (31-35)
Required Dexterity: 46
Required Level: 11

30% Chance to cast level 4 Bloodstar on Striking
+(26 to 40)% Enhanced Damage
+(41 to 65)% Damage to Demons
Adds 24-48 Fire Damage
+(6 to 8)% to Fire Skill Damage
+(11 to 16) to Dexterity

Bullseye
Targe (2)

Smite Damage: 12 to 18
Defense: (59-99)
Durability: 40
(Paladin Only)
Required Strength: 19
Required Level: 11

(81 to 120)% Bonus to Attack Rating
(6 to 8)% Deadly Strike
(-51 to -75) Defense vs. Missile
+(6 to 8) to Strength
+(6 to 8) to Dexterity

The Legionnaire
Avenger Guard (1)

Defense: (95-174)
Durability: 59
(Barbarian Only)
Required Strength: 85
Required Level: 12

15% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(2 to 3) to Protector Spirit (Barbarian Only)

+ (1 to 2) to Blades of Light
+ (2 to 3) to Guardian Spirit (Barbarian Only)
+ (2 to 3) to Defender Spirit (Barbarian Only)
+ (11 to 15)% Bonus to Summoned Minion Life
+ (31 to 60)% Enhanced Defense
All Resists + (16 to 25)%
+ (1 to 2) to Light Radius

**Tennousuuhai
Diadem (1)**

Defense: (62-111)
Durability: 25
Required Level: 12

+1 to All Skills
Adds 5-40 Magic Damage
+ (11 to 15)% to Physical/Magic Spell Damage
+ (1 to 3) to Starburst
+ (41 to 80) Defense
+ (11 to 15) to all Attributes
Magic Resist + (6 to 10)%
All Resists + (16 to 20)%

**Spirit of Corruption
Spirit Mask (1)**

Defense: (94-170)
Durability: 54
(Druid Only)
Required Strength: 77
Required Level: 12

+ (1 to 2) to Druid Skill Levels
+ (26 to 50)% Bonus to Poison Skill Duration
+ (1 to 2) to Way of the Spider
+ (1 to 2) to Poison Flash (Druid Only)
+ (1 to 2) to Plague Avatar (Druid Only)
+ (41 to 70)% Enhanced Defense
Poison Length Reduced by (21 to 25)%

**Dragonspine
Grim Wand (1)**

One-Hand Damage: 16 to 32
Durability: 108
Required Dexterity: 30
Required Level: 12

+ (1 to 2) to Necromancer Skill Levels
Adds 5-40 Fire Damage
+ (3 to 5)% to Fire Skill Damage
+ (2 to 3) to Barb Wire (Necromancer Only)
+ (1 to 2) to Inner Fire
+ (0.5625 per level) to Strength (Based on Character Level)
+ (0.28125 per level) to Vitality (Based on Character Level)
Fire Absorb (3 to 5)%

**Shadowmaster
Yew Wand (2)**

One-Hand Damage: 12 to 21
Durability: 36
Required Dexterity: 21
Required Level: 12

+ (1 to 2) to Necromancer Skill Levels
+ (4 to 5) Extra Shadow Minions
5% Faster Cast Rate
+ (16 to 20)% Bonus to Summoned Minion Life

**The Atom Splitter
Scissors Katar (1)**

One-Hand Damage: (42-54) to (56-72)
Durability: 66
(Assassin Only)
Required Dexterity: 68
Required Level: 12

25% Chance to cast level 5 Apocalypse on Attack

25% Chance to cast level 8 Cataclysm when you Kill an Enemy
+(41 to 80)% Enhanced Damage
Adds (51-101)-(101-152) Poison Damage over 4 seconds
+(6 to 10)% to Fire Skill Damage
+(6 to 10)% to Poison Skill Damage
Fire Resist +(21 to 30)%
Poison Resist +(21 to 30)%

Tailchaser
Light Belt (2)

Defense: (88-131)
Durability: 34
Required Strength: 39
Required Level: 12

5% Faster Run/Walk
5% Increased Attack Speed
5% Faster Cast Rate
5% Faster Hit Recovery
5% Faster Block Rate
+(41 to 60)% Enhanced Defense
+(151 to 200) Maximum Stamina

The Shaman
Long Staff (2)

Two-Hand Damage: 18 to 25
Durability: 46
Required Dexterity: 33
Required Level: 12

100% Chance to cast level 7 Raven Flight when you Level-Up
+(1 to 2) to Druid Skill Levels
15% Faster Cast Rate
15% Faster Hit Recovery
Increase Maximum Life (11 to 14)%
Fire Resist +(16 to 26)%
Lightning Resist +(16 to 26)%

The Defiler
Broad Axe (2)

Two-Hand Damage: (53-65) to (57-68)
Durability: 44
Required Strength: 63
Required Level: 12

100% Chance to cast level 10 Gamma Field when you Die
+(51 to 80)% Enhanced Damage
15% Increased Attack Speed
10% Faster Hit Recovery
+(11 to 15) to Minimum Damage
(31 to 45)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (16 to 20)%

Storm Crow
Pilum (2)

Throw Damage: (28-33) to (51-59)
One-Hand Damage: (22-26) to (37-43)
Durability: 56
Required Dexterity: 49
Required Level: 12

6% Chance to cast level 4 Doom when you Kill an Enemy
+(51 to 75)% Enhanced Damage
10% Increased Attack Speed
(11 to 16)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

Hratli's Craft
Ring Mail (2)

Defense: (164-363)
Durability: 51
Required Strength: (48-45)
Required Level: 12

+(76 to 140) Crafting Points

5% Faster Cast Rate
15% Faster Hit Recovery
+(51 to 78)% Enhanced Defense
Repairs 1 Durability in 100 Seconds
Requirements (-11 to -16)%

Robe of Leaves
Scale Mail (2)

Defense: (190-428)
Durability: 57
Required Strength: 62
Required Level: 12

Indestructible
+(1 to 2) to Druid Skill Levels
+(21 to 30)% Bonus Damage to Mark of the Wild
+(51 to 80)% Enhanced Defense
(11 to 15)% Bonus to Vitality
Lightning Resist +(11 to 15)%
Poison Resist +(26 to 40)%

Lavafrost
Claymore (2)

One-Hand Damage: (33-40) to (43-52)
Two-Hand Damage: (40-49) to (47-57)
Durability: 42
Required Strength: 65
Required Level: 12

2% Chance to cast level 4 Pandemonium on Striking
+(41 to 70)% Enhanced Damage
+(6 to 8)% to Fire Skill Damage
+(6 to 8)% to Cold Skill Damage
Fire Resist +(21 to 30)%
Cold Resist +(21 to 30)%
Total Character Defense Plus (6 to 8)%
Half Freeze Duration

Skullbat
Spiked Club (2)

One-Hand Damage: (25-28) to (45-51)
Durability: 24
Required Strength: (35-33)
Required Level: 12

+(41 to 60)% Enhanced Damage
Stun Attack
Knockback
(-26 to -40) to Mana
Requirements (-16 to -20)%

Razorspine
Studded Leather (2)

Defense: (129-268)
Durability: 45
Required Strength: 45
Required Level: 12

11% Chance to cast level 2 Spike Nova when Struck
Indestructible
(16 to 20)% Chance of Open Wounds
+(41 to 60)% Enhanced Defense
+(6 to 8) to Strength
Damage Reduced by (6 to 7)%

Sea Summoner
Trident (2)

Two-Hand Damage: (21-23) to (49-55)
Durability: 48
Required Strength: 34
Required Dexterity: 49
Required Level: 12

20% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(41 to 60)% Enhanced Damage
Slows Target by (16 to 20)%

(6 to 8)% Bonus to Strength
(6 to 8)% Bonus to Dexterity
Cold Resist +(21 to 31)%

**Throatseeker
Axe (2)**

One-Hand Damage: (33-39) to (57-68)
Durability: 36
Required Strength: 52
Required Level: 12

30% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(51 to 80)% Enhanced Damage
10% Increased Attack Speed
(4 to 5)% Life Stolen per Hit
Increase Maximum Life (16 to 20)%
+(21 to 30) Life after each Kill

**Aurumvorax
War Sword (1)**

One-Hand Damage: (49-59) to (84-280)
Durability: 100
Required Strength: 85
Required Level: 12

+(41 to 70)% Enhanced Damage
5% Increased Attack Speed
+(1.6875 per level) to Maximum Damage (Based on Character Level)
(7 to 10)% Deadly Strike
+(8 to 20) Life after each Kill
(-16 to -25)% Less Gold from Monsters

**Warp Crystal
Sacred Globe (2)**

One-Hand Damage: 13 to 18
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 12

6% Chance to cast level 1 Teleport when Struck
15% Faster Run/Walk
15% Faster Cast Rate
+(11 to 15) to Energy
+(101 to 150) Maximum Stamina

**Hammerfist
Heavy Gloves (2)**

Defense: (45-65)
Durability: 32
Required Strength: 35
Required Level: 12

10% Chance to cast level 9 Banish when you Kill an Enemy
(11 to 18)% Chance of Open Wounds
+(41 to 55)% Enhanced Defense
+(6 to 8) Life after each Kill

**Fearward
Zombie Head (2)**

Defense: (108-226)
Durability: 45
(Necromancer Only)
Required Strength: 25
Required Level: 13

+3 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(11 to 14)%
+(51 to 80)% Enhanced Defense
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
Cold Resist +(31 to 40)%

**Wheel of Fortune
Large Shield (2)**

Smite Damage: 24 to 36
Defense: (164-340)
Durability: 52
Required Strength: 32
Required Dexterity: 65
Required Level: 13

7% Chance to cast level 2 Nightmare when Struck
Attacker Flees after Striking +(9 to 11)%
+(51 to 80)% Enhanced Defense
(6 to 8)% Chance of Uninterruptable Attack
(76 to 100)% Extra Gold from Monsters
(21 to 27)% Better Chance of Getting Magic Items

**Hand of Karcheus
Long Bow (2)**

Two-Hand Damage: (36-42) to (49-56)
Required Dexterity: 63
Required Level: 13

2% Chance to cast level 1 Glacial Nova on Striking
+(41 to 62)% Enhanced Damage
5% Faster Run/Walk
Freezes Target +2
Freezes Attacker +2
Cold Resist +(26 to 40)%

**Toesie Warmer
Chain Boots (2)**

Defense: (61-84)
Durability: 55
Required Strength: 64
Required Level: 13

24% Chance to cast level 4 Fire Fountain when you Kill an Enemy
5% Faster Run/Walk
Adds 6-14 Fire Damage
Increase Maximum Life (11 to 14)%
Fire Resist +(16 to 25)%
Total Character Defense Plus (6 to 7)%

**InfernoLash
Saber (2)**

One-Hand Damage: (39-46) to (49-57)
Durability: 44
Required Strength: 60
Required Level: 13

20% Chance to cast level 4 Immolation when you Kill an Enemy
+(41 to 65)% Enhanced Damage
10% Increased Attack Speed
(76 to 101)% Bonus to Attack Rating
(0.375 per level)% to Fire Skill Damage (Based on Character Level)
(16 to 20)% Chance of Open Wounds

**Boneclasp
Chain Gloves (2)**

Defense: (60-109)
Durability: 39
Required Strength: 55
Required Level: 13

2% Chance to cast level 5 Crucify on Striking
(6 to 7)% Deadly Strike
Hit Causes Monster to Flee +(16 to 25)%
Slows Target by (11 to 14)%
+(51 to 80)% Enhanced Defense

**Steelsnare
Chain Mail (2)**

Defense: (223-501)
Durability: 63
Required Strength: 71
Required Level: 13

+(11 to 14) to Maximum Damage

(16 to 20)% Chance of Open Wounds
+(56 to 85)% Enhanced Defense
Total Character Defense Plus (16 to 20)%
Slows Attacker by (16 to 20)%
Repairs 1 Durability in 100 Seconds

**Kashya's Ambush
Composite Bow (2)**

Two-Hand Damage: (49-59) to (95-122)
Required Dexterity: 79
Required Level: 13

6% Chance to cast level 3 Phalanx when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(26 to 40) to Maximum Damage
(76 to 100)% Bonus to Attack Rating
+(11 to 16) to Dexterity
Increase Maximum Life (16 to 22)%
Total Character Defense Plus (21 to 29)%

**Manashard
Dirk (2)**

One-Hand Damage: (24-28) to (30-36)
Durability: 14
Required Dexterity: 44
Required Level: 13

7% Chance to cast level 1 Hex on Striking
+1 to All Skills
+(51 to 80)% Enhanced Damage
(6 to 9)% Mana Stolen per Hit
+(11 to 15)% to Skill Damage
(6 to 9)% Life Stolen per Hit

**Stormsurge
Voulge (2)**

Two-Hand Damage: (13-14) to (55-60)
Durability: 50
Required Strength: 55
Required Dexterity: 55
Required Level: 13

8% Chance to cast level 4 Lightning Cascade on Striking
+(31 to 45)% Enhanced Damage
+(1 to 2) Extra Lightning Cascade Targets
5% Increased Attack Speed
Adds 1-37 Lightning Damage
+(6 to 8)% to Lightning Skill Damage
Lightning Resist +(26 to 40)%

**Eagle Spirit
Flying Knife (2)**

Throw Damage: (43-52) to (52-63)
One-Hand Damage: (33-39) to (39-46)
Durability: 12
Required Dexterity: 82
Required Level: 13

+(51 to 80)% Enhanced Damage
10% Increased Attack Speed
(51 to 75)% Bonus to Attack Rating
Knockback
(26 to 40)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**Leoric's Fall
Circlet (2)**

Defense: (70-100)
Durability: 10
Required Level: 13

(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
(4 to 5)% Life Stolen per Hit
+(2 to 4) to Death's Fury Totem
+(51 to 75) Defense

(-11 to -15) to Vitality
Damage Reduced by (6 to 8)

**Manafeast
Fanged Helm (2)**

Defense: (106-169)
Durability: 40
(Barbarian Only)
Required Strength: 59
Required Level: 13

+1 to All Skills
(5 to 6)% Mana Stolen per Hit
(16 to 20)% Bonus to Energy
+(61 to 90)% Enhanced Defense
(26 to 30)% Damage Taken Goes To Mana

**Carmen Alvare
Grand Scepter (2)**

One-Hand Damage: (39-45) to (61-71)
Durability: 30
Required Dexterity: (53-47)
Required Level: 13

20% Chance to cast level 4 Holy Trap when you Kill an Enemy
+1 to Amazon Skill Levels
+(51 to 75)% Enhanced Damage
10% Increased Attack Speed
10% Faster Cast Rate
(0.4375 per level)% to Fire Skill Damage (Based on Character Level)
(26 to 35)% Better Chance of Getting Magic Items
Requirements (-16 to -26)%

**Vizjun's Justice
Hatchet Hands (2)**

One-Hand Damage: (38-45) to (48-57)
Durability: 29
(Assassin Only)
Required Dexterity: 48
Required Level: 13

+(61 to 90)% Enhanced Damage
+(26 to 40)% Bonus to Poison Skill Duration
+(11 to 15)% to Poison Skill Damage
+(1 to 2) to Way of the Spider (Assassin Only)
(6 to 8)% Bonus to Dexterity

**Augur's Pelt
Hawk Helm (2)**

Defense: (90-147)
Durability: 37
(Druid Only)
Required Strength: 54
Required Level: 13

5% Chance to cast level 2 Raven Flight when you Kill an Enemy
100% Chance to cast level 30 Gift of the Wild when you Die
+(1 to 2) to Druid Skill Levels
(76 to 100)% Bonus to Attack Rating
(11 to 15)% Bonus to Dexterity
+(51 to 80)% Enhanced Defense
+(16 to 20) to Dexterity
Fire Resist +(41 to 50)%

**Flamebreath
Light Crossbow (2)**

Two-Hand Damage: (51-60) to (69-81)
Required Strength: 66
Required Level: 13

25% Chance to cast level 5 Blink when you Kill an Enemy
+(61 to 90)% Enhanced Damage
20% Increased Attack Speed
(41 to 60)% Bonus to Attack Rating
Adds (41-60)-(81-120) Fire Damage
Fire Resist +(31 to 40)%

**Hypnodisk
Rondache (2)**

Smite Damage: 24 to 36
Defense: (87-151)
Durability: 49
(Paladin Only)
Required Strength: 30
Required Level: 13

Blinds Attacker +3
+(6 to 8) to Dexterity
Reduces all Vendor Prices (6 to 8)%
+(1 to 2) to Light Radius

**Brainburst
Helm (2)**

Defense: (107-169)
Durability: 39
Required Strength: 57
Required Level: 13

2% Chance to cast level 2 Blast Wave when Struck
+(41 to 65)% Enhanced Defense
(-21 to -36) to Mana
Fire Resist +(31 to 45)%
Attacker Takes Fire Damage of (41 to 60)
(41 to 60)% Damage Taken Goes To Mana

**Skullhammer
Battle Axe (2)**

Two-Hand Damage: (64-76) to (104-233)
Durability: 60
Required Strength: 91
Required Level: 14

+(61 to 90)% Enhanced Damage
+(1.0625 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(16 to 25)% Chance of Crushing Blow
(26 to 30)% Chance of Open Wounds
+(21 to 30) to Strength

**Banner of Steel
Kite Shield (2)**

Smite Damage: 32 to 48
Defense: (211-464)
Durability: 62
Required Strength: 44
Required Dexterity: 86
Required Level: 14

30% Chance to cast level 1 Bloodlust when you Kill an Enemy
100% Chance to cast level 3 Time Strike when Struck
5% Increased Attack Speed
10% Faster Block Rate
(6 to 8)% Increased Chance of Blocking
Total Character Damage Plus (6 to 8)%
+(51 to 80)% Enhanced Defense

**The Warthog
War Hammer (2)**

One-Hand Damage: (36-43) to (63-75)
Durability: 75
Required Strength: (96-100)
Required Level: 14

+(51 to 80)% Enhanced Damage
(26 to 35)% Chance of Crushing Blow
+(3 to 4) to Time Strike
(11 to 15)% Bonus to Strength
Requirements +(11 to 15)%

**Stranglevine
Belt (2)**

Defense: (157-239)
Durability: 43
Required Strength: 65
Required Level: 14

+1 to Druid Skill Levels
Adds 2-6 Poison Damage over 1 seconds
+(6 to 8)% to Poison Skill Damage
+(61 to 90)% Enhanced Defense
Poison Length Reduced by (16 to 20)%
Slows Attacker by (11 to 13)%

**Shadowhymn
Bone Shield (2)**

Smite Damage: 8 to 12
Defense: (120-248)
Durability: 51
Required Dexterity: (53-51)
Required Level: 14

6% Chance to cast level 8 Shadowform when Struck
(6 to 8)% Increased Chance of Blocking
+(51 to 80)% Enhanced Defense
All Resists +(16 to 25)%
Damage Reduced by (8 to 11)
Magic Damage Reduced by (6 to 8)
Requirements (-16 to -20)%

**Goredrill
Brandistock (2)**

Two-Hand Damage: (36-45) to (78-93)
Durability: 72
Required Strength: 51
Required Dexterity: 72
Required Level: 14

20% Chance to cast level 1 Blood Flash when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(11 to 15) to Minimum Damage
(16 to 20)% Chance of Open Wounds
+(16 to 25) to Dexterity
+(16 to 25) to Vitality
Fire Resist +(31 to 40)%

**Light's Widow
Breast Plate (2)**

Defense: (249-562)
Durability: 69
Required Strength: 80
Required Level: 14

2% Chance to cast level 5 Gift of Vanquishing when Struck
+1 to All Skills
+(11 to 15)% to Skill Damage
+(56 to 85)% Enhanced Defense
(11 to 14)% Bonus to All Attributes
(101 to 150)% Extra Gold from Monsters

**Koth's Lesson
Mace (2)**

One-Hand Damage: (32-36) to (57-64)
Durability: 40
Required Strength: 59
Required Level: 14

4% Chance to cast level 2 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(21 to 30)% Bonus Damage to Bloodlust
+(11 to 15)% Bonus Elemental Damage to Bloodlust
+(26 to 40)% Enhanced Damage
+(61 to 90)% Damage to Undead
Fire Resist +(21 to 30)%
Poison Resist +(11 to 17)%

**Emberstorm
Short Spear (2)**

Throw Damage: (37-44) to (74-86)
One-Hand Damage: (29-34) to (55-64)
Durability: 80
Required Dexterity: 73
Required Level: 14

30% Chance to cast level 4 Cataclysm when you Kill an Enemy
+(46 to 70)% Enhanced Damage
10% Faster Run/Walk
20% Increased Attack Speed
(-26 to -35) Maximum Stamina
+(21 to 30) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Moonbender's Wing
Double Axe (2)

One-Hand Damage: (49-59) to (84-100)
Durability: 50
Required Strength: (63-60)
Required Level: 14

20% Chance to cast level 1 Teleport on Striking
20% Chance to cast level 1 Teleport when Struck
+(51 to 80)% Enhanced Damage
(11 to 18)% Bonus to Dexterity
(11 to 18)% Bonus to Energy
Total Character Defense Plus (11 to 14)%
Requirements (-16 to -20)%

Jalal's Charge
Antlers (2)

Defense: (117-194)
Durability: 42
(Druid Only)
Required Strength: 73
Required Level: 14

+(26 to 35)% Bonus Damage to Mark of the Wild
+(26 to 35) to Minimum Damage
(16 to 20)% Chance of Crushing Blow
+(51 to 80)% Enhanced Defense
+(24 to 26) to all Attributes
All Resists +(16 to 20)%

Ironhood
Full Helm (2)

Defense: (118-176)
Durability: 45
Required Strength: (60-57)
Required Level: 14

100% Chance to cast level 12 Mana Sweep when you Die
+1 to All Skills
+(7 to 9)% to Skill Damage
+(21 to 30)% Enhanced Defense
+(61 to 90) to Mana
-1 to Light Radius
Requirements (-21 to -25)%

Rathma's Charm
Bone Wand (2)

One-Hand Damage: 17 to 30
Durability: 60
Required Dexterity: 29
Required Level: 14

+(1 to 2) to Necromancer Skill Levels
+(2 to 3) to Blood Tide Totem (Necromancer Only)
+(2 to 3) to Demon Blood (Necromancer Only)
(16 to 20)% Bonus to Strength
(16 to 20)% Bonus to Energy
Increase Maximum Life (16 to 20)%
Fire Resist +(31 to 40)%
Cold Resist +(31 to 40)%

Quietus

Giant Sword (2)

One-Hand Damage: 33 to 43
Two-Hand Damage: 45 to 48
Durability: 56
Required Strength: (73-64)
Required Level: 14

+1 to All Skills
+(51 to 75)% Bonus to Poison Skill Duration
10% Faster Cast Rate
Adds 24-48 Cold Damage
(6 to 8)% Mana Stolen per Hit
+(6 to 9)% to Cold Skill Damage
Requirements (-16 to -26)%

Dark Star Coronet (2)

Defense: (72-127)
Durability: 15
Required Level: 14

+1 to Assassin Skill Levels
Adds 10-20 Cold Damage
(5 to 6)% Mana Stolen per Hit
+(1 to 2) to Shadow Refuge (Assassin Only)
+(101 to 150)% Enhanced Defense
Cold Resist +(41 to 50)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

Aerin Nexus Gnarled Staff (2)

Two-Hand Damage: 26 to 35
Durability: 70
Required Dexterity: 56
Required Level: 14

+1 to Sorceress Skill Levels
+(6 to 8)% to Skill Damage
+(16 to 27) to Energy
+(16 to 27) to Vitality
Slows Attacker by (11 to 15)%
(21 to 26)% Better Chance of Getting Magic Items

Leoric's Banner Heraldic Shield (2)

Smite Damage: 32 to 48
Defense: (180-391)
Durability: 59
(Paladin Only)
Required Strength: 41
Required Level: 14

4% Life Stolen per Hit
(6 to 8)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
+(3 to 4) to Summon Shadows
+(61 to 90)% Enhanced Defense
+(11 to 15) to all Attributes
(16 to 20)% Chance of Uninterruptable Attack

Demonhorn Horned Helm (2)

Defense: (136-224)
Durability: 47
(Barbarian Only)
Required Strength: 80
Required Level: 14

100% Chance to cast level 35 Fire Star when you Level-Up
+1 to All Skills
Adds (31-40)-(61-80) Fire Damage
(16 to 20)% Chance of Crushing Blow
+(61 to 90)% Enhanced Defense
Fire Resist +(41 to 50)%
+(16 to 20) Life after each Kill

**The Foculus
Smoked Sphere (2)**

One-Hand Damage: 19 to 26
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 14

2% Chance to cast level 4 Blast Wave when Struck
+(1 to 2) to Sorceress Skill Levels
+(11 to 15)% to Fire Skill Damage
+(11 to 15) to all Attributes
+(51 to 75) to Life
Replenish Life +(21 to 30)
Fire Resist +(26 to 35)%

**Trang-Oul's Relic
Unraveller Head (2)**

Defense: (140-301)
Durability: 53
(Necromancer Only)
Required Strength: 35
Required Level: 14

100% Chance to cast level 20 Frozen Crown when you Die
+(1 to 2) to Necromancer Skill Levels
Freezes Attacker +3
+(51 to 75)% Enhanced Defense
Cold Resist +(31 to 40)%
Level 4 Charm (20 Charges)

**Frostneedle
Kriss (2)**

One-Hand Damage: (38-46) to (48-59)
Durability: 20
Required Dexterity: 68
Required Level: 15

20% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(81 to 120)% Enhanced Damage
Ignore Target's Defense
+(6 to 8)% to Cold Skill Damage
Cold Resist +(21 to 30)%

**Lorekeeper
Light Gauntlets (2)**

Defense: (77-148)
Durability: 46
Required Strength: (63-60)
Required Level: 15

12% Chance to cast level 5 Elemental when Struck
+(6 to 8)% to Skill Damage
+(61 to 90)% Enhanced Defense
(6 to 8)% Bonus to Energy
All Resists +(11 to 16)%
Requirements (-16 to -20)%

**Akarat's Trek
Light Plated Boots (2)**

Defense: (125-204)
Durability: 68
Required Strength: 87
Required Level: 15

2% Chance to cast level 4 Judgement when Struck
Total Character Damage Plus (16 to 20)%
+(61 to 88)% Enhanced Defense
+(11 to 15) to all Attributes
+1 to Light Radius

**Plaguemourn
Broad Sword (2)**

One-Hand Damage: (61-73) to (96-120)

Durability: 72
Required Strength: 92
Required Level: 15

7% Chance to cast level 2 Plague Avatar on Striking
+(51 to 80)% Enhanced Damage
+(16 to 25) to Maximum Damage
+(11 to 15)% to Poison Skill Damage
Poison Resist +(31 to 40)%
Damage Reduced by (4 to 5)%

**Arreat's Heart
Plate Mail (2)**

Defense: (310-706)
Durability: 81
Required Strength: 97
Required Level: 15

4% Chance to cast level 3 Lightning Shield when Struck
+1 to Barbarian Skill Levels
(11 to 14)% Bonus to Strength
(11 to 14)% Bonus to Vitality
+(61 to 90)% Enhanced Defense
+(16 to 22) to Strength
+(16 to 22) to Vitality

**Moonscythe
Scythe (2)**

Two-Hand Damage: (14-17) to (99-115)
Durability: 74
Required Strength: 76
Required Dexterity: 76
Required Level: 15

10% Chance to cast level 2 Mana Sweep when you Kill an Enemy
+(1 to 2) to Necromancer Skill Levels
+(46 to 70)% Enhanced Damage
5% Increased Attack Speed
20% Faster Hit Recovery
+(51 to 75)% Bonus to Summoned Minion Life
Lightning Resist +(31 to 40)%
Cold Resist +(31 to 40)%

**Seraph Wing
Short Battle Bow (2)**

Two-Hand Damage: (64-76) to (93-110)
Required Dexterity: 95
Required Level: 15

20% Chance to cast level 2 Rune of Ice when you Kill an Enemy
2% Chance to cast level 4 Frozen Crown on Striking
+(61 to 90)% Enhanced Damage
10% Faster Run/Walk
15% Increased Attack Speed
+(41 to 60)% Damage to Undead
All Resists +(31 to 45)%
+1 to Light Radius

**Candlewake
Splint Mail (2)**

Defense: (265-588)
Durability: 75
Required Strength: (73-70)
Required Level: 15

4% Chance to cast level 3 Summon Shadows when you Kill an Enemy
100% Chance to cast level 15 Raven Flight when you Die
5% Faster Cast Rate
+(51 to 75)% Enhanced Defense
Damage Reduced by (6 to 9)
Requirements (-16 to -20)%

**Bone Gasher
Falchion (2)**

One-Hand Damage: (52-61) to (64-75)
Durability: 58

Required Strength: 76
Required Level: 15

50% Chance to cast level 4 Frozen Soul on Striking
+1 to Paladin Skill Levels
+(51 to 75)% Enhanced Damage
10% Increased Attack Speed
10% Faster Cast Rate
+(6 to 8) to Strength
+(16 to 25) Mana after each Kill

Ice Tomb
Field Plate (2)

Defense: (359-852)
Durability: 87
Required Strength: (89-84)
Required Level: 15

17% Chance to cast level 2 Shackles of Ice when Struck
100% Chance to cast level 24 Rune of Ice when you Die
10% Chance to cast level 1 Glacial Nova when Struck
+(11 to 14)% to Cold Skill Damage
+(71 to 110)% Enhanced Defense
Cold Resist +(26 to 40)%
Cannot Be Frozen
Requirements (-16 to -20)%

Noblebane
Cestus (2)

One-Hand Damage: (45-51) to (86-107)
Durability: 38
(Assassin Only)
Required Dexterity: 60
Required Level: 15

2% Chance to cast level 7 Vanquish when you Kill an Enemy
+(51 to 70)% Enhanced Damage
(11 to 16)% Increased Chance of Blocking
+(31 to 45) to Maximum Damage
+(-16 to -25)% Target Defense
+(1 to 2) to Light Radius
(26 to 30)% Curse Length Reduction

Harpy's Strike
Claws (2)

One-Hand Damage: (52-61) to (69-80)
Durability: 48
(Assassin Only)
Required Dexterity: 73
Required Level: 15

17% Chance to cast level 2 Charm when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
+(51 to 75)% Enhanced Damage
15% Faster Run/Walk
10% Increased Attack Speed
(6 to 7)% Life Stolen per Hit
+(3 to 4) to Cautious Strike
(16 to 20)% Bonus to Dexterity

The Barracuda
Crossbow (2)

Two-Hand Damage: (62-70) to (88-100)
Required Strength: 99
Required Level: 15

20% Chance to cast level 4 Bloodlust when you Kill an Enemy
+(41 to 60)% Enhanced Damage
+(31 to 40)% Bonus Damage to Bloodlust
+(16 to 20)% Bonus Elemental Damage to Bloodlust
15% Increased Attack Speed
Adds (21-30)-(51-80) Fire Damage
Fire Resist +(21 to 30)%

Jalal's Claw
Balanced Axe (2)

Throw Damage: (33-39) to (132-155)
One-Hand Damage: (25-30) to (99-117)
Durability: 20
Required Strength: 114
Required Level: 15

2% Chance to cast level 5 Plague Avatar on Striking
+(61 to 90)% Enhanced Damage
10% Faster Run/Walk
10% Increased Attack Speed
(4 to 5)% Life Stolen per Hit
+(11 to 15) to all Attributes
Poison Resist +(26 to 40)%
Replenishes Quantity
Level 1 Barrage Attack

Thread of Life
Heavy Belt (2)

Defense: (199-309)
Durability: 52
Required Strength: 91
Required Level: 15

8% Chance to cast level 2 Banish when Struck
+(51 to 80)% Enhanced Defense
(6 to 8)% Bonus to Vitality
+(21 to 25) to Vitality
(11 to 15)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (9 to 11)
+1 to Light Radius

Fleshdoom
Bastard Sword (2)

One-Hand Damage: (64-77) to (84-100)
Two-Hand Damage: (89-106) to (95-113)
Durability: 70
Required Strength: 109
Required Level: 15

5% Chance to cast level 1 Death Coil on Striking
+(51 to 80)% Enhanced Damage
(11 to 15)% Deadly Strike
+(26 to 40) to Vitality
Increase Maximum Life (16 to 20)%
Damage Reduced by (6 to 8)
+(16 to 25) Life after each Kill

Terrorcane
Battle Staff (2)

Two-Hand Damage: (53-62) to (74-87)
Durability: 94
Required Dexterity: 79
Required Level: 16

+(61 to 90)% Enhanced Damage
15% Increased Attack Speed
15% Faster Hit Recovery
(76 to 100)% Bonus to Attack Rating
Adds 13-29 Poison Damage over 4 seconds
Stun Attack
(21 to 30)% Deadly Strike
Attacker Flees after Striking +(21 to 31)%

Huo Zhi Wang
Light Plate (2)

Defense: (227-439)
Durability: 93
Required Strength: (96-86)
Required Level: 16

7% Chance to cast level 3 Immolation when Struck
100% Chance to cast level 4 Blast Wave when you Level-Up
5% Faster Cast Rate
+(11 to 14)% to Fire Skill Damage
Fire Resist +(31 to 50)%
(41 to 60)% Extra Gold from Monsters
Requirements (-16 to -25)%

Ryuuseiu Kyanon
Long Battle Bow (2)

Two-Hand Damage: (75-90) to (109-130)
Required Dexterity: 111
Required Level: 16

30% Chance to cast level 4 Immolation when you Kill an Enemy
+(61 to 92)% Enhanced Damage
15% Increased Attack Speed
5% Faster Hit Recovery
+(21 to 32) to Vitality
Fire Resist +(31 to 48)%
Attacker Takes Fire Damage of (31 to 50)

Trang-Oul's Breath
Mask (2)

Defense: (91-141)
Durability: 26
Required Strength: (64-61)
Required Level: 16

1% Chance to cast level 14 Doom Serpents when Struck
+1 to Necromancer Skill Levels
+(6 to 7)% to Cold Skill Damage
+(31 to 50)% Enhanced Defense
Cold Resist +(11 to 17)%
Requirements (-11 to -16)%

Snowhammer
Military Pick (2)

One-Hand Damage: (71-84) to (128-150)
Durability: 64
Required Strength: 100
Required Level: 16

30% Chance to cast level 8 Doom Serpents when you Kill an Enemy
+(71 to 100)% Enhanced Damage
15% Increased Attack Speed
Adds 12-34 Cold Damage
+(6 to 7)% to Cold Skill Damage
Freezes Target +4
Cold Resist +(11 to 17)%

Lychnus Lyaei
Morning Star (2)

One-Hand Damage: (49-56) to (90-102)
Durability: 56
Required Strength: 75
Required Level: 16

12% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(51 to 70)% Enhanced Damage
+(11 to 16) to Strength
(21 to 30)% Bonus to Vitality when using a Healing Potion
+(11 to 16) Life after each Kill
+3 to Light Radius

Darkspite
Spetum (2)

Two-Hand Damage: (27-30) to (89-98)
Durability: 96
Required Strength: 67
Required Dexterity: 95
Required Level: 16

2% Chance to cast level 7 Unholy Armor when Struck
+(31 to 45)% Enhanced Damage
+(51 to 75)% Damage to Demons
Total Character Damage Plus (31 to 40)%
Total Character Defense Plus (16 to 20)%
+2 to Light Radius

Akarat's Crucifix
Spiked Shield (2)

Smite Damage: 12 to 18
Defense: (135-275)
Durability: 59
Required Dexterity: 80
Required Level: 16

7% Chance to cast level 2 Mind Flay when Struck
7% Chance to cast level 2 Bloodlust when Struck
Total Character Damage Plus (11 to 14)%
+(41 to 60)% Enhanced Defense
Fire Resist +(26 to 40)%

Shield of a Thousand Stars
Tower Shield (2)

Smite Damage: 40 to 60
Defense: (280-603)
Durability: 72
Required Strength: 55
Required Dexterity: 106
Required Level: 16

(6 to 9)% Increased Chance of Blocking
Stun Attack
+(61 to 85)% Enhanced Defense
+(11 to 16) to all Attributes

Zakarum's Legacy
Aerin Shield (2)

Smite Damage: 40 to 60
Defense: (223-494)
Durability: 68
(Paladin Only)
Required Strength: 52
Required Level: 16

100% Chance to cast level 36 Immolation Bomb when you Die
+(1 to 2) to Paladin Skill Levels
20% Faster Block Rate
(16 to 23)% Increased Chance of Blocking
(6 to 8)% Bonus to All Attributes
+(61 to 90)% Enhanced Defense
+(6 to 8)% Chance to Avoid Damage

Berserkergang
Assault Helmet (2)

Defense: (104-149)
Durability: 53
(Barbarian Only)
Required Strength: 101
Required Level: 16

+1 to Barbarian Skill Levels
15% Increased Attack Speed
(-6 to -8)% Decreased Chance of Blocking
(16 to 20)% Chance of Crushing Blow
(26 to 35)% Bonus to Vitality when using a Healing Potion
+(76 to 100)% Damage when using a Healing Potion
+(6 to 8)% Chance to Avoid Damage
Fire Resist +(41 to 50)%
Total Character Defense Plus (16 to 20)%

The Allseeing Eye
Clasped Orb (2)

One-Hand Damage: 24 to 34
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 16

+(1 to 2) to Sorceress Skill Levels
(11 to 15)% Increased Chance of Blocking
+(3 per level) to Mana (Based on Character Level)
All Resists +(16 to 20)%
Total Character Defense Plus (11 to 13)%
Level 2 Blink (20 Charges)

Ashenwind

Glaive (2)

Throw Damage: (56-66) to (111-130)
One-Hand Damage: (41-48) to (85-100)
Durability: 104
Required Dexterity: 98
Required Level: 16

6% Chance to cast level 4 Immolation on Striking
+(71 to 100)% Enhanced Damage
(21 to 26)% Piercing Attack
Fire Resist +(21 to 30)%
-1 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Skythrone Falcon Mask (2)

Defense: (154-260)
Durability: 48
(Druid Only)
Required Strength: (77-73)
Required Level: 16

5% Faster Run/Walk
5% Increased Attack Speed
+(1 to 3) to Catharsis
+(61 to 90)% Enhanced Defense
+(6 to 8)% Chance to Avoid Damage
Requirements (-16 to -20)%

Hero's Fang Gargoyle Head (2)

Defense: (186-412)
Durability: 62
(Necromancer Only)
Required Strength: 44
Required Level: 16

20% Increased Attack Speed
20% Faster Hit Recovery
+(51 to 75) to Maximum Damage
(5 to 6)% Life Stolen per Hit
+(3 to 4) to Scorpion Blade
+(3 to 4) to Titan Strike
+(61 to 90)% Enhanced Defense
Total Character Defense Plus (26 to 30)%

Lex Ferarum Great Axe (2)

Two-Hand Damage: (92-108) to (128-150)
Durability: 76
Required Strength: 119
Required Level: 16

100% Chance to cast level 8 Gift of the Wild when you Kill an Enemy
+(71 to 100)% Enhanced Damage
+(11 to 15) to Strength
+(11 to 15) to Dexterity
+(16 to 25) Life after each Kill
(81 to 120)% Extra Gold from Monsters
(21 to 30)% Better Chance of Getting Magic Items

Thunderbellow Great Helm (2)

Defense: (205-344)
Durability: 51
Required Strength: 97
Required Level: 16

20% Chance to cast level 8 Supernova when you Kill an Enemy
+(6 to 7)% to Lightning Skill Damage
+(71 to 100)% Enhanced Defense
(6 to 8)% Bonus to Strength
Lightning Resist +(21 to 30)%
Attacker Takes Lightning Damage of (121 to 180)

**Ghost Anchor
Maiden Spear (2)**

Two-Hand Damage: (40-45) to (133-150)
Durability: 64
(Amazon Only)
Required Strength: (31-30)
Required Dexterity: (71-67)
Required Level: 16

Indestructible
+(51 to 70)% Enhanced Damage
Stun Attack
+(3 to 4) to Arcane Strike
Slows Target by (26 to 30)%
Requirements (-21 to -25)%
Ethereal (Cannot be repaired)

**Death's Bellringer
Maul (2)**

Two-Hand Damage: (70-80) to (114-232)
Durability: 114
Required Strength: 136
Required Level: 16

25% Chance to cast level 4 Slayer when you Kill an Enemy
+(76 to 100)% Enhanced Damage
+(1 per level) to Maximum Damage (Based on Character Level)
+(11 to 15)% to Physical/Magic Spell Damage
Stun Attack
+(16 to 20) to Strength
+(16 to 20) to Dexterity

**Banshee's Chase
Balanced Knife (2)**

Throw Damage: (67-81) to (83-99)
One-Hand Damage: (51-61) to (61-73)
Durability: 16
Required Dexterity: 133
Required Level: 16

6% Chance to cast level 4 Frozen Soul on Striking
+(51 to 80)% Enhanced Damage
(6 to 8)% Increased Chance of Blocking
Adds 12-30 Cold Damage
(11 to 15)% Deadly Strike
+(81 to 120) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

**Sky Sweeper
Stag Bow (2)**

Two-Hand Damage: (60-68) to (89-100)
(Amazon Only)
Required Dexterity: 116
Required Level: 16

3% Chance to cast level 1 Cascade on Striking
+(1 to 2) to Amazon Skill Levels
+(51 to 70)% Enhanced Damage
Adds 1-(41-60) Lightning Damage
(6 to 8)% Mana Stolen per Hit
Lightning Absorb (6 to 8)%
+(16 to 20) Mana after each Kill
Level 2 Cold Fear (10 Charges)

**Royal Circlet
Tiara (2)**

Defense: (60-107)
Durability: 20
Required Level: 16

+1 to All Skills
(6 to 8)% Bonus to All Attributes
+(101 to 150)% Enhanced Defense
+(11 to 15) to all Attributes
All Resists (-11 to -15)%

(21 to 25)% Better Chance of Getting Magic Items

**Goldtouch
Leather Gloves (3)**

Defense: (50-54)
Durability: 25
Required Strength: 21
Required Level: 17

3% Chance to cast level 5 Vanquish when you Kill an Enemy
(9 to 11)% Chance of Open Wounds
(-41 to -55) to Life
(61 to 80)% Extra Gold from Monsters
(23 to 29)% Better Chance of Getting Magic Items

**Everchase
Boots (3)**

Defense: (105-133)
Durability: 29
Required Strength: 25
Required Level: 17

20% Faster Run/Walk
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(51 to 70) Defense
+(251 to 350) Maximum Stamina

**Lachdanan's Will
Long Sword (2)**

One-Hand Damage: (86-105) to (110-134)
Durability: 86
Required Strength: 109
Required Level: 17

13% Chance to cast level 1 Time Strike on Striking
13% Chance to cast level 2 Retribute when Struck
+(81 to 120)% Enhanced Damage
5% Increased Attack Speed
5% Faster Block Rate
(6 to 9)% Increased Chance of Blocking
+(11 to 16) to Strength

**Razordisk
Buckler (3)**

Smite Damage: 4 to 6
Defense: (129-192)
Durability: 32
Required Strength: 13
Required Dexterity: 36
Required Level: 17

+(1.125 per level) to Maximum Damage (Based on Character Level)
(16 to 20)% Chance of Open Wounds
Total Character Damage Plus (21 to 25)%
+(71 to 100)% Enhanced Defense
+(9 to 11) to Strength
(201 to 250)% Damage Reflected

**The Wanderer's Hood
Cap (3)**

Defense: (61-67)
Durability: 27
Required Strength: 23
Required Level: 17

Indestructible
(9 to 11)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(25 to 33)%
-2 to Light Radius

**Nor Tiraj's Wisdom
Sash (3)**

Defense: (61-67)
Durability: 25
Required Strength: 19

Required Level: 17

+(8 to 9)% to Fire Skill Damage
+(161 to 220) to Mana
All Resists +(15 to 18)%

The Rift Bow
Short Bow (3)

Two-Hand Damage: (33-38) to (40-46)
Required Dexterity: 51
Required Level: 17

+(61 to 85)% Enhanced Damage
(76 to 100)% Bonus to Attack Rating
(9 to 11)% Mana Stolen per Hit
(41 to 50)% Damage Taken Goes To Mana
(31 to 35)% Curse Length Reduction

Vizjerei's Folly
Short Staff (3)

Two-Hand Damage: 21 to 25
Durability: 22
Required Dexterity: 25
Required Level: 17

+(21 to 25)% to Skill Damage
+(41 to 55) to Mana
All Resists (-31 to -40)%

Serpent Angel
Short War Bow (2)

Two-Hand Damage: (86-102) to (125-148)
Required Dexterity: 127
Required Level: 17

20% Chance to cast level 1 Dark Power when you Kill an Enemy
+(61 to 90)% Enhanced Damage
(6 to 8)% Mana Stolen per Hit
(11 to 16)% Deadly Strike
(-21 to -30) to Mana
Cold Resist +(11 to 15)%
Poison Resist +(16 to 25)%

Arreat's Aim
Throwing Axe (3)

Throw Damage: 22 to 28
One-Hand Damage: 17 to 21
Durability: 12
Required Strength: 51
Required Level: 17

35% Chance to cast level 10 Guard Tower when you Kill an Enemy
(9 to 11)% Deadly Strike
Knockback
(17 to 22)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Wraithverge
War Scepter (2)

One-Hand Damage: (72-84) to (115-134)
Durability: 46
Required Dexterity: (71-62)
Required Level: 17

30% Chance to cast level 16 Pain Spirit when you Kill an Enemy
+(81 to 110)% Enhanced Damage
+(11 to 13)% to Physical/Magic Spell Damage
All Resists +(26 to 40)%
(16 to 20)% Curse Length Reduction
Requirements (-26 to -35)%

Demonsong
Flamberge (2)

One-Hand Damage: (78-93) to (138-377)

Two-Hand Damage: (111-133) to (153-395)

Durability: 84

Required Strength: 130

Required Level: 17

4% Chance to cast level 6 Elemental on Striking

+(51 to 80)% Enhanced Damage

15% Increased Attack Speed

+(2.125 per level) to Maximum Damage (Based on Character Level)

+(5 per level) to Life (Based on Character Level)

Fire Resist +(26 to 35)%

+(26 to 35) Life after each Kill

Manaflare

Eagle Orb (3)

One-Hand Damage: 15 to 18

Durability: 14

(Sorceress Only)

Required Dexterity: 25

Required Level: 17

100% Chance to cast level 30 Mana Sweep when you Die

+(1 to 2) to Sorceress Skill Levels

+(1 to 3) to Mana Coil (Sorceress Only)

+(121 to 160) to Mana

Magic Damage Reduced by (8 to 10)

Thunder Machine

Heavy Crossbow (2)

Two-Hand Damage: (112-133) to (205-262)

Required Strength: 133

Required Level: 17

+(61 to 90)% Enhanced Damage

+(51 to 80) to Maximum Damage

Adds 1-(81-120) Lightning Damage

(6 to 8)% Chance of Crushing Blow

+(3 to 4) to Blindside

Knockback

(16 to 20)% Bonus to Strength

+(21 to 30) to Strength

Earthbind

Bardiche (3)

Two-Hand Damage: (34-39) to (87-108)

Durability: 26

Required Strength: 54

Required Dexterity: 54

Required Level: 17

5% Chance to cast level 3 Pagan Rites when Struck

+1 to Druid Skill Levels

+(66 to 90)% Enhanced Damage

(-16 to -20)% Slower Run/Walk

+(41 to 55) to Maximum Damage

Slows Target by (31 to 35)%

Slows Attacker by (31 to 35)%

Quill Rat's Sting

Javelin (3)

Throw Damage: (33-37) to (77-92)

One-Hand Damage: (25-28) to (67-80)

Durability: 32

Required Dexterity: 25

Required Level: 18

100% Chance to cast level 1 Spike Nova when you Die

+(51 to 70)% Enhanced Damage

(41 to 55)% Piercing Attack

+(31 to 40) to Maximum Damage

Replenishes Quantity

Level 3 Cascade Attack

Mind Probe

Wand (3)

One-Hand Damage: 14 to 20

Durability: 12
Required Dexterity: 12
Required Level: 18

(15 to 18)% Mana Stolen per Hit
+(201 to 250) to Mana
Regenerate Mana +(26 to 30)%
Level 3 Mana Coil (15 Charges)

Thunderclap
Large Axe (3)

Two-Hand Damage: 25 to 31
Durability: 28
Required Strength: 56
Required Level: 18

+(17 to 22) Crafting Points
25% Chance to cast level 6 Supernova when you Kill an Enemy
6% Chance to cast level 4 Flash on Striking
35% Increased Attack Speed
(0.46875 per level)% to Lightning Skill Damage (Based on Character Level)
Lightning Resist +(21 to 25)%

Runeflesh
Leather Armor (3)

Defense: (177-328)
Durability: 33
Required Strength: 40
Required Level: 18

16% Chance to cast level 4 Apocalypse when Struck
+(15 to 18)% Bonus Damage to Bloodlust
10% Increased Attack Speed
+(76 to 100)% Enhanced Defense
+(17 to 22) Life after each Kill
Attacker Takes Fire Damage of (24 to 31)

The War Cloak
Quilted Armor (3)

Defense: (76-114)
Durability: 27
Required Strength: 27
Required Level: 18

(23 to 29)% Chance of Open Wounds
Total Character Damage Plus (15 to 18)%
Extra Bloody Hits
+(21 to 25) Life after each Kill

Sunbearer
Scepter (3)

One-Hand Damage: (33-37) to (43-48)
Durability: 14
Required Dexterity: 53
Required Level: 18

9% Chance to cast level 2 Gift of Inner Fire when you Kill an Enemy
+(61 to 80)% Enhanced Damage
+(21 to 25) to Dexterity
(71 to 90)% Extra Gold from Monsters
Reduces all Vendor Prices (9 to 11)%
+3 to Light Radius

Branch of a Million Splinters
Club (3)

One-Hand Damage: (52-63) to (95-117)
Durability: 8
Required Strength: 25
Required Level: 18

18% Chance to cast level 3 Spike Nova when you Kill an Enemy
+(151 to 200)% Enhanced Damage
+(18 to 24) to Maximum Damage
(9 to 11)% Life Stolen per Hit
(20 to 23)% Chance of Open Wounds

**Silverstrike
Spear (3)**

Two-Hand Damage: (27-29) to (67-79)
Durability: 24
Required Strength: 25
Required Dexterity: 25
Required Level: 18

35% Chance to cast level 7 Punisher when you Kill an Enemy
+(31 to 40)% Enhanced Damage
+(26 to 35) to Maximum Damage
+(71 to 95)% Damage to Undead
(25 to 33)% Bonus to Dexterity
+1 to Light Radius

**Hornet Sting
Dagger (3)**

One-Hand Damage: 21 to 24
Durability: 8
Required Dexterity: 25
Required Level: 18

9% Chance to cast level 1 Spike Nova when Struck
Indestructible
25% Increased Attack Speed
(9 to 11)% Mana Stolen per Hit
(9 to 11)% Life Stolen per Hit
Hit Causes Monster to Flee +(29 to 36)%

**Meshif's Iron Parrot
Throwing Knife (3)**

Throw Damage: (37-41) to (42-46)
One-Hand Damage: (30-33) to (31-34)
Durability: 8
Required Dexterity: 51
Required Level: 18

+(51 to 65)% Enhanced Damage
10% Increased Attack Speed
Hit Causes Monster to Flee +(14 to 18)%
(226 to 300)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

**Jalal's Communion
Gauntlets (2)**

Defense: (95-188)
Durability: 53
Required Strength: 96
Required Level: 18

15% Chance to cast level 1 Gift of the Wild when you Kill an Enemy
15% Faster Cast Rate
+(71 to 100)% Enhanced Defense
Poison Resist +(31 to 45)%
+(16 to 20) Life after each Kill

**Archon's Wrath
Gothic Plate (2)**

Defense: (417-920)
Durability: 99
Required Strength: 123
Required Level: 18

+(61 to 90) Crafting Points
6% Chance to cast level 1 Retribute when Struck
5% Increased Attack Speed
5% Faster Cast Rate
+(71 to 95)% Enhanced Defense
Increase Maximum Life (11 to 16)%
Increase Maximum Mana (11 to 16)%

**Slippers of Yaerius
Greaves (2)**

Defense: (141-227)

Durability: 81
Required Strength: 110
Required Level: 18

10% Faster Run/Walk
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(41 to 60)% Damage to Undead
+(51 to 70)% Enhanced Defense
+(16 to 22) to Strength
Half Freeze Duration

**Drow Valor
Blade (2)**

One-Hand Damage: (40-46) to (51-59)
Durability: 26
Required Dexterity: 92
Required Level: 19

+(56 to 80)% Enhanced Damage
15% Increased Attack Speed
Adds 19-36 Poison Damage over 2 seconds
+(1 to 3) to Way of the Spider (Assassin Only)
(26 to 40)% Bonus to Dexterity
+(21 to 30) to Dexterity
+(21 to 30) Life after each Kill

**Ravencage
Bone Helm (2)**

Defense: (140-224)
Durability: 32
Required Strength: 88
Required Level: 19

14% Chance to cast level 2 Death Metal when you Kill an Enemy
+1 to Assassin Skill Levels
(11 to 13)% Deadly Strike
+(71 to 100)% Enhanced Defense
Cold Resist +(21 to 30)%
Half Freeze Duration

**Elephant Skin
Hard Leather Armor (3)**

Defense: (190-360)
Durability: 39
Required Strength: 53
Required Level: 19

Indestructible
(17 to 22)% Bonus to Strength
+(51 to 70)% Enhanced Defense
Damage Reduced by (9 to 11)%

**The Asteroid Belt
Plated Belt (2)**

Defense: (300-453)
Durability: 61
Required Strength: 117
Required Level: 19

1% Chance to cast level 4 Blast Wave when Struck
1% Chance to cast level 4 Meteor Shower when Struck
+(81 to 110)% Enhanced Defense
(11 to 13)% Bonus to Strength
Fire Resist +(16 to 20)%
(11 to 14)% Chance of Uninterruptable Attack

**Grimspike
Short Sword (3)**

One-Hand Damage: (41-48) to (66-82)
Durability: 16
Required Strength: 25
Required Level: 19

+(71 to 100)% Enhanced Damage
+(19 to 26) to Maximum Damage
(16 to 20)% Deadly Strike

(17 to 22)% Bonus to Strength
(-31 to -40) to Life

**Lightforge
Crown (2)**

Defense: (244-408)
Durability: 57
Required Strength: 117
Required Level: 19

4% Chance to cast level 1 Vindicate on Striking
(11 to 14)% Velocity Bonus to Holy Armor
Adds 41-50 Fire Damage
+(71 to 100)% Enhanced Defense
+(16 to 24) to all Attributes
All Resists +(16 to 22)%
+(16 to 20) Life after each Demon Kill
+2 to Light Radius

**The Raven
Two-Handed Sword (3)**

One-Hand Damage: (41-47) to (51-58)
Two-Hand Damage: (46-53) to (51-58)
Durability: 28
Required Strength: 69
Required Level: 19

60% Chance to cast level 4 Time Strike on Striking
4% Chance to cast level 2 Dark Power when you Kill an Enemy
+(66 to 90)% Enhanced Damage
(15 to 18)% Deadly Strike
+(76 to 100) to Life
+(76 to 100) to Mana

**Goldenrod
War Staff (2)**

Two-Hand Damage: (66-76) to (95-109)
Durability: 118
Required Dexterity: 102
Required Level: 19

+1 to All Skills
+(71 to 95)% Enhanced Damage
10% Increased Attack Speed
10% Faster Cast Rate
(11 to 14)% Bonus to Buff/Debuff/Cold Skill Duration
+(6 to 8)% to Skill Damage
(101 to 150)% Extra Gold from Monsters

**The Legionnaire
Avenger Guard (2)**

Defense: (199-336)
Durability: 59
(Barbarian Only)
Required Strength: 122
Required Level: 19

17% Chance to cast level 5 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(2 to 3) to Protector Spirit (Barbarian Only)
+(2 to 3) to Blades of Light
+(2 to 3) to Guardian Spirit (Barbarian Only)
+(2 to 3) to Defender Spirit (Barbarian Only)
+(16 to 20)% Bonus to Summoned Minion Life
+(61 to 90)% Enhanced Defense
All Resists +(26 to 35)%
+(1 to 2) to Light Radius

**Robe of Steel
Full Plate Mail (2)**

Defense: (366-806)
Durability: 105
Required Strength: (97-92)
Required Level: 19

+(1 to 2) to All Skills

+ (11 to 14)% to Skill Damage
+ (41 to 60)% Enhanced Defense
All Resists + (26 to 35)%
+ (41 to 60) Life after each Demon Kill
Requirements (-26 to -30)%

**Shadowmoon
Crown Shield (2)**

Smite Damage: 52 to 78
Defense: (300-688)
Durability: 77
(Paladin Only)
Required Strength: 63
Required Level: 19

20% Chance to cast level 4 Dark Power when you Kill an Enemy
100% Chance to cast level 4 Shackles of Ice when you Kill an Enemy
(16 to 20)% Increased Chance of Blocking
+ (11 to 15)% to Skill Damage
+ (2 to 4) to Light and Shadow (Paladin Only)
+ (81 to 120)% Enhanced Defense
Fire Resist + (41 to 50)%
Cold Resist + (41 to 50)%

**Firemouth
Demon Head (2)**

Defense: (222-495)
Durability: 70
(Necromancer Only)
Required Strength: 53
Required Level: 19

7% Chance to cast level 5 Cataclysm when Struck
+ (1 to 3) to Necromancer Skill Levels
+ (11 to 14)% to Fire Skill Damage
+ (4 to 6) to Inner Fire
+ (4 to 6) to Rune of Fire
+ (61 to 90)% Enhanced Defense
Fire Resist + (41 to 50)%
+ (6 to 8) Fire Absorb
Attacker Takes Fire Damage of (56 to 80)

**Tennousuuhai
Diadem (2)**

Defense: (116-171)
Durability: 25
Required Level: 19

+1 to All Skills
Adds 10-80 Magic Damage
+ (16 to 20)% to Physical/Magic Spell Damage
+ (4 to 6) to Starburst
+ (81 to 120) Defense
+ (16 to 20) to all Attributes
Magic Resist + (11 to 15)%
All Resists + (21 to 25)%

**Stone of the Skatsim
Dragon Stone (2)**

One-Hand Damage: 29 to 42
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 19

+ (1 to 2) to All Skills
15% Faster Cast Rate
+ (11 to 15)% to Fire Skill Damage
+ (11 to 15)% to Lightning Skill Damage
+ (3 to 6) to Rune of Fire
Fire Resist + (41 to 50)%
Lightning Resist + (41 to 50)%
+ (26 to 35) Mana after each Kill
+ (26 to 35) Life after each Kill

**Heaven's Gate
Gothic Shield (2)**

Smite Damage: 52 to 78
Defense: (488-1624)
Durability: 81
Required Strength: 67
Required Dexterity: 126
Required Level: 19

100% Chance to cast level 10 Blast Wave when you Die
+1 to Paladin Skill Levels
10% Faster Run/Walk
10% Faster Block Rate
+(71 to 100)% Enhanced Defense
+(7 per level) Defense (Based on Character Level)
Total Character Defense Plus (11 to 14)%

The Ripper
Katar (3)

One-Hand Damage: 20 to (71-324)
Durability: 10
(Assassin Only)
Required Dexterity: 20
Required Level: 19

5% Chance to cast level 6 Starburst on Striking
+(2.5 per level) to Maximum Damage (Based on Character Level)
(76 to 100)% Bonus to Attack Rating
+(9 to 11)% to Physical/Magic Spell Damage
(31 to 35)% Chance of Open Wounds

The Silent Judge
Halberd (2)

Two-Hand Damage: (18-21) to (162-188)
Durability: 98
Required Strength: 98
Required Dexterity: 98
Required Level: 19

30% Chance to cast level 5 Time Strike on Striking
5% Chance to cast level 4 Avatar when you Kill an Enemy
8% Chance to cast level 2 Thunder Hammer on Striking
+(81 to 110)% Enhanced Damage
+(11 to 16) to Strength
+(11 to 16) to Dexterity

Wererat's Bite
Hand Axe (3)

One-Hand Damage: (38-44) to (56-65)
Durability: 22
Required Strength: 25
Required Level: 19

3% Chance to cast level 2 Poison Flash on Striking
+(81 to 110)% Enhanced Damage
(41 to 50)% Deadly Strike
Poison Resist +(51 to 70)%

Spirit of Corruption
Spirit Mask (2)

Defense: (194-326)
Durability: 54
(Druid Only)
Required Strength: 111
Required Level: 19

+(1 to 2) to Druid Skill Levels
+(51 to 75)% Bonus to Poison Skill Duration
+(1 to 4) to Way of the Spider
+(2 to 3) to Poison Flash (Druid Only)
+(2 to 3) to Plague Avatar (Druid Only)
+(71 to 100)% Enhanced Defense
Poison Length Reduced by (26 to 30)%

The Predator
Wolf Head (3)

Defense: (117-169)

Durability: 31
(Druid Only)
Required Strength: 50
Required Level: 20

30% Chance to cast level 5 Bloodlust when you Kill an Enemy
(8 to 9)% Life Stolen per Hit
+(61 to 80)% Enhanced Defense
(-46 to -60) to Life
(21 to 25)% Better Chance of Getting Magic Items

**Earthrend
Wrist Blade (3)**

One-Hand Damage: (47-54) to (58-66)
Durability: 20
(Assassin Only)
Required Dexterity: 55
Required Level: 20

4% Chance to cast level 6 Pagan Rites on Attack
+(71 to 95)% Enhanced Damage
Stun Attack
(15 to 18)% Chance of Crushing Blow
(36 to 45)% Deadly Strike

**Bullseye
Targe (3)**

Smite Damage: 16 to 24
Defense: (97-154)
Durability: 40
(Paladin Only)
Required Strength: 27
Required Level: 20

(121 to 160)% Bonus to Attack Rating
(9 to 11)% Deadly Strike
(-76 to -100) Defense vs. Missile
+(9 to 11) to Strength
+(9 to 11) to Dexterity

**Harp of Vengeance
Long War Bow (2)**

Two-Hand Damage: (100-118) to (209-264)
Required Dexterity: 144
Required Level: 20

20% Chance to cast level 1 Arrow on Striking
+(71 to 100)% Enhanced Damage
10% Faster Run/Walk
15% Increased Attack Speed
+(61 to 90) to Maximum Damage
Adds 13-96 Fire Damage
(4 to 5)% Life Stolen per Hit
(-11 to -16) to Vitality
Fire Resist +(31 to 40)%
Level 1 Death Metal (35 Charges)

**Manatide
Pike (2)**

Two-Hand Damage: (48-58) to (122-141)
Durability: 120
Required Strength: 83
Required Dexterity: 118
Required Level: 20

7% Chance to cast level 2 Arcane Torrent on Striking
+(51 to 75)% Enhanced Damage
20% Faster Cast Rate
+(11 to 15) to Minimum Damage
(11 to 15)% Mana Stolen per Hit
Increase Maximum Mana (11 to 15)%
Regenerate Mana +(21 to 26)%
(16 to 22)% Bonus to Energy when using a Mana Potion

**Al Nair
Scimitar (3)**

One-Hand Damage: (43-46) to (52-56)
Durability: 30
Required Strength: (47-41)
Required Level: 20

14% Chance to cast level 6 Fire Fountain when you Kill an Enemy
+(31 to 40)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
+(9 to 11)% to Fire Skill Damage
Requirements (-31 to -40)%

**Kasin Crest
Skull Cap (3)**

Defense: (157-236)
Durability: 33
Required Strength: 53
Required Level: 20

25% Chance to cast level 5 Crucify when Struck
+(71 to 100)% Enhanced Defense
(15 to 18)% Bonus to All Attributes
All Resists +(21 to 25)%

**Witch Drum
Small Shield (3)**

Smite Damage: 16 to 24
Defense: (184-328)
Durability: 42
Required Strength: (22-21)
Required Dexterity: (51-48)
Required Level: 20

10% Faster Cast Rate
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+(9 to 11)% to Skill Damage
+(51 to 70)% Enhanced Defense
Requirements (-21 to -25)%

**Windwall
Throwing Spear (2)**

Throw Damage: (62-74) to (128-152)
One-Hand Damage: (46-55) to (98-116)
Durability: 126
Required Dexterity: 122
Required Level: 20

20% Chance to cast level 3 Typhoon Sentry when you Kill an Enemy
+(61 to 91)% Enhanced Damage
5% Faster Hit Recovery
Stun Attack
Knockback
+(41 to 60) Defense vs. Missile
Damage Reduced by (5 to 7)%
Replenishes Quantity
Level 3 Cascade Attack

**Hellscourge
Flail (2)**

One-Hand Damage: (66-78) to (124-146)
Durability: 72
Required Strength: 91
Required Level: 20

30% Chance to cast level 3 Bloodstorm when you Kill an Enemy
+(71 to 100)% Enhanced Damage
10% Increased Attack Speed
(16 to 20)% Chance of Open Wounds
+(11 to 15) to Strength
Fire Resist +(31 to 40)%
Level 2 Death Coil (5 Charges)

**Nimmenjuushin
War Axe (2)**

One-Hand Damage: (94-109) to (185-227)

Durability: 78
Required Strength: 125
Required Level: 20

12% Chance to cast level 1 Claw Tornado on Striking
+(81 to 110)% Enhanced Damage
+(11 to 14)% Bonus Damage to Mark of the Wild
+(21 to 36) to Maximum Damage
(51 to 75)% Duration Bonus to Mark of the Wild
(4 to 5)% Life Stolen per Hit
(16 to 20)% Bonus to Strength

Griswold's Revenge
Giant Axe (2)

Two-Hand Damage: (99-112) to (137-154)
Durability: 92
Required Strength: 148
Required Level: 20

+(26 to 40) Crafting Points
Indestructible
6% Chance to cast level 2 Rust Storm on Striking
+(51 to 70)% Enhanced Damage
(21 to 31)% Bonus to Strength
+(21 to 30) Life after each Kill

Spirit Walker
Heavy Boots (3)

Defense: (125-181)
Durability: 42
Required Strength: 59
Required Level: 20

+(16 to 20)% Bonus Elemental Damage to Mark of the Wild
+(61 to 80)% Enhanced Defense
+(161 to 220) Maximum Stamina
All Resists +(23 to 29)%
(21 to 25)% Curse Length Reduction

Siege Breaker
Great Maul (2)

Two-Hand Damage: (86-98) to (119-136)
Durability: 138
Required Strength: 170
Required Level: 20

50% Chance to cast level 8 Shower of Rocks when you Kill an Enemy
+1 to All Skills
+(76 to 100)% Enhanced Damage
Stun Attack
(11 to 15)% Chance of Crushing Blow
(16 to 20)% Deadly Strike
Slows Target by (11 to 15)%
+(101 to 150) Defense

Dragonspine
Grim Wand (2)

One-Hand Damage: 26 to 48
Durability: 108
Required Dexterity: 45
Required Level: 20

+(1 to 3) to Necromancer Skill Levels
Adds 10-80 Fire Damage
+(6 to 8)% to Fire Skill Damage
+(2 to 4) to Barb Wire (Necromancer Only)
+(1 to 3) to Inner Fire
+(0.75 per level) to Strength (Based on Character Level)
+(0.375 per level) to Vitality (Based on Character Level)
Fire Absorb (6 to 8)%

Alma Divina
Ancient Armor (2)

Defense: (445-1026)
Durability: 111
Required Strength: 141

Required Level: 20

15% Faster Hit Recovery
15% Faster Block Rate
+(61 to 90)% Enhanced Defense
+(26 to 30) to all Attributes
Total Character Defense Plus (16 to 20)%
+2 to Light Radius

Larzuk's Contraption
Jawbone Cap (3)

Defense: (128-183)
Durability: 34
(Barbarian Only)
Required Strength: 55
Required Level: 20

9% Chance to cast level 5 Rain of Bombs when you Kill an Enemy
15% Increased Attack Speed
(6 to 7)% Mana Stolen per Hit
+(61 to 80)% Enhanced Defense
+(151 to 200) to Mana

Storm Cloud
Maiden Javelin (2)

Throw Damage: (97-126) to (117-138)
One-Hand Damage: (83-110) to (90-111)
Durability: 84
(Amazon Only)
Required Strength: 64
Required Dexterity: 128
Required Level: 20

30% Chance to cast level 4 Flurry of Javelins when Struck
+(71 to 100)% Enhanced Damage
10% Increased Attack Speed
+(41 to 60) to Minimum Damage
Adds 1-(101-150) Lightning Damage
+(6 to 8)% to Lightning Skill Damage
Slows Target by (16 to 20)%
Attacker Takes Lightning Damage of (101 to 150)
Level 3 Cascade Attack
Replenishes Quantity

Gryphon's Claw
Maiden Pike (2)

Two-Hand Damage: (62-68) to (198-219)
Durability: 80
(Amazon Only)
Required Strength: 63
Required Dexterity: 126
Required Level: 20

50% Chance to cast level 8 Flash on Attack
+1 to Amazon Skill Levels
+(151 to 180)% Enhanced Damage
10% Increased Attack Speed
Adds 1-(101-150) Lightning Damage
Stun Attack
+3 to Defensive Harmony (Amazon Only)
+(26 to 35) to Strength
+(26 to 35) to Dexterity
Slows Attacker by (26 to 30)%

Trollskull
Preserved Head (3)

Defense: (81-128)
Durability: 36
(Necromancer Only)
Required Strength: 23
Required Level: 20

+1 to Necromancer Skill Levels
15% Faster Run/Walk
(21 to 25)% Increased Chance of Blocking
Replenish Life +(36 to 45)
Fire Resist (-26 to -30)%

Damage Reduced by (9 to 11)%

Thorncaster
Reflex Bow (2)

Two-Hand Damage: (92-112) to (135-164)
(Amazon Only)
Required Dexterity: 151
Required Level: 20

30% Chance to cast level 4 Spike Nova when you Kill an Enemy
20% Chance to cast level 4 Spore Shot when Struck
+(81 to 120)% Enhanced Damage
Adds (29-38)-(57-86) Poison Damage over 3 seconds
Knockback
Poison Resist +(51 to 60)%
Level 3 Charm (10 Charges)

Larzuk's Bombard
Repeating Crossbow (2)

Two-Hand Damage: (121-147) to (181-219)
Required Strength: 151
Required Level: 20

30% Chance to cast level 10 Apocalypse when you Kill an Enemy
+(81 to 120)% Enhanced Damage
20% Increased Attack Speed
(6 to 8)% Chance of Crushing Blow
(16 to 20)% Deadly Strike
(16 to 20)% Bonus to Strength
+(11 per level) Defense (Based on Character Level)
Total Character Defense Plus (16 to 20)%
+(6 to 7)% to Experience Gained

Hammerfist
Heavy Gloves (3)

Defense: (98-132)
Durability: 32
Required Strength: 50
Required Level: 20

15% Chance to cast level 12 Banish when you Kill an Enemy
(19 to 26)% Chance of Open Wounds
+(56 to 70)% Enhanced Defense
+(9 to 11) Life after each Kill

Darkhunter
Hunter's Bow (3)

Two-Hand Damage: (42-46) to (53-58)
Required Dexterity: 73
Required Level: 20

35% Chance to cast level 5 Bloodstar on Striking
+(41 to 55)% Enhanced Damage
+(66 to 90)% Damage to Demons
Adds 36-72 Fire Damage
+(9 to 11)% to Fire Skill Damage
+(17 to 22) to Dexterity

Shadowmaster
Yew Wand (3)

One-Hand Damage: 20 to 32
Durability: 36
Required Dexterity: 33
Required Level: 21

+(1 to 2) to Necromancer Skill Levels
+(6 to 7) Extra Shadow Minions
10% Faster Cast Rate
+(21 to 25)% Bonus to Summoned Minion Life

Wheel of Fortune
Large Shield (3)

Smite Damage: 28 to 42
Defense: (311-609)
Durability: 52

Required Strength: 46
Required Dexterity: 95
Required Level: 21

9% Chance to cast level 3 Nightmare when Struck
Attacker Flees after Striking +(12 to 14)%
+(81 to 110)% Enhanced Defense
(9 to 11)% Chance of Uninterruptable Attack
(101 to 125)% Extra Gold from Monsters
(28 to 34)% Better Chance of Getting Magic Items

**Tailchaser
Light Belt (3)**

Defense: (175-237)
Durability: 34
Required Strength: 57
Required Level: 21

10% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
10% Faster Hit Recovery
10% Faster Block Rate
+(61 to 80)% Enhanced Defense
+(201 to 250) Maximum Stamina

**The Shaman
Long Staff (3)**

Two-Hand Damage: 30 to 38
Durability: 46
Required Dexterity: 54
Required Level: 21

100% Chance to cast level 9 Raven Flight when you Level-Up
+(1 to 2) to Druid Skill Levels
20% Faster Cast Rate
20% Faster Hit Recovery
Increase Maximum Life (15 to 18)%
Fire Resist +(27 to 37)%
Lightning Resist +(27 to 37)%

**Storm Crow
Pilum (3)**

Throw Damage: (54-62) to (88-100)
One-Hand Damage: (40-46) to (66-76)
Durability: 56
Required Dexterity: 76
Required Level: 21

7% Chance to cast level 6 Doom when you Kill an Enemy
+(76 to 100)% Enhanced Damage
15% Increased Attack Speed
(17 to 22)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

**Hratli's Craft
Ring Mail (3)**

Defense: (307-634)
Durability: 51
Required Strength: (64-60)
Required Level: 21

+(141 to 205) Crafting Points
10% Faster Cast Rate
20% Faster Hit Recovery
+(79 to 106)% Enhanced Defense
Repairs 1 Durability in 50 Seconds
Requirements (-17 to -22)%

**Robe of Leaves
Scale Mail (3)**

Defense: (358-749)
Durability: 57
Required Strength: 90
Required Level: 21

Indestructible
+(1 to 2) to Druid Skill Levels
+(31 to 40)% Bonus Damage to Mark of the Wild
+(81 to 110)% Enhanced Defense
(16 to 20)% Bonus to Vitality
Lightning Resist +(16 to 20)%
Poison Resist +(41 to 55)%

Fearward
Zombie Head (3)

Defense: (206-405)
Durability: 45
(Necromancer Only)
Required Strength: 36
Required Level: 21

+4 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(15 to 18)%
+(81 to 110)% Enhanced Defense
Fire Resist +(41 to 50)%
Lightning Resist +(41 to 50)%
Cold Resist +(41 to 50)%

Lavafrost
Claymore (3)

One-Hand Damage: (64-76) to (78-92)
Two-Hand Damage: (78-92) to (83-98)
Durability: 42
Required Strength: 98
Required Level: 21

3% Chance to cast level 5 Pandemonium on Striking
+(71 to 100)% Enhanced Damage
+(9 to 11)% to Fire Skill Damage
+(9 to 11)% to Cold Skill Damage
Fire Resist +(31 to 40)%
Cold Resist +(31 to 40)%
Total Character Defense Plus (9 to 11)%
Half Freeze Duration

Worldstone Shard
Crystal Sword (2)

One-Hand Damage: (43-48) to (54-61)
Durability: 40
Required Dexterity: 81
Required Level: 21

100% Chance to cast level 6 Lightning Cascade when you Kill an Enemy
6% Chance to cast level 2 Supernova on Striking
+(61 to 80)% Enhanced Damage
15% Increased Attack Speed
+(6 to 7)% to Skill Damage
All Resists +(21 to 30)%
Requirements -25%

Skullbat
Spiked Club (3)

One-Hand Damage: (48-54) to (78-88)
Durability: 24
Required Strength: (52-50)
Required Level: 21

+(61 to 80)% Enhanced Damage
Stun Attack
Knockback
(-41 to -55) to Mana
Requirements (-21 to -25)%

Razorspine
Studded Leather (3)

Defense: (239-468)
Durability: 45
Required Strength: 65
Required Level: 21

17% Chance to cast level 2 Spike Nova when Struck
Indestructible
(21 to 25)% Chance of Open Wounds
+(61 to 80)% Enhanced Defense
+(9 to 11) to Strength
Damage Reduced by (8 to 9)%

**Sea Summoner
Trident (3)**

Two-Hand Damage: (41-46) to (85-95)
Durability: 48
Required Strength: 56
Required Dexterity: 76
Required Level: 21

25% Chance to cast level 2 Glacial Nova when you Kill an Enemy
+(61 to 80)% Enhanced Damage
Slows Target by (21 to 25)%
(9 to 11)% Bonus to Strength
(9 to 11)% Bonus to Dexterity
Cold Resist +(32 to 42)%

**Aurumvorax
War Sword (2)**

One-Hand Damage: (90-106) to (150-344)
Durability: 100
Required Strength: 125
Required Level: 21

+(71 to 100)% Enhanced Damage
5% Increased Attack Speed
+(1.75 per level) to Maximum Damage (Based on Character Level)
(11 to 14)% Deadly Strike
+(21 to 33) Life after each Kill
(-26 to -35)% Less Gold from Monsters

**Mermaid's Song
Blade Talons (2)**

One-Hand Damage: (94-114) to (121-147)
Durability: 65
(Assassin Only)
Required Dexterity: 121
Required Level: 21

3% Chance to cast level 4 Charm when Struck
+(81 to 120)% Enhanced Damage
+(16 to 20)% to Cold Skill Damage
+(6 per level) Defense vs. Missile (Based on Character Level)
+(4 to 5) to Frozen Soul
(16 to 20)% Bonus to Dexterity
Half Freeze Duration

**The Reconciler
Great Sword (2)**

One-Hand Damage: (102-120) to (133-156)
Two-Hand Damage: (145-170) to (153-180)
Durability: 98
Required Strength: 152
Required Level: 21

+(71 to 100)% Enhanced Damage
Stun Attack
(11 to 15)% Deadly Strike
+(16 to 25) to Strength
+(16 to 25) to Dexterity
(51 to 75)% Extra Gold from Monsters
Level 2 Guard Tower (30 Charges)

**Hypnodisk
Rondache (3)**

Smite Damage: 28 to 42
Defense: (137-232)
Durability: 49
(Paladin Only)
Required Strength: 43
Required Level: 21

Blinds Attacker +4
+(9 to 11) to Dexterity
Reduces all Vendor Prices (9 to 11)%
+(1 to 3) to Light Radius

**Warp Crystal
Sacred Globe (3)**

One-Hand Damage: 22 to 28
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 21

7% Chance to cast level 1 Teleport when Struck
20% Faster Run/Walk
20% Faster Cast Rate
+(16 to 20) to Energy
+(151 to 200) Maximum Stamina

**The Atom Splitter
Scissors Katar (2)**

One-Hand Damage: (83-101) to (104-127)
Durability: 66
(Assassin Only)
Required Dexterity: 100
Required Level: 21

30% Chance to cast level 7 Apocalypse on Attack
30% Chance to cast level 11 Cataclysm when you Kill an Enemy
+(81 to 120)% Enhanced Damage
Adds (152-227)-(227-302) Poison Damage over 6 seconds
+(11 to 15)% to Fire Skill Damage
+(11 to 15)% to Poison Skill Damage
Fire Resist +(31 to 40)%
Poison Resist +(31 to 40)%

**Stranglevine
Belt (3)**

Defense: (301-435)
Durability: 43
Required Strength: 95
Required Level: 22

+1 to Druid Skill Levels
Adds 5-14 Poison Damage over 1 seconds
+(9 to 11)% to Poison Skill Damage
+(91 to 120)% Enhanced Defense
Poison Length Reduced by (21 to 25)%
Slows Attacker by (14 to 16)%

**Hand of Karcheus
Long Bow (3)**

Two-Hand Damage: (63-71) to (86-97)
Required Dexterity: 95
Required Level: 22

3% Chance to cast level 1 Glacial Nova on Striking
+(63 to 84)% Enhanced Damage
10% Faster Run/Walk
Freezes Target +3
Freezes Attacker +3
Cold Resist +(41 to 55)%

**The Defiler
Broad Axe (3)**

Two-Hand Damage: (92-108) to (101-117)
Durability: 44
Required Strength: 95
Required Level: 22

100% Chance to cast level 15 Gamma Field when you Die
+(81 to 110)% Enhanced Damage
20% Increased Attack Speed
15% Faster Hit Recovery
+(16 to 20) to Minimum Damage

(46 to 60)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (21 to 25)%

Toesie Warmer
Chain Boots (3)

Defense: (103-136)
Durability: 55
Required Strength: 93
Required Level: 22

28% Chance to cast level 6 Fire Fountain when you Kill an Enemy
10% Faster Run/Walk
Adds 9-21 Fire Damage
Increase Maximum Life (15 to 18)%
Fire Resist +(26 to 35)%
Total Character Defense Plus (8 to 9)%

Infernolash
Saber (3)

One-Hand Damage: (69-79) to (84-96)
Durability: 44
Required Strength: 91
Required Level: 22

25% Chance to cast level 5 Immolation when you Kill an Enemy
+(66 to 90)% Enhanced Damage
15% Increased Attack Speed
(102 to 127)% Bonus to Attack Rating
(0.40625 per level)% to Fire Skill Damage (Based on Character Level)
(21 to 25)% Chance of Open Wounds

Boneclasp
Chain Gloves (3)

Defense: (137-216)
Durability: 39
Required Strength: 80
Required Level: 22

3% Chance to cast level 6 Crucify on Striking
(8 to 9)% Deadly Strike
Hit Causes Monster to Flee +(26 to 35)%
Slows Target by (15 to 18)%
+(81 to 110)% Enhanced Defense

Steelsnare
Chain Mail (3)

Defense: (412-872)
Durability: 63
Required Strength: 103
Required Level: 22

+(15 to 18) to Maximum Damage
(21 to 25)% Chance of Open Wounds
+(86 to 115)% Enhanced Defense
Total Character Defense Plus (21 to 25)%
Slows Attacker by (21 to 25)%
Repairs 1 Durability in 50 Seconds

Manashard
Dirk (3)

One-Hand Damage: (48-56) to (57-67)
Durability: 14
Required Dexterity: 69
Required Level: 22

9% Chance to cast level 2 Hex on Striking
+(1 to 2) to All Skills
+(81 to 110)% Enhanced Damage
(10 to 13)% Mana Stolen per Hit
+(16 to 20)% to Skill Damage
(10 to 13)% Life Stolen per Hit

Stormsurge
Voulge (3)

Two-Hand Damage: (29-31) to (89-97)

Durability: 50
Required Strength: 84
Required Dexterity: 84
Required Level: 22

11% Chance to cast level 5 Lightning Cascade on Striking
+(46 to 60)% Enhanced Damage
+(2 to 3) Extra Lightning Cascade Targets
10% Increased Attack Speed
Adds 1-49 Lightning Damage
+(9 to 11)% to Lightning Skill Damage
Lightning Resist +(41 to 55)%

**Leoric's Fall
Circlet (3)**

Defense: (107-141)
Durability: 10
Required Level: 22

(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
(6 to 7)% Life Stolen per Hit
+(3 to 5) to Death's Fury Totem
+(76 to 100) Defense
(-16 to -20) to Vitality
Damage Reduced by (9 to 11)

**Manafeast
Fanged Helm (3)**

Defense: (208-312)
Durability: 40
(Barbarian Only)
Required Strength: 86
Required Level: 22

+1 to All Skills
(7 to 8)% Mana Stolen per Hit
(21 to 25)% Bonus to Energy
+(91 to 120)% Enhanced Defense
(31 to 35)% Damage Taken Goes To Mana

**Vizjun's Justice
Hatchet Hands (3)**

One-Hand Damage: (68-79) to (84-96)
Durability: 29
(Assassin Only)
Required Dexterity: 72
Required Level: 22

+(91 to 120)% Enhanced Damage
+(41 to 55)% Bonus to Poison Skill Duration
+(16 to 20)% to Poison Skill Damage
+(2 to 3) to Way of the Spider (Assassin Only)
(9 to 11)% Bonus to Dexterity

**Augur's Pelt
Hawk Helm (3)**

Defense: (181-275)
Durability: 37
(Druid Only)
Required Strength: 78
Required Level: 22

6% Chance to cast level 3 Raven Flight when you Kill an Enemy
100% Chance to cast level 36 Gift of the Wild when you Die
+(1 to 2) to Druid Skill Levels
(101 to 125)% Bonus to Attack Rating
(16 to 20)% Bonus to Dexterity
+(81 to 110)% Enhanced Defense
+(21 to 25) to Dexterity
Fire Resist +(51 to 60)%

**Throatseeker
Axe (3)**

One-Hand Damage: (63-73) to (101-117)
Durability: 36
Required Strength: 80

Required Level: 22

35% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(81 to 110)% Enhanced Damage
15% Increased Attack Speed
(6 to 7)% Life Stolen per Hit
Increase Maximum Life (21 to 25)%
+(31 to 40) Life after each Kill

Flamebreath
Light Crossbow (3)

Two-Hand Damage: (91-105) to (126-145)
Required Strength: 99
Required Level: 22

25% Chance to cast level 7 Blink when you Kill an Enemy
+(91 to 120)% Enhanced Damage
25% Increased Attack Speed
(61 to 80)% Bonus to Attack Rating
Adds (61-80)-(121-160) Fire Damage
Fire Resist +(41 to 50)%

Brainburst
Helm (3)

Defense: (209-311)
Durability: 39
Required Strength: 82
Required Level: 22

3% Chance to cast level 3 Blast Wave when Struck
+(66 to 90)% Enhanced Defense
(-37 to -52) to Mana
Fire Resist +(46 to 60)%
Attacker Takes Fire Damage of (61 to 80)
(61 to 80)% Damage Taken Goes To Mana

Banner of Steel
Kite Shield (3)

Smite Damage: 36 to 54
Defense: (394-810)
Durability: 62
Required Strength: 63
Required Dexterity: 124
Required Level: 23

35% Chance to cast level 2 Bloodlust when you Kill an Enemy
100% Chance to cast level 4 Time Strike when Struck
10% Increased Attack Speed
15% Faster Block Rate
(9 to 11)% Increased Chance of Blocking
Total Character Damage Plus (9 to 11)%
+(81 to 110)% Enhanced Defense

Shadowhymn
Bone Shield (3)

Smite Damage: 12 to 18
Defense: (235-449)
Durability: 51
Required Dexterity: (73-69)
Required Level: 23

7% Chance to cast level 10 Shadowform when Struck
(9 to 11)% Increased Chance of Blocking
+(81 to 110)% Enhanced Defense
All Resists +(26 to 35)%
Damage Reduced by (12 to 15)
Magic Damage Reduced by (9 to 11)
Requirements (-21 to -25)%

Goredrill
Brandistock (3)

Two-Hand Damage: (68-80) to (133-155)
Durability: 72
Required Strength: 78
Required Dexterity: 107
Required Level: 23

25% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(81 to 110)% Enhanced Damage
+(16 to 20) to Minimum Damage
(21 to 25)% Chance of Open Wounds
+(26 to 35) to Dexterity
+(26 to 35) to Vitality
Fire Resist +(41 to 50)%

Koth's Lesson
Mace (3)

One-Hand Damage: (54-60) to (94-103)
Durability: 40
Required Strength: 89
Required Level: 23

6% Chance to cast level 3 Bloodlust when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(31 to 40)% Bonus Damage to Bloodlust
+(16 to 20)% Bonus Elemental Damage to Bloodlust
+(41 to 55)% Enhanced Damage
+(91 to 120)% Damage to Undead
Fire Resist +(31 to 40)%
Poison Resist +(18 to 24)%

Light's Widow
Breast Plate (3)

Defense: (457-976)
Durability: 69
Required Strength: 116
Required Level: 23

3% Chance to cast level 7 Gift of Vanquishing when Struck
+1 to All Skills
+(16 to 20)% to Skill Damage
+(86 to 115)% Enhanced Defense
(15 to 18)% Bonus to All Attributes
(151 to 200)% Extra Gold from Monsters

Arreat's Heart
Plate Mail (3)

Defense: (561-1209)
Durability: 81
Required Strength: 141
Required Level: 23

5% Chance to cast level 4 Lightning Shield when Struck
+1 to Barbarian Skill Levels
(15 to 18)% Bonus to Strength
(15 to 18)% Bonus to Vitality
+(91 to 120)% Enhanced Defense
+(23 to 29) to Strength
+(23 to 29) to Vitality

Emberstorm
Short Spear (3)

Throw Damage: (68-78) to (121-138)
One-Hand Damage: (53-60) to (92-105)
Durability: 80
Required Dexterity: 109
Required Level: 23

35% Chance to cast level 6 Cataclysm when you Kill an Enemy
+(71 to 95)% Enhanced Damage
15% Faster Run/Walk
30% Increased Attack Speed
(-36 to -45) Maximum Stamina
+(31 to 40) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Kashya's Ambush
Composite Bow (3)

Two-Hand Damage: (86-100) to (162-195)
Required Dexterity: 116
Required Level: 23

7% Chance to cast level 4 Phalanx when you Kill an Enemy
+(81 to 110)% Enhanced Damage
+(41 to 55) to Maximum Damage
(101 to 125)% Bonus to Attack Rating
+(17 to 22) to Dexterity
Increase Maximum Life (23 to 29)%
Total Character Defense Plus (30 to 38)%

**Candlewake
Splint Mail (3)**

Defense: (473-1004)
Durability: 75
Required Strength: (101-96)
Required Level: 23

6% Chance to cast level 4 Summon Shadows when you Kill an Enemy
100% Chance to cast level 20 Raven Flight when you Die
10% Faster Cast Rate
+(76 to 100)% Enhanced Defense
Damage Reduced by (10 to 13)
Requirements (-21 to -25)%

**Eagle Spirit
Flying Knife (3)**

Throw Damage: (83-96) to (94-109)
One-Hand Damage: (63-73) to (70-81)
Durability: 12
Required Dexterity: 120
Required Level: 23

+(81 to 110)% Enhanced Damage
15% Increased Attack Speed
(76 to 100)% Bonus to Attack Rating
Knockback
(41 to 55)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**Jalal's Charge
Antlers (3)**

Defense: (228-359)
Durability: 42
(Druid Only)
Required Strength: 105
Required Level: 23

+(36 to 45)% Bonus Damage to Mark of the Wild
+(36 to 45) to Minimum Damage
(21 to 25)% Chance of Crushing Blow
+(81 to 110)% Enhanced Defense
+(27 to 29) to all Attributes
All Resists +(21 to 25)%

**Ironhood
Full Helm (3)**

Defense: (206-299)
Durability: 45
Required Strength: (82-77)
Required Level: 23

100% Chance to cast level 18 Mana Sweep when you Die
+1 to All Skills
+(10 to 12)% to Skill Damage
+(31 to 40)% Enhanced Defense
+(91 to 120) to Mana
-2 to Light Radius
Requirements (-26 to -30)%

**Rathma's Charm
Bone Wand (3)**

One-Hand Damage: 26 to 44
Durability: 60
Required Dexterity: 44
Required Level: 23

+ (2 to 3) to Necromancer Skill Levels
+ (3 to 4) to Blood Tide Totem (Necromancer Only)
+ (3 to 4) to Demon Blood (Necromancer Only)
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Energy
Increase Maximum Life (21 to 25)%
Fire Resist + (41 to 50)%
Cold Resist + (41 to 50)%

Quietus
Giant Sword (3)

One-Hand Damage: 50 to 63
Two-Hand Damage: 65 to 70
Durability: 56
Required Strength: (92-80)
Required Level: 23

+ (1 to 2) to All Skills
+ (76 to 100)% Bonus to Poison Skill Duration
15% Faster Cast Rate
Adds 36-72 Cold Damage
(9 to 11)% Mana Stolen per Hit
+ (10 to 13)% to Cold Skill Damage
Requirements (-27 to -37)%

Dark Star
Coronet (3)

Defense: (146-238)
Durability: 15
Required Level: 23

+1 to Assassin Skill Levels
Adds 15-30 Cold Damage
(7 to 8)% Mana Stolen per Hit
+ (2 to 3) to Shadow Refuge (Assassin Only)
+ (151 to 200)% Enhanced Defense
Cold Resist + (51 to 60)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

Aerin Nexus
Gnarled Staff (3)

Two-Hand Damage: 39 to 52
Durability: 70
Required Dexterity: 85
Required Level: 23

+ (1 to 2) to Sorceress Skill Levels
+ (9 to 11)% to Skill Damage
+ (28 to 39) to Energy
+ (28 to 39) to Vitality
Slows Attacker by (16 to 20)%
(27 to 32)% Better Chance of Getting Magic Items

Carmen Alvare
Grand Scepter (3)

One-Hand Damage: (68-78) to (103-118)
Durability: 30
Required Dexterity: (70-60)
Required Level: 23

25% Chance to cast level 5 Holy Trap when you Kill an Enemy
+ (1 to 2) to Amazon Skill Levels
+ (76 to 100)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
(0.46875 per level)% to Fire Skill Damage (Based on Character Level)
(36 to 45)% Better Chance of Getting Magic Items
Requirements (-27 to -37)%

Leoric's Banner
Heraldic Shield (3)

Smite Damage: 36 to 54
Defense: (332-677)
Durability: 59
(Paladin Only)

Required Strength: 60
Required Level: 23

5% Life Stolen per Hit
(9 to 11)% Chance of Crushing Blow
(16 to 20)% Deadly Strike
+(5 to 6) to Summon Shadows
+(91 to 120)% Enhanced Defense
+(16 to 20) to all Attributes
(21 to 25)% Chance of Uninterruptable Attack

**Demonhorn
Horned Helm (3)**

Defense: (261-409)
Durability: 47
(Barbarian Only)
Required Strength: 116
Required Level: 23

100% Chance to cast level 40 Fire Star when you Level-Up
+(1 to 2) to All Skills
Adds (41-50)-(81-100) Fire Damage
(21 to 25)% Chance of Crushing Blow
+(91 to 120)% Enhanced Defense
Fire Resist +(51 to 60)%
+(21 to 25) Life after each Kill

**The Foculus
Smoked Sphere (3)**

One-Hand Damage: 29 to 39
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 23

3% Chance to cast level 6 Blast Wave when Struck
+(2 to 3) to Sorceress Skill Levels
+(16 to 20)% to Fire Skill Damage
+(16 to 20) to all Attributes
+(76 to 100) to Life
Replenish Life +(31 to 40)
Fire Resist +(36 to 45)%

**Trang-Oul's Relic
Unraveller Head (3)**

Defense: (255-514)
Durability: 53
(Necromancer Only)
Required Strength: 50
Required Level: 23

100% Chance to cast level 25 Frozen Crown when you Die
+(1 to 3) to Necromancer Skill Levels
Freezes Attacker +4
+(76 to 100)% Enhanced Defense
Cold Resist +(41 to 50)%
Level 6 Charm (25 Charges)

**Skullhammer
Battle Axe (3)**

Two-Hand Damage: (112-129) to (177-308)
Durability: 60
Required Strength: 133
Required Level: 24

+(91 to 120)% Enhanced Damage
+(1.125 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(26 to 35)% Chance of Crushing Blow
(31 to 35)% Chance of Open Wounds
+(31 to 40) to Strength

**Lorekeeper
Light Gauntlets (3)**

Defense: (164-277)
Durability: 46

Required Strength: (86-81)
Required Level: 24

14% Chance to cast level 6 Elemental when Struck
+(9 to 11)% to Skill Damage
+(91 to 120)% Enhanced Defense
(9 to 11)% Bonus to Energy
All Resists +(17 to 22)%
Requirements (-21 to -25)%

**Akarat's Trek
Light Plated Boots (3)**

Defense: (238-371)
Durability: 68
Required Strength: 126
Required Level: 24

2% Chance to cast level 5 Judgement when Struck
Total Character Damage Plus (21 to 25)%
+(89 to 116)% Enhanced Defense
+(16 to 20) to all Attributes
+1 to Light Radius

**Trang-Oul's Breath
Mask (3)**

Defense: (178-261)
Durability: 26
Required Strength: (87-81)
Required Level: 24

1% Chance to cast level 18 Doom Serpents when Struck
+1 to Necromancer Skill Levels
+(8 to 9)% to Cold Skill Damage
+(51 to 70)% Enhanced Defense
Cold Resist +(18 to 24)%
Requirements (-17 to -22)%

**The Warthog
War Hammer (3)**

One-Hand Damage: (65-75) to (106-123)
Durability: 75
Required Strength: (149-154)
Required Level: 24

+(81 to 110)% Enhanced Damage
(36 to 45)% Chance of Crushing Blow
+(5 to 6) to Time Strike
(16 to 20)% Bonus to Strength
Requirements +(16 to 20)%

**Moonscythe
Scythe (3)**

Two-Hand Damage: (34-39) to (159-181)
Durability: 74
Required Strength: 113
Required Dexterity: 113
Required Level: 24

15% Chance to cast level 2 Mana Sweep when you Kill an Enemy
+(2 to 3) to Necromancer Skill Levels
+(71 to 95)% Enhanced Damage
10% Increased Attack Speed
30% Faster Hit Recovery
+(76 to 100)% Bonus to Summoned Minion Life
Lightning Resist +(41 to 50)%
Cold Resist +(41 to 50)%

**Frostneedle
Kriss (3)**

One-Hand Damage: (77-91) to (90-106)
Durability: 20
Required Dexterity: 102
Required Level: 24

25% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(121 to 160)% Enhanced Damage

Ignore Target's Defense
+(9 to 11)% to Cold Skill Damage
Cold Resist +(31 to 40)%

Seraph Wing
Short Battle Bow (3)

Two-Hand Damage: (112-129) to (152-175)
Required Dexterity: 138
Required Level: 24

25% Chance to cast level 3 Rune of Ice when you Kill an Enemy
3% Chance to cast level 6 Frozen Crown on Striking
+(91 to 120)% Enhanced Damage
15% Faster Run/Walk
20% Increased Attack Speed
+(61 to 80)% Damage to Undead
All Resists +(46 to 60)%
+1 to Light Radius

Akarat's Crucifix
Spiked Shield (3)

Smite Damage: 16 to 24
Defense: (251-475)
Durability: 59
Required Dexterity: 116
Required Level: 24

9% Chance to cast level 3 Mind Flay when Struck
9% Chance to cast level 3 Bloodlust when Struck
Total Character Damage Plus (15 to 18)%
+(61 to 80)% Enhanced Defense
Fire Resist +(41 to 55)%

Moonbender's Wing
Double Axe (3)

One-Hand Damage: (86-100) to (142-165)
Durability: 50
Required Strength: (89-84)
Required Level: 24

25% Chance to cast level 1 Teleport on Striking
25% Chance to cast level 1 Teleport when Struck
+(81 to 110)% Enhanced Damage
(19 to 26)% Bonus to Dexterity
(19 to 26)% Bonus to Energy
Total Character Defense Plus (15 to 18)%
Requirements (-21 to -25)%

Bone Gasher
Falchion (3)

One-Hand Damage: (89-102) to (110-126)
Durability: 58
Required Strength: 113
Required Level: 24

50% Chance to cast level 6 Frozen Soul on Striking
+1 to Paladin Skill Levels
+(76 to 100)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
+(9 to 11) to Strength
+(26 to 35) Mana after each Kill

Noblebane
Cestus (3)

One-Hand Damage: (75-83) to (138-162)
Durability: 38
(Assassin Only)
Required Dexterity: 90
Required Level: 24

3% Chance to cast level 9 Vanquish when you Kill an Enemy
+(71 to 90)% Enhanced Damage
(17 to 22)% Increased Chance of Blocking
+(46 to 60) to Maximum Damage
+(-26 to -35)% Target Defense

+ (2 to 3) to Light Radius
(31 to 35)% Curse Length Reduction

**The Barracuda
Crossbow (3)**

Two-Hand Damage: (103-115) to (141-158)
Required Strength: 144
Required Level: 24

25% Chance to cast level 6 Bloodlust when you Kill an Enemy
+ (61 to 80)% Enhanced Damage
+ (41 to 50)% Bonus Damage to Bloodlust
+ (21 to 25)% Bonus Elemental Damage to Bloodlust
20% Increased Attack Speed
Adds (31-40)-(81-110) Fire Damage
Fire Resist + (31 to 40)%

**Jalal's Claw
Balanced Axe (3)**

Throw Damage: (68-79) to (210-241)
One-Hand Damage: (49-57) to (156-180)
Durability: 20
Required Strength: 164
Required Level: 24

3% Chance to cast level 6 Plague Avatar on Striking
+ (91 to 120)% Enhanced Damage
15% Faster Run/Walk
15% Increased Attack Speed
(6 to 7)% Life Stolen per Hit
+ (16 to 20) to all Attributes
Poison Resist + (41 to 55)%
Replenishes Quantity
Level 1 Barrage Attack

**Thread of Life
Heavy Belt (3)**

Defense: (372-550)
Durability: 52
Required Strength: 132
Required Level: 24

10% Chance to cast level 2 Banish when Struck
+ (81 to 110)% Enhanced Defense
(9 to 11)% Bonus to Vitality
+ (26 to 30) to Vitality
(16 to 20)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (12 to 14)
+2 to Light Radius

**Fleshdoom
Bastard Sword (3)**

One-Hand Damage: (114-132) to (142-165)
Two-Hand Damage: (150-174) to (159-184)
Durability: 70
Required Strength: 157
Required Level: 24

6% Chance to cast level 2 Death Coil on Striking
+ (81 to 110)% Enhanced Damage
(16 to 20)% Deadly Strike
+ (41 to 55) to Vitality
Increase Maximum Life (21 to 25)%
Damage Reduced by (9 to 11)
+ (26 to 35) Life after each Kill

**Terrorcane
Battle Staff (3)**

Two-Hand Damage: (91-105) to (126-145)
Durability: 94
Required Dexterity: 116
Required Level: 25

+ (91 to 120)% Enhanced Damage
20% Increased Attack Speed
20% Faster Hit Recovery

(101 to 125)% Bonus to Attack Rating
Adds 24-54 Poison Damage over 5 seconds
Stun Attack
(31 to 40)% Deadly Strike
Attacker Flees after Striking +(32 to 42)%

Huo Zhi Wang
Light Plate (3)

Defense: (342-647)
Durability: 93
Required Strength: (122-107)
Required Level: 25

9% Chance to cast level 4 Immolation when Struck
100% Chance to cast level 6 Blast Wave when you Level-Up
10% Faster Cast Rate
+(15 to 18)% to Fire Skill Damage
Fire Resist +(51 to 70)%
(61 to 80)% Extra Gold from Monsters
Requirements (-26 to -35)%

Ryuuseiu Kyanon
Long Battle Bow (3)

Two-Hand Damage: (127-147) to (181-210)
Required Dexterity: 160
Required Level: 25

35% Chance to cast level 5 Immolation when you Kill an Enemy
+(93 to 124)% Enhanced Damage
20% Increased Attack Speed
10% Faster Hit Recovery
+(33 to 44) to Vitality
Fire Resist +(49 to 66)%
Attacker Takes Fire Damage of (51 to 70)

Everchase
Boots (4)

Defense: (161-193)
Durability: 29
Required Strength: 37
Required Level: 25

25% Faster Run/Walk
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+(71 to 90) Defense
+(351 to 450) Maximum Stamina

Lychnus Lyaei
Morning Star (3)

One-Hand Damage: (80-89) to (143-159)
Durability: 56
Required Strength: 111
Required Level: 25

14% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(71 to 90)% Enhanced Damage
+(17 to 22) to Strength
(31 to 40)% Bonus to Vitality when using a Healing Potion
+(17 to 22) Life after each Kill
+4 to Light Radius

Plaguemourn
Broad Sword (3)

One-Hand Damage: (108-125) to (159-190)
Durability: 72
Required Strength: 135
Required Level: 25

8% Chance to cast level 3 Plague Avatar on Striking
+(81 to 110)% Enhanced Damage
+(26 to 35) to Maximum Damage
+(16 to 20)% to Poison Skill Damage
Poison Resist +(41 to 50)%
Damage Reduced by (6 to 7)%

Darkspite

Spetum (3)

Two-Hand Damage: (49-54) to (137-150)
Durability: 96
Required Strength: 100
Required Dexterity: 138
Required Level: 25

3% Chance to cast level 9 Unholy Armor when Struck
+(46 to 60)% Enhanced Damage
+(76 to 100)% Damage to Demons
Total Character Damage Plus (41 to 50)%
Total Character Defense Plus (21 to 25)%
+3 to Light Radius

Shield of a Thousand Stars Tower Shield (3)

Smite Damage: 48 to 72
Defense: (500-1014)
Durability: 72
Required Strength: 80
Required Dexterity: 153
Required Level: 25

(10 to 13)% Increased Chance of Blocking
Stun Attack
+(86 to 110)% Enhanced Defense
+(17 to 22) to all Attributes

Ice tomb Field Plate (3)

Defense: (673-1495)
Durability: 87
Required Strength: (120-114)
Required Level: 25

19% Chance to cast level 3 Shackles of Ice when Struck
100% Chance to cast level 32 Rune of Ice when you Die
12% Chance to cast level 2 Glacial Nova when Struck
+(15 to 18)% to Cold Skill Damage
+(111 to 150)% Enhanced Defense
Cold Resist +(41 to 55)%
Cannot Be Frozen
Requirements (-21 to -25)%

Zakarum's Legacy Aerin Shield (3)

Smite Damage: 48 to 72
Defense: (410-849)
Durability: 68
(Paladin Only)
Required Strength: 76
Required Level: 25

100% Chance to cast level 39 Immolation Bomb when you Die
+(2 to 3) to Paladin Skill Levels
25% Faster Block Rate
(24 to 31)% Increased Chance of Blocking
(9 to 11)% Bonus to All Attributes
+(91 to 120)% Enhanced Defense
+(9 to 11)% Chance to Avoid Damage

Berserkergang Assault Helmet (3)

Defense: (164-227)
Durability: 53
(Barbarian Only)
Required Strength: 148
Required Level: 25

+1 to Barbarian Skill Levels
20% Increased Attack Speed
(-9 to -11)% Decreased Chance of Blocking
(21 to 25)% Chance of Crushing Blow
(36 to 45)% Bonus to Vitality when using a Healing Potion
+(101 to 125)% Damage when using a Healing Potion
+(9 to 11)% Chance to Avoid Damage

Fire Resist +(51 to 60)%
Total Character Defense Plus (21 to 25)%

**The Allseeing Eye
Clasped Orb (3)**

One-Hand Damage: 36 to 49
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 25

+(1 to 2) to Sorceress Skill Levels
(16 to 20)% Increased Chance of Blocking
+(3.5 per level) to Mana (Based on Character Level)
All Resists +(21 to 25)%
Total Character Defense Plus (14 to 16)%
Level 3 Blink (25 Charges)

**Harpy's Strike
Claws (3)**

One-Hand Damage: (91-104) to (112-128)
Durability: 48
(Assassin Only)
Required Dexterity: 108
Required Level: 25

19% Chance to cast level 3 Charm when you Kill an Enemy
+(2 to 3) to Assassin Skill Levels
+(76 to 100)% Enhanced Damage
20% Faster Run/Walk
15% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
+(5 to 6) to Cautious Strike
(21 to 25)% Bonus to Dexterity

**Ashenwind
Glaive (3)**

Throw Damage: (98-112) to (182-209)
One-Hand Damage: (74-85) to (138-158)
Durability: 104
Required Dexterity: 142
Required Level: 25

7% Chance to cast level 5 Immolation on Striking
+(101 to 130)% Enhanced Damage
(27 to 32)% Piercing Attack
Fire Resist +(31 to 40)%
-1 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

**Skythrone
Falcon Mask (3)**

Defense: (288-459)
Durability: 48
(Druid Only)
Required Strength: (105-100)
Required Level: 25

10% Faster Run/Walk
10% Increased Attack Speed
+(2 to 4) to Catharsis
+(91 to 120)% Enhanced Defense
+(9 to 11)% Chance to Avoid Damage
Requirements (-21 to -25)%

**Hero's Fang
Gargoyle Head (3)**

Defense: (341-708)
Durability: 62
(Necromancer Only)
Required Strength: 64
Required Level: 25

25% Increased Attack Speed
25% Faster Hit Recovery

+(76 to 100) to Maximum Damage
(7 to 8)% Life Stolen per Hit
+(5 to 6) to Scorpion Blade
+(5 to 6) to Titan Strike
+(91 to 120)% Enhanced Defense
Total Character Defense Plus (31 to 35)%

Lex Ferarum
Great Axe (3)

Two-Hand Damage: (152-174) to (207-236)
Durability: 76
Required Strength: 171
Required Level: 25

100% Chance to cast level 12 Gift of the Wild when you Kill an Enemy
+(101 to 130)% Enhanced Damage
+(16 to 20) to Strength
+(16 to 20) to Dexterity
+(26 to 35) Life after each Kill
(121 to 160)% Extra Gold from Monsters
(31 to 40)% Better Chance of Getting Magic Items

Thunderbellow
Great Helm (3)

Defense: (379-602)
Durability: 51
Required Strength: 141
Required Level: 25

25% Chance to cast level 12 Supernova when you Kill an Enemy
+(8 to 9)% to Lightning Skill Damage
+(101 to 130)% Enhanced Defense
(9 to 11)% Bonus to Strength
Lightning Resist +(31 to 40)%
Attacker Takes Lightning Damage of (181 to 240)

Ghost Anchor
Maiden Spear (3)

Two-Hand Damage: (74-82) to (207-230)
Durability: 64
(Amazon Only)
Required Strength: (45-43)
Required Dexterity: (99-94)
Required Level: 25

Indestructible
+(71 to 90)% Enhanced Damage
Stun Attack
+(5 to 6) to Arcane Strike
Slows Target by (31 to 35)%
Requirements (-26 to -30)%
Ethereal (Cannot be repaired)

Death's Bellringer
Maul (3)

Two-Hand Damage: (114-128) to (185-323)
Durability: 114
Required Strength: 196
Required Level: 25

25% Chance to cast level 7 Slayer when you Kill an Enemy
+(101 to 125)% Enhanced Damage
+(1.25 per level) to Maximum Damage (Based on Character Level)
+(16 to 20)% to Physical/Magic Spell Damage
Stun Attack
+(21 to 25) to Strength
+(21 to 25) to Dexterity

Sky Sweeper
Stag Bow (3)

Two-Hand Damage: (97-108) to (138-153)
(Amazon Only)
Required Dexterity: 168
Required Level: 25

4% Chance to cast level 1 Cascade on Striking

+ (1 to 2) to Amazon Skill Levels
+ (71 to 90)% Enhanced Damage
Adds 1-(61-80) Lightning Damage
(9 to 11)% Mana Stolen per Hit
Lightning Absorb (9 to 11)%
+ (21 to 25) Mana after each Kill
Level 3 Cold Fear (15 Charges)

**Royal Circlet
Tiara (3)**

Defense: (117-195)
Durability: 20
Required Level: 25

+1 to All Skills
(9 to 11)% Bonus to All Attributes
+ (151 to 200)% Enhanced Defense
+ (16 to 20) to all Attributes
All Resists (-16 to -20)%
(26 to 30)% Better Chance of Getting Magic Items

**Earthbind
Bardiche (4)**

Two-Hand Damage: (64-73) to (138-162)
Durability: 26
Required Strength: 84
Required Dexterity: 84
Required Level: 26

6% Chance to cast level 4 Pagan Rites when Struck
+ (1 to 2) to Druid Skill Levels
+ (91 to 115)% Enhanced Damage
(-21 to -25)% Slower Run/Walk
+ (56 to 70) to Maximum Damage
Slows Target by (36 to 40)%
Slows Attacker by (36 to 40)%

**Goldtouch
Leather Gloves (4)**

Defense: (84-90)
Durability: 25
Required Strength: 30
Required Level: 26

3% Chance to cast level 6 Vanquish when you Kill an Enemy
(12 to 14)% Chance of Open Wounds
(-56 to -70) to Life
(81 to 100)% Extra Gold from Monsters
(30 to 36)% Better Chance of Getting Magic Items

**Lachdanan's Will
Long Sword (3)**

One-Hand Damage: (150-176) to (185-218)
Durability: 86
Required Strength: 157
Required Level: 26

16% Chance to cast level 2 Time Strike on Striking
16% Chance to cast level 2 Retribute when Struck
+ (121 to 160)% Enhanced Damage
10% Increased Attack Speed
10% Faster Block Rate
(10 to 13)% Increased Chance of Blocking
+ (17 to 22) to Strength

**Snowhammer
Military Pick (3)**

One-Hand Damage: (124-142) to (207-236)
Durability: 64
Required Strength: 146
Required Level: 26

35% Chance to cast level 11 Doom Serpents when you Kill an Enemy
+ (101 to 130)% Enhanced Damage
20% Increased Attack Speed
Adds 16-46 Cold Damage

+(8 to 9)% to Cold Skill Damage
Freezes Target +5
Cold Resist +(18 to 24)%

**Razordisk
Buckler (4)**

Smite Damage: 8 to 12
Defense: (237-342)
Durability: 32
Required Strength: 18
Required Dexterity: 52
Required Level: 26

+(1.25 per level) to Maximum Damage (Based on Character Level)
(21 to 25)% Chance of Open Wounds
Total Character Damage Plus (26 to 30)%
+(101 to 130)% Enhanced Defense
+(12 to 14) to Strength
(251 to 300)% Damage Reflected

**The Wanderer's Hood
Cap (4)**

Defense: (98-109)
Durability: 27
Required Strength: 34
Required Level: 26

Indestructible
(12 to 14)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(34 to 42)%
-2 to Light Radius

**The War Cloak
Quilted Armor (4)**

Defense: (122-174)
Durability: 27
Required Strength: 40
Required Level: 26

(30 to 36)% Chance of Open Wounds
Total Character Damage Plus (19 to 22)%
Extra Bloody Hits
+(26 to 30) Life after each Kill

**Nor Tiraj's Wisdom
Sash (4)**

Defense: (98-109)
Durability: 25
Required Strength: 27
Required Level: 26

+(10 to 11)% to Fire Skill Damage
+(221 to 280) to Mana
All Resists +(19 to 22)%

**The Rift Bow
Short Bow (4)**

Two-Hand Damage: (63-71) to (70-79)
Required Dexterity: 79
Required Level: 26

+(86 to 110)% Enhanced Damage
(101 to 125)% Bonus to Attack Rating
(12 to 14)% Mana Stolen per Hit
(51 to 60)% Damage Taken Goes To Mana
(36 to 40)% Curse Length Reduction

**Wraithverge
War Scepter (3)**

One-Hand Damage: (122-139) to (187-213)
Durability: 46
Required Dexterity: (89-77)
Required Level: 26

35% Chance to cast level 20 Pain Spirit when you Kill an Enemy

+ (111 to 140)% Enhanced Damage
+ (14 to 16)% to Physical/Magic Spell Damage
All Resists + (41 to 55)%
(21 to 25)% Curse Length Reduction
Requirements (-36 to -45)%

**Demonsong
Flamberge (3)**

One-Hand Damage: (132-153) to (230-474)
Two-Hand Damage: (181-209) to (253-501)
Durability: 84
Required Strength: 186
Required Level: 26

5% Chance to cast level 7 Elemental on Striking
+ (81 to 110)% Enhanced Damage
20% Increased Attack Speed
+ (2.3125 per level) to Maximum Damage (Based on Character Level)
+ (5.25 per level) to Life (Based on Character Level)
Fire Resist + (36 to 45)%
+ (36 to 45) Life after each Kill

**Banshee's Chase
Balanced Knife (3)**

Throw Damage: (119-138) to (137-159)
One-Hand Damage: (90-104) to (104-121)
Durability: 16
Required Dexterity: 189
Required Level: 26

7% Chance to cast level 6 Frozen Soul on Striking
+ (81 to 110)% Enhanced Damage
(9 to 11)% Increased Chance of Blocking
Adds 18-45 Cold Damage
(16 to 20)% Deadly Strike
+ (121 to 160) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

**Runeflesh
Leather Armor (4)**

Defense: (309-544)
Durability: 33
Required Strength: 58
Required Level: 27

19% Chance to cast level 5 Apocalypse when Struck
+ (19 to 22)% Bonus Damage to Bloodlust
10% Increased Attack Speed
+ (101 to 125)% Enhanced Defense
+ (23 to 28) Life after each Kill
Attacker Takes Fire Damage of (32 to 39)

**Ravencage
Bone Helm (3)**

Defense: (265-404)
Durability: 32
Required Strength: 128
Required Level: 27

17% Chance to cast level 3 Death Metal when you Kill an Enemy
+1 to Assassin Skill Levels
(14 to 16)% Deadly Strike
+ (101 to 130)% Enhanced Defense
Cold Resist + (31 to 40)%
Half Freeze Duration

**The Asteroid Belt
Plated Belt (3)**

Defense: (535-787)
Durability: 61
Required Strength: 170
Required Level: 27

1% Chance to cast level 6 Blast Wave when Struck
1% Chance to cast level 6 Meteor Shower when Struck

+ (111 to 140)% Enhanced Defense
(14 to 16)% Bonus to Strength
Fire Resist + (21 to 25)%
(15 to 18)% Chance of Uninterruptable Attack

**Sunbearer
Scepter (4)**

One-Hand Damage: (61-68) to (72-80)
Durability: 14
Required Dexterity: 81
Required Level: 27

12% Chance to cast level 2 Gift of Inner Fire when you Kill an Enemy
+ (81 to 100)% Enhanced Damage
+ (26 to 30) to Dexterity
(91 to 110)% Extra Gold from Monsters
Reduces all Vendor Prices (12 to 14)%
+3 to Light Radius

**Branch of a Million Splinters
Club (4)**

One-Hand Damage: (102-119) to (157-185)
Durability: 8
Required Strength: 44
Required Level: 27

22% Chance to cast level 4 Spike Nova when you Kill an Enemy
+ (201 to 250)% Enhanced Damage
+ (25 to 31) to Maximum Damage
(12 to 14)% Life Stolen per Hit
(24 to 27)% Chance of Open Wounds

**Vizjerei's Folly
Short Staff (4)**

Two-Hand Damage: 34 to 38
Durability: 22
Required Dexterity: 44
Required Level: 27

+ (26 to 30)% to Skill Damage
+ (56 to 70) to Mana
All Resists (-41 to -50)%

**Silverstrike
Spear (4)**

Two-Hand Damage: (47-51) to (102-115)
Durability: 24
Required Strength: 44
Required Dexterity: 44
Required Level: 27

40% Chance to cast level 8 Punisher when you Kill an Enemy
+ (41 to 50)% Enhanced Damage
+ (36 to 45) to Maximum Damage
+ (96 to 120)% Damage to Undead
(34 to 42)% Bonus to Dexterity
+2 to Light Radius

**Hornet Sting
Dagger (4)**

One-Hand Damage: 34 to 36
Durability: 8
Required Dexterity: 44
Required Level: 27

11% Chance to cast level 2 Spike Nova when Struck
Indestructible
30% Increased Attack Speed
(12 to 14)% Mana Stolen per Hit
(12 to 14)% Life Stolen per Hit
Hit Causes Monster to Flee + (37 to 44)%

**Arreat's Aim
Throwing Axe (4)**

Throw Damage: 35 to 40

One-Hand Damage: 26 to 30
Durability: 12
Required Strength: 79
Required Level: 27

40% Chance to cast level 12 Guard Tower when you Kill an Enemy
(12 to 14)% Deadly Strike
Knockback
(23 to 28)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

**Quill Rat's Sting
Javelin (4)**

Throw Damage: (59-66) to (116-133)
One-Hand Damage: (44-49) to (99-114)
Durability: 32
Required Dexterity: 44
Required Level: 27

100% Chance to cast level 1 Spike Nova when you Die
+(71 to 90)% Enhanced Damage
(56 to 70)% Piercing Attack
+(41 to 50) to Maximum Damage
Replenishes Quantity
Level 3 Cascade Attack

**Meshif's Iron Parrot
Throwing Knife (4)**

Throw Damage: (63-68) to (66-72)
One-Hand Damage: (48-52) to (49-54)
Durability: 8
Required Dexterity: 79
Required Level: 27

+(66 to 80)% Enhanced Damage
10% Increased Attack Speed
Hit Causes Monster to Flee +(19 to 23)%
(301 to 375)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

**Mind Probe
Wand (4)**

One-Hand Damage: 22 to 29
Durability: 12
Required Dexterity: 22
Required Level: 27

(19 to 22)% Mana Stolen per Hit
+(251 to 300) to Mana
Regenerate Mana +(31 to 35)%
Level 4 Mana Coil (20 Charges)

**Jalal's Communion
Gauntlets (3)**

Defense: (196-347)
Durability: 53
Required Strength: 139
Required Level: 27

20% Chance to cast level 2 Gift of the Wild when you Kill an Enemy
20% Faster Cast Rate
+(101 to 130)% Enhanced Defense
Poison Resist +(46 to 60)%
+(21 to 25) Life after each Kill

**Archon's Wrath
Gothic Plate (3)**

Defense: (717-1528)
Durability: 99
Required Strength: 179
Required Level: 27

+(91 to 120) Crafting Points
7% Chance to cast level 1 Retribute when Struck

10% Increased Attack Speed
10% Faster Cast Rate
+(96 to 120)% Enhanced Defense
Increase Maximum Life (17 to 22)%
Increase Maximum Mana (17 to 22)%

**Manaflare
Eagle Orb (4)**

One-Hand Damage: 25 to 28
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 27

100% Chance to cast level 35 Mana Sweep when you Die
+2 to Sorceress Skill Levels
+(2 to 3) to Mana Coil (Sorceress Only)
+(161 to 200) to Mana
Magic Damage Reduced by (11 to 13)

**Slippers of Yaerius
Greaves (3)**

Defense: (258-399)
Durability: 81
Required Strength: 160
Required Level: 27

15% Faster Run/Walk
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(61 to 80)% Damage to Undead
+(71 to 90)% Enhanced Defense
+(23 to 29) to Strength
Half Freeze Duration

**Thunderclap
Large Axe (4)**

Two-Hand Damage: 38 to 45
Durability: 28
Required Strength: 86
Required Level: 28

+(23 to 28) Crafting Points
30% Chance to cast level 7 Supernova when you Kill an Enemy
7% Chance to cast level 5 Flash on Striking
45% Increased Attack Speed
(0.5 per level)% to Lightning Skill Damage (Based on Character Level)
Lightning Resist +(26 to 30)%

**Drow Valor
Blade (3)**

One-Hand Damage: (72-82) to (88-100)
Durability: 26
Required Dexterity: 135
Required Level: 28

+(81 to 105)% Enhanced Damage
20% Increased Attack Speed
Adds 42-80 Poison Damage over 4 seconds
+(2 to 4) to Way of the Spider (Assassin Only)
(41 to 55)% Bonus to Dexterity
+(31 to 40) to Dexterity
+(31 to 40) Life after each Kill

**The Silent Judge
Halberd (3)**

Two-Hand Damage: (40-45) to (255-290)
Durability: 98
Required Strength: 142
Required Dexterity: 142
Required Level: 28

35% Chance to cast level 6 Time Strike on Striking
10% Chance to cast level 5 Avatar when you Kill an Enemy
11% Chance to cast level 3 Thunder Hammer on Striking
+(111 to 140)% Enhanced Damage
+(17 to 22) to Strength

+(17 to 22) to Dexterity

**Elephant Skin
Hard Leather Armor (4)**

Defense: (323-585)
Durability: 39
Required Strength: 76
Required Level: 28

Indestructible
(23 to 28)% Bonus to Strength
+(71 to 90)% Enhanced Defense
Damage Reduced by (12 to 14)%

**Grimspike
Short Sword (4)**

One-Hand Damage: (72-82) to (113-132)
Durability: 16
Required Strength: 44
Required Level: 28

+(101 to 130)% Enhanced Damage
+(27 to 34) to Maximum Damage
(21 to 25)% Deadly Strike
(23 to 28)% Bonus to Strength
(-41 to -50) to Life

**Serpent Angel
Short War Bow (3)**

Two-Hand Damage: (143-164) to (202-233)
Required Dexterity: 182
Required Level: 28

25% Chance to cast level 1 Dark Power when you Kill an Enemy
+(91 to 120)% Enhanced Damage
(9 to 11)% Mana Stolen per Hit
(17 to 22)% Deadly Strike
(-31 to -40) to Mana
Cold Resist +(16 to 20)%
Poison Resist +(26 to 35)%

**Lightforge
Crown (3)**

Defense: (446-715)
Durability: 57
Required Strength: 170
Required Level: 28

6% Chance to cast level 2 Vindicate on Striking
(15 to 18)% Velocity Bonus to Holy Armor
Adds 61-74 Fire Damage
+(101 to 130)% Enhanced Defense
+(25 to 33) to all Attributes
All Resists +(23 to 29)%
+(21 to 25) Life after each Demon Kill
+3 to Light Radius

**The Raven
Two-Handed Sword (4)**

One-Hand Damage: (70-79) to (85-96)
Two-Hand Damage: (76-86) to (84-94)
Durability: 28
Required Strength: 103
Required Level: 28

65% Chance to cast level 5 Time Strike on Striking
5% Chance to cast level 3 Dark Power when you Kill an Enemy
+(91 to 115)% Enhanced Damage
(19 to 22)% Deadly Strike
+(101 to 125) to Life
+(101 to 125) to Mana

**Spirit Walker
Heavy Boots (4)**

Defense: (224-308)

Durability: 42
Required Strength: 85
Required Level: 28

+(21 to 25)% Bonus Elemental Damage to Mark of the Wild
+(81 to 100)% Enhanced Defense
+(221 to 280) Maximum Stamina
All Resists +(30 to 36)%
(26 to 30)% Curse Length Reduction

**The Legionnaire
Avenger Guard (3)**

Defense: (368-593)
Durability: 59
(Barbarian Only)
Required Strength: 178
Required Level: 28

19% Chance to cast level 7 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(3 to 4) to Protector Spirit (Barbarian Only)
+(3 to 4) to Blades of Light
+(3 to 4) to Guardian Spirit (Barbarian Only)
+(3 to 4) to Defender Spirit (Barbarian Only)
+(21 to 25)% Bonus to Summoned Minion Life
+(91 to 120)% Enhanced Defense
All Resists +(36 to 45)%
+(2 to 3) to Light Radius

**Robe of Steel
Full Plate Mail (3)**

Defense: (627-1339)
Durability: 105
Required Strength: (131-124)
Required Level: 28

+(1 to 2) to All Skills
+(15 to 18)% to Skill Damage
+(61 to 80)% Enhanced Defense
All Resists +(36 to 45)%
+(61 to 80) Life after each Demon Kill
Requirements (-31 to -35)%

**Shadowmoon
Crown Shield (3)**

Smite Damage: 60 to 90
Defense: (556-1206)
Durability: 77
(Paladin Only)
Required Strength: 92
Required Level: 28

25% Chance to cast level 6 Dark Power when you Kill an Enemy
100% Chance to cast level 6 Shackles of Ice when you Kill an Enemy
(21 to 25)% Increased Chance of Blocking
+(16 to 20)% to Skill Damage
+(3 to 5) to Light and Shadow (Paladin Only)
+(121 to 160)% Enhanced Defense
Fire Resist +(51 to 60)%
Cold Resist +(51 to 60)%

**Firemouth
Demon Head (3)**

Defense: (401-849)
Durability: 70
(Necromancer Only)
Required Strength: 77
Required Level: 28

9% Chance to cast level 7 Cataclysm when Struck
+(2 to 3) to Necromancer Skill Levels
+(15 to 18)% to Fire Skill Damage
+(7 to 9) to Inner Fire
+(7 to 9) to Rune of Fire
+(91 to 120)% Enhanced Defense
Fire Resist +(51 to 60)%
+(9 to 11) Fire Absorb

Attacker Takes Fire Damage of (81 to 105)

**Wererat's Bite
Hand Axe (4)**

One-Hand Damage: (71-81) to (94-108)

Durability: 22

Required Strength: 44

Required Level: 28

3% Chance to cast level 3 Poison Flash on Striking

+(111 to 140)% Enhanced Damage

(51 to 60)% Deadly Strike

Poison Resist +(71 to 90)%

**Tennousuuhai
Diadem (3)**

Defense: (176-237)

Durability: 25

Required Level: 28

+1 to All Skills

Adds 15-120 Magic Damage

+(21 to 25)% to Physical/Magic Spell Damage

+(7 to 9) to Starburst

+(121 to 160) Defense

+(21 to 25) to all Attributes

Magic Resist +(16 to 20)%

All Resists +(26 to 30)%

**Heaven's Gate
Gothic Shield (3)**

Smite Damage: 60 to 90

Defense: (850-2264)

Durability: 81

Required Strength: 97

Required Dexterity: 183

Required Level: 28

100% Chance to cast level 15 Blast Wave when you Die

+1 to Paladin Skill Levels

15% Faster Run/Walk

15% Faster Block Rate

+(101 to 130)% Enhanced Defense

+(7.75 per level) Defense (Based on Character Level)

Total Character Defense Plus (15 to 18)%

**Thunder Machine
Heavy Crossbow (3)**

Two-Hand Damage: (185-213) to (331-398)

Required Strength: 191

Required Level: 28

+(91 to 120)% Enhanced Damage

+(81 to 110) to Maximum Damage

Adds 1-(121-160) Lightning Damage

(9 to 11)% Chance of Crushing Blow

+(5 to 6) to Blindside

Knockback

(21 to 25)% Bonus to Strength

+(31 to 40) to Strength

**The Ripper
Katar (4)**

One-Hand Damage: 31 to (121-397)

Durability: 10

(Assassin Only)

Required Dexterity: 35

Required Level: 28

6% Chance to cast level 7 Starburst on Striking

+(3 per level) to Maximum Damage (Based on Character Level)

(101 to 125)% Bonus to Attack Rating

+(12 to 14)% to Physical/Magic Spell Damage

(36 to 40)% Chance of Open Wounds

Spirit of Corruption

Spirit Mask (3)

Defense: (355-570)
Durability: 54
(Druid Only)
Required Strength: 161
Required Level: 28

+(1 to 3) to Druid Skill Levels
+(76 to 100)% Bonus to Poison Skill Duration
+(2 to 6) to Way of the Spider
+(2 to 3) to Poison Flash (Druid Only)
+(2 to 3) to Plague Avatar (Druid Only)
+(101 to 130)% Enhanced Defense
Poison Length Reduced by (31 to 35)%

Trollskull Preserved Head (4)

Defense: (123-190)
Durability: 36
(Necromancer Only)
Required Strength: 34
Required Level: 29

+(1 to 2) to Necromancer Skill Levels
15% Faster Run/Walk
(26 to 30)% Increased Chance of Blocking
Replenish Life +(46 to 55)
Fire Resist (-31 to -35)%
Damage Reduced by (12 to 14)%

Tailchaser Light Belt (4)

Defense: (300-400)
Durability: 34
Required Strength: 82
Required Level: 29

10% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
10% Faster Hit Recovery
10% Faster Block Rate
+(81 to 100)% Enhanced Defense
+(251 to 300) Maximum Stamina

Hammerfist Heavy Gloves (4)

Defense: (172-229)
Durability: 32
Required Strength: 73
Required Level: 29

20% Chance to cast level 15 Banish when you Kill an Enemy
(27 to 34)% Chance of Open Wounds
+(71 to 85)% Enhanced Defense
+(12 to 14) Life after each Kill

Manatide Pike (3)

Two-Hand Damage: (81-94) to (193-220)
Durability: 120
Required Strength: 122
Required Dexterity: 169
Required Level: 29

9% Chance to cast level 3 Arcane Torrent on Striking
+(76 to 100)% Enhanced Damage
30% Faster Cast Rate
+(16 to 20) to Minimum Damage
(16 to 20)% Mana Stolen per Hit
Increase Maximum Mana (16 to 20)%
Regenerate Mana +(27 to 32)%
(23 to 29)% Bonus to Energy when using a Mana Potion

The Reconciler Great Sword (3)

One-Hand Damage: (168-193) to (215-246)
Two-Hand Damage: (229-262) to (245-280)
Durability: 98
Required Strength: 215
Required Level: 29

+(101 to 130)% Enhanced Damage
Stun Attack
(16 to 20)% Deadly Strike
+(26 to 35) to Strength
+(26 to 35) to Dexterity
(76 to 100)% Extra Gold from Monsters
Level 3 Guard Tower (35 Charges)

Stone of the Skatsim
Dragon Stone (3)

One-Hand Damage: 42 to 57
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 29

+(2 to 3) to All Skills
20% Faster Cast Rate
+(16 to 20)% to Fire Skill Damage
+(16 to 20)% to Lightning Skill Damage
+(4 to 8) to Rune of Fire
Fire Resist +(51 to 60)%
Lightning Resist +(51 to 60)%
+(36 to 45) Mana after each Kill
+(36 to 45) Life after each Kill

Kasin Crest
Skull Cap (4)

Defense: (287-404)
Durability: 33
Required Strength: 76
Required Level: 29

25% Chance to cast level 6 Crucify when Struck
+(101 to 130)% Enhanced Defense
(19 to 22)% Bonus to All Attributes
All Resists +(26 to 30)%

Witch Drum
Small Shield (4)

Smite Damage: 20 to 30
Defense: (316-543)
Durability: 42
Required Strength: (31-30)
Required Dexterity: (70-66)
Required Level: 29

10% Faster Cast Rate
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(12 to 14)% to Skill Damage
+(71 to 90)% Enhanced Defense
Requirements (-26 to -30)%

Razorspine
Studded Leather (4)

Defense: (401-756)
Durability: 45
Required Strength: 95
Required Level: 29

23% Chance to cast level 3 Spike Nova when Struck
Indestructible
(26 to 30)% Chance of Open Wounds
+(81 to 100)% Enhanced Defense
+(12 to 14) to Strength
Damage Reduced by (10 to 11)%

Windwall
Throwing Spear (3)

Throw Damage: (107-124) to (207-239)
One-Hand Damage: (80-93) to (157-182)
Durability: 126
Required Dexterity: 175
Required Level: 29

25% Chance to cast level 3 Typhoon Sentry when you Kill an Enemy
+(92 to 122)% Enhanced Damage
10% Faster Hit Recovery
Stun Attack
Knockback
+(61 to 80) Defense vs. Missile
Damage Reduced by (8 to 10)%
Replenishes Quantity
Level 3 Cascade Attack

Hellscourge
Flail (3)

One-Hand Damage: (112-128) to (198-227)
Durability: 72
Required Strength: 133
Required Level: 29

35% Chance to cast level 4 Bloodstorm when you Kill an Enemy
+(101 to 130)% Enhanced Damage
15% Increased Attack Speed
(21 to 25)% Chance of Open Wounds
+(16 to 20) to Strength
Fire Resist +(41 to 50)%
Level 3 Death Coil (10 Charges)

Nimmenjuushin
War Axe (3)

One-Hand Damage: (156-177) to (294-344)
Durability: 78
Required Strength: 178
Required Level: 29

14% Chance to cast level 1 Claw Tornado on Striking
+(111 to 140)% Enhanced Damage
+(15 to 18)% Bonus Damage to Mark of the Wild
+(37 to 52) to Maximum Damage
(76 to 100)% Duration Bonus to Mark of the Wild
(6 to 7)% Life Stolen per Hit
(21 to 25)% Bonus to Strength

Goldenrod
War Staff (3)

Two-Hand Damage: (109-123) to (150-169)
Durability: 118
Required Dexterity: 147
Required Level: 29

+(1 to 2) to All Skills
+(96 to 120)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
(15 to 18)% Bonus to Buff/Debuff/Cold Skill Duration
+(9 to 11)% to Skill Damage
(151 to 200)% Extra Gold from Monsters

Bullseye
Targe (4)

Smite Damage: 20 to 30
Defense: (148-228)
Durability: 40
(Paladin Only)
Required Strength: 40
Required Level: 29

(161 to 200)% Bonus to Attack Rating
(12 to 14)% Deadly Strike
(-101 to -125) Defense vs. Missile
+(12 to 14) to Strength
+(12 to 14) to Dexterity

Mermaid's Song

Blade Talons (3)

One-Hand Damage: (161-189) to (205-241)

Durability: 65

(Assassin Only)

Required Dexterity: 172

Required Level: 29

4% Chance to cast level 6 Charm when Struck
+(121 to 160)% Enhanced Damage
+(21 to 25)% to Cold Skill Damage
+(7 per level) Defense vs. Missile (Based on Character Level)
+(6 to 7) to Frozen Soul
(21 to 25)% Bonus to Dexterity
Half Freeze Duration

Griswold's Revenge Giant Axe (3)

Two-Hand Damage: (155-172) to (208-231)

Durability: 92

Required Strength: 209

Required Level: 29

+(41 to 55) Crafting Points
Indestructible
7% Chance to cast level 2 Rust Storm on Striking
+(71 to 90)% Enhanced Damage
(32 to 42)% Bonus to Strength
+(31 to 40) Life after each Kill

Siege Breaker Great Maul (3)

Two-Hand Damage: (136-153) to (182-204)

Durability: 138

Required Strength: 240

Required Level: 29

50% Chance to cast level 10 Shower of Rocks when you Kill an Enemy
+(1 to 2) to All Skills
+(101 to 125)% Enhanced Damage
Stun Attack
(16 to 20)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
Slows Target by (16 to 20)%
+(151 to 200) Defense

Dragonspine Grim Wand (3)

One-Hand Damage: 37 to 66

Durability: 108

Required Dexterity: 66

Required Level: 29

+(2 to 3) to Necromancer Skill Levels
Adds 15-120 Fire Damage
+(9 to 11)% to Fire Skill Damage
+(3 to 4) to Barb Wire (Necromancer Only)
+(2 to 3) to Inner Fire
+(0.9375 per level) to Strength (Based on Character Level)
+(0.46875 per level) to Vitality (Based on Character Level)
Fire Absorb (9 to 11)%

Larzuk's Contraption Jawbone Cap (4)

Defense: (224-306)

Durability: 34

(Barbarian Only)

Required Strength: 79

Required Level: 29

11% Chance to cast level 7 Rain of Bombs when you Kill an Enemy
20% Increased Attack Speed
(8 to 9)% Mana Stolen per Hit
+(81 to 100)% Enhanced Defense
+(201 to 250) to Mana

Storm Cloud

Maiden Javelin (3)

Throw Damage: (157-190) to (186-213)
One-Hand Damage: (133-162) to (142-163)
Durability: 84
(Amazon Only)
Required Strength: 91
Required Dexterity: 183
Required Level: 29

35% Chance to cast level 5 Flurry of Javelins when Struck
+(101 to 130)% Enhanced Damage
15% Increased Attack Speed
+(61 to 80) to Minimum Damage
Adds 1-(151-200) Lightning Damage
+(9 to 11)% to Lightning Skill Damage
Slows Target by (21 to 25)%
Attacker Takes Lightning Damage of (151 to 200)
Level 3 Cascade Attack
Replenishes Quantity

**Gryphon's Claw
Maiden Pike (3)**

Two-Hand Damage: (100-111) to (291-319)
Durability: 80
(Amazon Only)
Required Strength: 90
Required Dexterity: 180
Required Level: 29

50% Chance to cast level 12 Flash on Attack
+(1 to 2) to Amazon Skill Levels
+(181 to 210)% Enhanced Damage
15% Increased Attack Speed
Adds 1-(151-200) Lightning Damage
Stun Attack
+4 to Defensive Harmony (Amazon Only)
+(36 to 45) to Strength
+(36 to 45) to Dexterity
Slows Attacker by (31 to 35)%

**The Predator
Wolf Head (4)**

Defense: (206-280)
Durability: 31
(Druid Only)
Required Strength: 72
Required Level: 29

35% Chance to cast level 7 Bloodlust when you Kill an Enemy
(10 to 11)% Life Stolen per Hit
+(81 to 100)% Enhanced Defense
(-61 to -75) to Life
(26 to 30)% Better Chance of Getting Magic Items

**Earthrend
Wrist Blade (4)**

One-Hand Damage: (80-90) to (96-107)
Durability: 20
(Assassin Only)
Required Dexterity: 82
Required Level: 30

4% Chance to cast level 7 Pagan Rites on Attack
+(96 to 120)% Enhanced Damage
Stun Attack
(19 to 22)% Chance of Crushing Blow
(46 to 55)% Deadly Strike

**Warp Crystal
Sacred Globe (4)**

One-Hand Damage: 33 to 40
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 30

8% Chance to cast level 1 Teleport when Struck
25% Faster Run/Walk
25% Faster Cast Rate
+(21 to 25) to Energy
+(201 to 250) Maximum Stamina

Wheel of Fortune
Large Shield (4)

Smite Damage: 32 to 48
Defense: (535-1008)
Durability: 52
Required Strength: 67
Required Dexterity: 137
Required Level: 30

11% Chance to cast level 4 Nightmare when Struck
Attacker Flees after Striking +(15 to 17)%
+(111 to 140)% Enhanced Defense
(12 to 14)% Chance of Uninterruptable Attack
(126 to 150)% Extra Gold from Monsters
(35 to 41)% Better Chance of Getting Magic Items

Darkhunter
Hunter's Bow (4)

Two-Hand Damage: (68-74) to (85-93)
Required Dexterity: 108
Required Level: 30

40% Chance to cast level 6 Bloodstar on Striking
+(56 to 70)% Enhanced Damage
+(91 to 115)% Damage to Demons
Adds 54-108 Fire Damage
+(12 to 14)% to Fire Skill Damage
+(23 to 28) to Dexterity

Thorncaster
Reflex Bow (3)

Two-Hand Damage: (154-182) to (223-262)
(Amazon Only)
Required Dexterity: 214
Required Level: 30

35% Chance to cast level 6 Spike Nova when you Kill an Enemy
25% Chance to cast level 6 Spore Shot when Struck
+(121 to 160)% Enhanced Damage
Adds (51-63)-(114-152) Poison Damage over 4 seconds
Knockback
Poison Resist +(61 to 70)%
Level 5 Charm (15 Charges)

The Shaman
Long Staff (4)

Two-Hand Damage: 44 to 54
Durability: 46
Required Dexterity: 84
Required Level: 30

100% Chance to cast level 11 Raven Flight when you Level-Up
+(2 to 3) to Druid Skill Levels
25% Faster Cast Rate
25% Faster Hit Recovery
Increase Maximum Life (19 to 22)%
Fire Resist +(38 to 48)%
Lightning Resist +(38 to 48)%

Harp of Vengeance
Long War Bow (3)

Two-Hand Damage: (162-186) to (326-389)
Required Dexterity: 204
Required Level: 30

25% Chance to cast level 1 Arrow on Striking
+(101 to 130)% Enhanced Damage
15% Faster Run/Walk
20% Increased Attack Speed
+(91 to 120) to Maximum Damage

Adds 17-128 Fire Damage
(6 to 7)% Life Stolen per Hit
(-17 to -22) to Vitality
Fire Resist +(41 to 50)%
Level 2 Death Metal (45 Charges)

**Brainburst
Helm (4)**

Defense: (360-528)
Durability: 39
Required Strength: 119
Required Level: 30

3% Chance to cast level 4 Blast Wave when Struck
+(91 to 115)% Enhanced Defense
(-53 to -68) to Mana
Fire Resist +(61 to 75)%
Attacker Takes Fire Damage of (81 to 100)
(81 to 100)% Damage Taken Goes To Mana

**Storm Crow
Pilum (4)**

Throw Damage: (90-101) to (138-155)
One-Hand Damage: (68-76) to (104-117)
Durability: 56
Required Dexterity: 113
Required Level: 30

8% Chance to cast level 8 Doom when you Kill an Enemy
+(101 to 125)% Enhanced Damage
20% Increased Attack Speed
(23 to 28)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

**Hratli's Craft
Ring Mail (4)**

Defense: (529-1041)
Durability: 51
Required Strength: (87-81)
Required Level: 30

+(206 to 270) Crafting Points
10% Faster Cast Rate
25% Faster Hit Recovery
+(107 to 134)% Enhanced Defense
Repairs 1 Durability in 50 Seconds
Requirements (-23 to -28)%

**Fearward
Zombie Head (4)**

Defense: (356-672)
Durability: 45
(Necromancer Only)
Required Strength: 53
Required Level: 30

+5 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(19 to 22)%
+(111 to 140)% Enhanced Defense
Fire Resist +(51 to 60)%
Lightning Resist +(51 to 60)%
Cold Resist +(51 to 60)%

**Robe of Leaves
Scale Mail (4)**

Defense: (611-1228)
Durability: 57
Required Strength: 131
Required Level: 30

Indestructible
+(2 to 3) to Druid Skill Levels
+(41 to 50)% Bonus Damage to Mark of the Wild
+(111 to 140)% Enhanced Defense
(21 to 25)% Bonus to Vitality

Lightning Resist +(21 to 25)%
Poison Resist +(56 to 70)%

The Atom Splitter
Scissors Katar (3)

One-Hand Damage: (141-166) to (176-208)
Durability: 66
(Assassin Only)
Required Dexterity: 142
Required Level: 30

35% Chance to cast level 9 Apocalypse on Attack
35% Chance to cast level 14 Cataclysm when you Kill an Enemy
+(121 to 160)% Enhanced Damage
Adds (302-402)-(403-503) Poison Damage over 8 seconds
+(16 to 20)% to Fire Skill Damage
+(16 to 20)% to Poison Skill Damage
Fire Resist +(41 to 50)%
Poison Resist +(41 to 50)%

Al Nair
Scimitar (4)

One-Hand Damage: (67-72) to (80-85)
Durability: 30
Required Strength: (60-51)
Required Level: 30

16% Chance to cast level 8 Fire Fountain when you Kill an Enemy
+(41 to 50)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
20% Faster Hit Recovery
+(12 to 14)% to Fire Skill Damage
Requirements (-41 to -50)%

Worldstone Shard
Crystal Sword (3)

One-Hand Damage: (76-84) to (92-102)
Durability: 40
Required Dexterity: 109
Required Level: 30

100% Chance to cast level 8 Lightning Cascade when you Kill an Enemy
8% Chance to cast level 3 Supernova on Striking
+(81 to 100)% Enhanced Damage
20% Increased Attack Speed
+(8 to 9)% to Skill Damage
All Resists +(31 to 40)%
Requirements -30%

Sea Summoner
Trident (4)

Two-Hand Damage: (70-78) to (132-146)
Durability: 48
Required Strength: 86
Required Dexterity: 113
Required Level: 30

30% Chance to cast level 2 Glacial Nova when you Kill an Enemy
+(81 to 100)% Enhanced Damage
Slows Target by (26 to 30)%
(12 to 14)% Bonus to Strength
(12 to 14)% Bonus to Dexterity
Cold Resist +(43 to 53)%

Aurumvorax
War Sword (3)

One-Hand Damage: (148-170) to (240-430)
Durability: 100
Required Strength: 178
Required Level: 30

+(101 to 130)% Enhanced Damage
10% Increased Attack Speed
+(1.8125 per level) to Maximum Damage (Based on Character Level)
(15 to 18)% Deadly Strike

+ (34 to 46) Life after each Kill
(-36 to -45)% Less Gold from Monsters

**Augur's Pelt
Hawk Helm (4)**

Defense: (318-470)
Durability: 37
(Druid Only)
Required Strength: 113
Required Level: 30

7% Chance to cast level 3 Raven Flight when you Kill an Enemy
100% Chance to cast level 42 Gift of the Wild when you Die
+ (1 to 2) to Druid Skill Levels
(126 to 150)% Bonus to Attack Rating
(21 to 25)% Bonus to Dexterity
+ (111 to 140)% Enhanced Defense
+ (26 to 30) to Dexterity
Fire Resist + (61 to 70)%

**Leoric's Fall
Circlet (4)**

Defense: (148-186)
Durability: 10
Required Level: 30

(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
(8 to 9)% Life Stolen per Hit
+ (4 to 6) to Death's Fury Totem
+ (101 to 125) Defense
(-21 to -25) to Vitality
Damage Reduced by (12 to 14)

**Manafeast
Fanged Helm (4)**

Defense: (362-532)
Durability: 40
(Barbarian Only)
Required Strength: 124
Required Level: 30

+ (1 to 2) to All Skills
(9 to 10)% Mana Stolen per Hit
(26 to 30)% Bonus to Energy
+ (121 to 150)% Enhanced Defense
(36 to 40)% Damage Taken Goes To Mana

**Alma Divina
Ancient Armor (3)**

Defense: (794-1746)
Durability: 111
Required Strength: 204
Required Level: 30

20% Faster Hit Recovery
20% Faster Block Rate
+ (91 to 120)% Enhanced Defense
+ (31 to 35) to all Attributes
Total Character Defense Plus (21 to 25)%
+3 to Light Radius

**Larzuk's Bombard
Repeating Crossbow (3)**

Two-Hand Damage: (205-241) to (296-348)
Required Strength: 214
Required Level: 30

35% Chance to cast level 15 Apocalypse when you Kill an Enemy
+ (121 to 160)% Enhanced Damage
25% Increased Attack Speed
(9 to 11)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
(21 to 25)% Bonus to Strength
+ (13.25 per level) Defense (Based on Character Level)
Total Character Defense Plus (21 to 25)%
+ (8 to 9)% to Experience Gained

**Hypnodisk
Rondache (4)**

Smite Damage: 32 to 48
Defense: (203-336)
Durability: 49
(Paladin Only)
Required Strength: 63
Required Level: 30

Blinds Attacker +5
+(12 to 14) to Dexterity
Reduces all Vendor Prices (12 to 14)%
+(2 to 3) to Light Radius

**Stranglevine
Belt (4)**

Defense: (514-725)
Durability: 43
Required Strength: 137
Required Level: 31

+(1 to 2) to Druid Skill Levels
Adds 11-32 Poison Damage over 2 seconds
+(12 to 14)% to Poison Skill Damage
+(121 to 150)% Enhanced Defense
Poison Length Reduced by (26 to 30)%
Slows Attacker by (17 to 19)%

**Shadowhymn
Bone Shield (4)**

Smite Damage: 12 to 18
Defense: (417-756)
Durability: 51
Required Dexterity: (99-93)
Required Level: 31

8% Chance to cast level 12 Shadowform when Struck
(12 to 14)% Increased Chance of Blocking
+(111 to 140)% Enhanced Defense
All Resists +(36 to 45)%
Damage Reduced by (16 to 19)
Magic Damage Reduced by (12 to 14)
Requirements (-26 to -30)%

**Hand of Karcheus
Long Bow (4)**

Two-Hand Damage: (103-115) to (135-150)
Required Dexterity: 138
Required Level: 31

3% Chance to cast level 1 Glacial Nova on Striking
+(85 to 106)% Enhanced Damage
10% Faster Run/Walk
Freezes Target +3
Freezes Attacker +3
Cold Resist +(56 to 70)%

**Light's Widow
Breast Plate (4)**

Defense: (775-1590)
Durability: 69
Required Strength: 168
Required Level: 31

3% Chance to cast level 9 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(21 to 25)% to Skill Damage
+(116 to 145)% Enhanced Defense
(19 to 22)% Bonus to All Attributes
(201 to 250)% Extra Gold from Monsters

**The Defiler
Broad Axe (4)**

Two-Hand Damage: (145-166) to (158-180)

Durability: 44
Required Strength: 138
Required Level: 31

100% Chance to cast level 20 Gamma Field when you Die
+(111 to 140)% Enhanced Damage
25% Increased Attack Speed
20% Faster Hit Recovery
+(21 to 25) to Minimum Damage
(61 to 75)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (26 to 30)%

Toesie Warmer
Chain Boots (4)

Defense: (158-204)
Durability: 55
Required Strength: 134
Required Level: 31

32% Chance to cast level 8 Fire Fountain when you Kill an Enemy
10% Faster Run/Walk
Adds 12-28 Fire Damage
Increase Maximum Life (19 to 22)%
Fire Resist +(36 to 45)%
Total Character Defense Plus (10 to 11)%

Boneclasp
Chain Gloves (4)

Defense: (248-379)
Durability: 39
Required Strength: 116
Required Level: 31

3% Chance to cast level 7 Crucify on Striking
(10 to 11)% Deadly Strike
Hit Causes Monster to Flee +(36 to 45)%
Slows Target by (19 to 22)%
+(111 to 140)% Enhanced Defense

Steelsnare
Chain Mail (4)

Defense: (699-1420)
Durability: 63
Required Strength: 149
Required Level: 31

+(19 to 22) to Maximum Damage
(26 to 30)% Chance of Open Wounds
+(116 to 145)% Enhanced Defense
Total Character Defense Plus (26 to 30)%
Slows Attacker by (26 to 30)%
Repairs 1 Durability in 50 Seconds

Lavafrost
Claymore (4)

One-Hand Damage: (106-121) to (130-149)
Two-Hand Damage: (126-144) to (136-156)
Durability: 42
Required Strength: 143
Required Level: 31

3% Chance to cast level 6 Pandemonium on Striking
+(101 to 130)% Enhanced Damage
+(12 to 14)% to Fire Skill Damage
+(12 to 14)% to Cold Skill Damage
Fire Resist +(41 to 50)%
Cold Resist +(41 to 50)%
Total Character Defense Plus (12 to 14)%
Half Freeze Duration

Manashard
Dirk (4)

One-Hand Damage: (86-98) to (99-112)
Durability: 14
Required Dexterity: 103
Required Level: 31

11% Chance to cast level 2 Hex on Striking
+(1 to 2) to All Skills
+(111 to 140)% Enhanced Damage
(14 to 17)% Mana Stolen per Hit
+(21 to 25)% to Skill Damage
(14 to 17)% Life Stolen per Hit

**Skullbat
Spiked Club (4)**

One-Hand Damage: (79-88) to (121-134)
Durability: 24
Required Strength: (74-70)
Required Level: 31

+(81 to 100)% Enhanced Damage
Stun Attack
Knockback
(-56 to -70) to Mana
Requirements (-26 to -30)%

**Stormsurge
Voulge (4)**

Two-Hand Damage: (53-57) to (133-145)
Durability: 50
Required Strength: 123
Required Dexterity: 123
Required Level: 31

14% Chance to cast level 6 Lightning Cascade on Striking
+(61 to 75)% Enhanced Damage
+(2 to 3) Extra Lightning Cascade Targets
10% Increased Attack Speed
Adds 1-66 Lightning Damage
+(12 to 14)% to Lightning Skill Damage
Lightning Resist +(56 to 70)%

**Throatseeker
Axe (4)**

One-Hand Damage: (105-120) to (158-180)
Durability: 36
Required Strength: 118
Required Level: 31

40% Chance to cast level 4 Blood Flash when you Kill an Enemy
+(111 to 140)% Enhanced Damage
20% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
Increase Maximum Life (26 to 30)%
+(41 to 50) Life after each Kill

**Shadowmaster
Yew Wand (4)**

One-Hand Damage: 29 to 44
Durability: 36
Required Dexterity: 50
Required Level: 31

+(2 to 3) to Necromancer Skill Levels
+(8 to 9) Extra Shadow Minions
10% Faster Cast Rate
+(26 to 30)% Bonus to Summoned Minion Life

**Flamebreath
Light Crossbow (4)**

Two-Hand Damage: (154-175) to (201-227)
Required Strength: 144
Required Level: 31

25% Chance to cast level 9 Blink when you Kill an Enemy
+(121 to 150)% Enhanced Damage
30% Increased Attack Speed
(81 to 100)% Bonus to Attack Rating
Adds (81-100)-(161-200) Fire Damage
Fire Resist +(51 to 60)%

**Trang-Oul's Relic
Unraveller Head (4)**

Defense: (430-832)
Durability: 53
(Necromancer Only)
Required Strength: 72
Required Level: 32

100% Chance to cast level 30 Frozen Crown when you Die
+(2 to 3) to Necromancer Skill Levels
Freezes Attacker +5
+(101 to 125)% Enhanced Defense
Cold Resist +(51 to 60)%
Level 8 Charm (30 Charges)

**Eagle Spirit
Flying Knife (4)**

Throw Damage: (130-148) to (151-172)
One-Hand Damage: (99-112) to (116-132)
Durability: 12
Required Dexterity: 172
Required Level: 32

+(111 to 140)% Enhanced Damage
20% Increased Attack Speed
(101 to 125)% Bonus to Attack Rating
Knockback
(56 to 70)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**The Foculus
Smoked Sphere (4)**

One-Hand Damage: 42 to 54
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 32

3% Chance to cast level 8 Blast Wave when Struck
+(2 to 3) to Sorceress Skill Levels
+(21 to 25)% to Fire Skill Damage
+(21 to 25) to all Attributes
+(101 to 125) to Life
Replenish Life +(41 to 50)
Fire Resist +(46 to 55)%

**Akarat's Trek
Light Plated Boots (4)**

Defense: (414-624)
Durability: 68
Required Strength: 183
Required Level: 32

2% Chance to cast level 6 Judgement when Struck
Total Character Damage Plus (26 to 30)%
+(117 to 144)% Enhanced Defense
+(21 to 25) to all Attributes
+2 to Light Radius

**Goredrill
Brandistock (4)**

Two-Hand Damage: (111-128) to (206-235)
Durability: 72
Required Strength: 116
Required Dexterity: 155
Required Level: 32

30% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(111 to 140)% Enhanced Damage
+(21 to 25) to Minimum Damage
(26 to 30)% Chance of Open Wounds
+(36 to 45) to Dexterity
+(36 to 45) to Vitality
Fire Resist +(51 to 60)%

**Arreat's Heart
Plate Mail (4)**

Defense: (937-1965)
Durability: 81
Required Strength: 204
Required Level: 32

6% Chance to cast level 5 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
(19 to 22)% Bonus to Strength
(19 to 22)% Bonus to Vitality
+(121 to 150)% Enhanced Defense
+(30 to 36) to Strength
+(30 to 36) to Vitality

**Dark Star
Coronet (4)**

Defense: (261-409)
Durability: 15
Required Level: 32

+(1 to 2) to Assassin Skill Levels
Adds 20-40 Cold Damage
(9 to 10)% Mana Stolen per Hit
+(2 to 3) to Shadow Refuge (Assassin Only)
+(201 to 250)% Enhanced Defense
Cold Resist +(61 to 70)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

**Vizjun's Justice
Hatchet Hands (4)**

One-Hand Damage: (112-127) to (132-150)
Durability: 29
(Assassin Only)
Required Dexterity: 106
Required Level: 32

+(121 to 150)% Enhanced Damage
+(56 to 70)% Bonus to Poison Skill Duration
+(21 to 25)% to Poison Skill Damage
+(2 to 3) to Way of the Spider (Assassin Only)
(12 to 14)% Bonus to Dexterity

**Demonhorn
Horned Helm (4)**

Defense: (446-680)
Durability: 47
(Barbarian Only)
Required Strength: 170
Required Level: 32

100% Chance to cast level 45 Fire Star when you Level-Up
+(1 to 2) to All Skills
Adds (51-60)-(101-120) Fire Damage
(26 to 30)% Chance of Crushing Blow
+(121 to 150)% Enhanced Defense
Fire Resist +(61 to 70)%
+(26 to 30) Life after each Kill

**Kashya's Ambush
Composite Bow (4)**

Two-Hand Damage: (141-160) to (245-286)
Required Dexterity: 167
Required Level: 32

8% Chance to cast level 5 Phalanx when you Kill an Enemy
+(111 to 140)% Enhanced Damage
+(56 to 70) to Maximum Damage
(126 to 150)% Bonus to Attack Rating
+(23 to 28) to Dexterity
Increase Maximum Life (30 to 36)%
Total Character Defense Plus (39 to 47)%

**Candlewake
Splint Mail (4)**

Defense: (787-1611)
Durability: 75
Required Strength: (137-130)
Required Level: 32

8% Chance to cast level 5 Summon Shadows when you Kill an Enemy
100% Chance to cast level 25 Raven Flight when you Die
10% Faster Cast Rate
+(101 to 125)% Enhanced Defense
Damage Reduced by (14 to 17)
Requirements (-26 to -30)%

Banner of Steel
Kite Shield (4)

Smite Damage: 44 to 66
Defense: (679-1334)
Durability: 62
Required Strength: 91
Required Dexterity: 180
Required Level: 32

40% Chance to cast level 2 Bloodlust when you Kill an Enemy
100% Chance to cast level 5 Time Strike when Struck
10% Increased Attack Speed
15% Faster Block Rate
(12 to 14)% Increased Chance of Blocking
Total Character Damage Plus (12 to 14)%
+(111 to 140)% Enhanced Defense

Jalal's Charge
Antlers (4)

Defense: (392-600)
Durability: 42
(Druid Only)
Required Strength: 154
Required Level: 32

+(46 to 55)% Bonus Damage to Mark of the Wild
+(46 to 55) to Minimum Damage
(26 to 30)% Chance of Crushing Blow
+(111 to 140)% Enhanced Defense
+(30 to 32) to all Attributes
All Resists +(26 to 30)%

Ironhood
Full Helm (4)

Defense: (328-469)
Durability: 45
Required Strength: (111-105)
Required Level: 32

100% Chance to cast level 24 Mana Sweep when you Die
+(1 to 2) to All Skills
+(13 to 15)% to Skill Damage
+(41 to 50)% Enhanced Defense
+(121 to 150) to Mana
-2 to Light Radius
Requirements (-31 to -35)%

Carmen Alvare
Grand Scepter (4)

One-Hand Damage: (112-126) to (156-175)
Durability: 30
Required Dexterity: (86-72)
Required Level: 32

30% Chance to cast level 6 Holy Trap when you Kill an Enemy
+(1 to 2) to Amazon Skill Levels
+(101 to 125)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
(0.5 per level)% to Fire Skill Damage (Based on Character Level)
(46 to 55)% Better Chance of Getting Magic Items
Requirements (-38 to -48)%

Quietus

Giant Sword (4)

One-Hand Damage: 68 to 84
Two-Hand Damage: 86 to 92
Durability: 56
Required Strength: (112-94)
Required Level: 32

+(1 to 2) to All Skills
+(101 to 125)% Bonus to Poison Skill Duration
20% Faster Cast Rate
Adds 54-108 Cold Damage
(12 to 14)% Mana Stolen per Hit
+(14 to 17)% to Cold Skill Damage
Requirements (-38 to -48)%

**Aerin Nexus
Gnarled Staff (4)**

Two-Hand Damage: 56 to 72
Durability: 70
Required Dexterity: 125
Required Level: 32

+(1 to 2) to Sorceress Skill Levels
+(12 to 14)% to Skill Damage
+(40 to 51) to Energy
+(40 to 51) to Vitality
Slows Attacker by (21 to 25)%
(33 to 38)% Better Chance of Getting Magic Items

**Infernolash
Saber (4)**

One-Hand Damage: (112-126) to (133-150)
Durability: 44
Required Strength: 133
Required Level: 32

30% Chance to cast level 6 Immolation when you Kill an Enemy
+(91 to 115)% Enhanced Damage
20% Increased Attack Speed
(128 to 153)% Bonus to Attack Rating
(0.4375 per level)% to Fire Skill Damage (Based on Character Level)
(26 to 30)% Chance of Open Wounds

**Leoric's Banner
Heraldic Shield (4)**

Smite Damage: 44 to 66
Defense: (567-1110)
Durability: 59
(Paladin Only)
Required Strength: 86
Required Level: 32

6% Life Stolen per Hit
(12 to 14)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
+(7 to 8) to Summon Shadows
+(121 to 150)% Enhanced Defense
+(21 to 25) to all Attributes
(26 to 30)% Chance of Uninterruptable Attack

**Akarat's Crucifix
Spiked Shield (4)**

Smite Damage: 20 to 30
Defense: (418-764)
Durability: 59
Required Dexterity: 168
Required Level: 33

11% Chance to cast level 4 Mind Flay when Struck
11% Chance to cast level 4 Bloodlust when Struck
Total Character Damage Plus (19 to 22)%
+(81 to 100)% Enhanced Defense
Fire Resist +(56 to 70)%

**Bone Gasher
Falchion (4)**

One-Hand Damage: (138-155) to (168-189)
Durability: 58
Required Strength: 162
Required Level: 33

50% Chance to cast level 8 Frozen Soul on Striking
+(1 to 2) to Paladin Skill Levels
+(101 to 125)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
+(12 to 14) to Strength
+(36 to 45) Mana after each Kill

**Lorekeeper
Light Gauntlets (4)**

Defense: (296-477)
Durability: 46
Required Strength: (117-111)
Required Level: 33

16% Chance to cast level 7 Elemental when Struck
+(12 to 14)% to Skill Damage
+(121 to 150)% Enhanced Defense
(12 to 14)% Bonus to Energy
All Resists +(23 to 28)%
Requirements (-26 to -30)%

**Koth's Lesson
Mace (4)**

One-Hand Damage: (85-93) to (138-151)
Durability: 40
Required Strength: 130
Required Level: 33

8% Chance to cast level 4 Bloodlust when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(41 to 50)% Bonus Damage to Bloodlust
+(21 to 25)% Bonus Elemental Damage to Bloodlust
+(56 to 70)% Enhanced Damage
+(121 to 150)% Damage to Undead
Fire Resist +(41 to 50)%
Poison Resist +(25 to 31)%

**Trang-Oul's Breath
Mask (4)**

Defense: (300-431)
Durability: 26
Required Strength: (117-109)
Required Level: 33

1% Chance to cast level 22 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(10 to 11)% to Cold Skill Damage
+(71 to 90)% Enhanced Defense
Cold Resist +(25 to 31)%
Requirements (-23 to -28)%

**Rathma's Charm
Bone Wand (4)**

One-Hand Damage: 36 to 59
Durability: 60
Required Dexterity: 65
Required Level: 33

+(2 to 3) to Necromancer Skill Levels
+(3 to 4) to Blood Tide Totem (Necromancer Only)
+(3 to 4) to Demon Blood (Necromancer Only)
(26 to 30)% Bonus to Strength
(26 to 30)% Bonus to Energy
Increase Maximum Life (26 to 30)%
Fire Resist +(51 to 60)%
Cold Resist +(51 to 60)%

**Moonscythe
Scythe (4)**

Two-Hand Damage: (62-70) to (237-266)
Durability: 74
Required Strength: 162
Required Dexterity: 162
Required Level: 33

20% Chance to cast level 3 Mana Sweep when you Kill an Enemy
+(2 to 4) to Necromancer Skill Levels
+(96 to 120)% Enhanced Damage
10% Increased Attack Speed
40% Faster Hit Recovery
+(101 to 125)% Bonus to Summoned Minion Life
Lightning Resist +(51 to 60)%
Cold Resist +(51 to 60)%

The Warthog
War Hammer (4)

One-Hand Damage: (105-120) to (164-187)
Durability: 75
Required Strength: (225-232)
Required Level: 33

+(111 to 140)% Enhanced Damage
(46 to 55)% Chance of Crushing Blow
+(7 to 8) to Time Strike
(21 to 25)% Bonus to Strength
Requirements +(21 to 25)%

Seraph Wing
Short Battle Bow (4)

Two-Hand Damage: (172-195) to (234-265)
Required Dexterity: 197
Required Level: 33

30% Chance to cast level 4 Rune of Ice when you Kill an Enemy
3% Chance to cast level 8 Frozen Crown on Striking
+(121 to 150)% Enhanced Damage
20% Faster Run/Walk
25% Increased Attack Speed
+(81 to 100)% Damage to Undead
All Resists +(61 to 75)%
+2 to Light Radius

Emberstorm
Short Spear (4)

Throw Damage: (109-123) to (184-206)
One-Hand Damage: (82-92) to (139-156)
Durability: 80
Required Dexterity: 157
Required Level: 33

40% Chance to cast level 8 Cataclysm when you Kill an Enemy
+(96 to 120)% Enhanced Damage
20% Faster Run/Walk
40% Increased Attack Speed
(-46 to -55) Maximum Stamina
+(41 to 50) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Frostneedle
Kriss (4)

One-Hand Damage: (127-147) to (151-174)
Durability: 20
Required Dexterity: 148
Required Level: 33

30% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(161 to 200)% Enhanced Damage
Ignore Target's Defense
+(12 to 14)% to Cold Skill Damage
Cold Resist +(41 to 50)%

Moonbender's Wing
Double Axe (4)

One-Hand Damage: (141-160) to (221-252)

Durability: 50
Required Strength: (119-113)
Required Level: 33

30% Chance to cast level 1 Teleport on Striking
30% Chance to cast level 1 Teleport when Struck
+(111 to 140)% Enhanced Damage
(27 to 34)% Bonus to Dexterity
(27 to 34)% Bonus to Energy
Total Character Defense Plus (19 to 22)%
Requirements (-26 to -30)%

Ice Tomb
Field Plate (4)

Defense: (1154-2465)
Durability: 87
Required Strength: (165-156)
Required Level: 33

21% Chance to cast level 3 Shackles of Ice when Struck
100% Chance to cast level 40 Rune of Ice when you Die
14% Chance to cast level 2 Glacial Nova when Struck
+(19 to 22)% to Cold Skill Damage
+(151 to 190)% Enhanced Defense
Cold Resist +(56 to 70)%
Cannot Be Frozen
Requirements (-26 to -30)%

Skullhammer
Battle Axe (4)

Two-Hand Damage: (176-200) to (271-404)
Durability: 60
Required Strength: 189
Required Level: 33

+(121 to 150)% Enhanced Damage
+(1.1875 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(36 to 45)% Chance of Crushing Blow
(36 to 40)% Chance of Open Wounds
+(41 to 50) to Strength

Noblebane
Cestus (4)

One-Hand Damage: (114-125) to (200-228)
Durability: 38
(Assassin Only)
Required Dexterity: 129
Required Level: 33

3% Chance to cast level 11 Vanquish when you Kill an Enemy
+(91 to 110)% Enhanced Damage
(23 to 28)% Increased Chance of Blocking
+(61 to 75) to Maximum Damage
+(-36 to -45)% Target Defense
+(2 to 3) to Light Radius
(36 to 40)% Curse Length Reduction

The Barracuda
Crossbow (4)

Two-Hand Damage: (153-170) to (209-232)
Required Strength: 206
Required Level: 33

30% Chance to cast level 8 Bloodlust when you Kill an Enemy
+(81 to 100)% Enhanced Damage
+(51 to 60)% Bonus Damage to Bloodlust
+(26 to 30)% Bonus Elemental Damage to Bloodlust
25% Increased Attack Speed
Adds (41-50)-(111-140) Fire Damage
Fire Resist +(41 to 50)%

Thread of Life
Heavy Belt (4)

Defense: (633-912)
Durability: 52

Required Strength: 192
Required Level: 33

12% Chance to cast level 3 Banish when Struck
+(111 to 140)% Enhanced Defense
(12 to 14)% Bonus to Vitality
+(31 to 35) to Vitality
(21 to 25)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (15 to 17)
+2 to Light Radius

**Ashenwind
Glaive (4)**

Throw Damage: (154-174) to (272-306)
One-Hand Damage: (115-130) to (205-231)
Durability: 104
Required Dexterity: 202
Required Level: 34

8% Chance to cast level 6 Immolation on Striking
+(131 to 160)% Enhanced Damage
(33 to 38)% Piercing Attack
Fire Resist +(41 to 50)%
-2 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

**Terrorcane
Battle Staff (4)**

Two-Hand Damage: (145-165) to (194-220)
Durability: 94
Required Dexterity: 167
Required Level: 34

+(121 to 150)% Enhanced Damage
25% Increased Attack Speed
25% Faster Hit Recovery
(126 to 150)% Bonus to Attack Rating
Adds 43-97 Poison Damage over 6 seconds
Stun Attack
(41 to 50)% Deadly Strike
Attacker Flees after Striking +(43 to 53)%

**Sky Sweeper
Stag Bow (4)**

Two-Hand Damage: (147-161) to (202-222)
(Amazon Only)
Required Dexterity: 237
Required Level: 34

4% Chance to cast level 2 Cascade on Striking
+(2 to 3) to Amazon Skill Levels
+(91 to 110)% Enhanced Damage
Adds 1-(81-100) Lightning Damage
(12 to 14)% Mana Stolen per Hit
Lightning Absorb (12 to 14)%
+(26 to 30) Mana after each Kill
Level 4 Cold Fear (20 Charges)

**Goldtouch
Leather Gloves (5)**

Defense: (126-132)
Durability: 25
Required Strength: 44
Required Level: 34

4% Chance to cast level 7 Vanquish when you Kill an Enemy
(15 to 17)% Chance of Open Wounds
(-71 to -85) to Life
(101 to 120)% Extra Gold from Monsters
(37 to 43)% Better Chance of Getting Magic Items

**Huo Zhi Wang
Light Plate (4)**

Defense: (494-920)
Durability: 93

Required Strength: (154-132)
Required Level: 34

11% Chance to cast level 5 Immolation when Struck
100% Chance to cast level 8 Blast Wave when you Level-Up
10% Faster Cast Rate
+(19 to 22)% to Fire Skill Damage
Fire Resist +(71 to 90)%
(81 to 100)% Extra Gold from Monsters
Requirements (-36 to -45)%

Ryuuseiu Kyanon
Long Battle Bow (4)

Two-Hand Damage: (200-227) to (274-312)
Required Dexterity: 226
Required Level: 34

40% Chance to cast level 6 Immolation when you Kill an Enemy
+(125 to 156)% Enhanced Damage
25% Increased Attack Speed
10% Faster Hit Recovery
+(45 to 56) to Vitality
Fire Resist +(67 to 84)%
Attacker Takes Fire Damage of (71 to 90)

Everchase
Boots (5)

Defense: (223-264)
Durability: 29
Required Strength: 53
Required Level: 34

30% Faster Run/Walk
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(91 to 110) Defense
+(451 to 550) Maximum Stamina

Zakarum's Legacy
Aerin Shield (4)

Smite Damage: 56 to 84
Defense: (685-1380)
Durability: 68
(Paladin Only)
Required Strength: 110
Required Level: 34

100% Chance to cast level 42 Immolation Bomb when you Die
+(2 to 3) to Paladin Skill Levels
30% Faster Block Rate
(32 to 39)% Increased Chance of Blocking
(12 to 14)% Bonus to All Attributes
+(121 to 150)% Enhanced Defense
+(12 to 14)% Chance to Avoid Damage

Hero's Fang
Gargoyle Head (4)

Defense: (570-1150)
Durability: 62
(Necromancer Only)
Required Strength: 92
Required Level: 34

30% Increased Attack Speed
30% Faster Hit Recovery
+(101 to 125) to Maximum Damage
(9 to 10)% Life Stolen per Hit
+(7 to 8) to Scorpion Blade
+(7 to 8) to Titan Strike
+(121 to 150)% Enhanced Defense
Total Character Defense Plus (36 to 40)%

Shield of a Thousand Stars
Tower Shield (4)

Smite Damage: 56 to 84
Defense: (818-1623)
Durability: 72

Required Strength: 116
Required Dexterity: 223
Required Level: 34

(14 to 17)% Increased Chance of Blocking
Stun Attack
+(111 to 135)% Enhanced Defense
+(23 to 28) to all Attributes

**Darkspite
Spetum (4)**

Two-Hand Damage: (78-85) to (196-213)
Durability: 96
Required Strength: 145
Required Dexterity: 197
Required Level: 34

3% Chance to cast level 11 Unholy Armor when Struck
+(61 to 75)% Enhanced Damage
+(101 to 125)% Damage to Demons
Total Character Damage Plus (51 to 60)%
Total Character Defense Plus (26 to 30)%
+3 to Light Radius

**The Allseeing Eye
Clasped Orb (4)**

One-Hand Damage: 49 to 66
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 34

+(2 to 3) to Sorceress Skill Levels
(21 to 25)% Increased Chance of Blocking
+(4 per level) to Mana (Based on Character Level)
All Resists +(26 to 30)%
Total Character Defense Plus (17 to 19)%
Level 4 Blink (30 Charges)

**Harpy's Strike
Claws (4)**

One-Hand Damage: (138-155) to (170-191)
Durability: 48
(Assassin Only)
Required Dexterity: 153
Required Level: 34

21% Chance to cast level 3 Charm when you Kill an Enemy
+(2 to 3) to Assassin Skill Levels
+(101 to 125)% Enhanced Damage
20% Faster Run/Walk
15% Increased Attack Speed
(10 to 11)% Life Stolen per Hit
+(7 to 8) to Cautious Strike
(26 to 30)% Bonus to Dexterity

**Jalal's Claw
Balanced Axe (4)**

Throw Damage: (110-125) to (316-357)
One-Hand Damage: (83-95) to (238-270)
Durability: 20
Required Strength: 231
Required Level: 34

3% Chance to cast level 7 Plague Avatar on Striking
+(121 to 150)% Enhanced Damage
20% Faster Run/Walk
20% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
+(21 to 25) to all Attributes
Poison Resist +(56 to 70)%
Replenishes Quantity
Level 1 Barrage Attack

**Royal Circlet
Tiara (4)**

Defense: (207-332)

Durability: 20

Required Level: 34

+(1 to 2) to All Skills

(12 to 14)% Bonus to All Attributes

+(201 to 250)% Enhanced Defense

+(21 to 25) to all Attributes

All Resists (-21 to -25)%

(31 to 35)% Better Chance of Getting Magic Items

Ghost Anchor

Maiden Spear (4)

Two-Hand Damage: (120-132) to (303-333)

Durability: 64

(Amazon Only)

Required Strength: (64-60)

Required Dexterity: (135-128)

Required Level: 34

Indestructible

+(91 to 110)% Enhanced Damage

Stun Attack

+(7 to 8) to Arcane Strike

Slows Target by (36 to 40)%

Requirements (-31 to -35)%

Ethereal (Cannot be repaired)

Skythrone

Falcon Mask (4)

Defense: (488-760)

Durability: 48

(Druid Only)

Required Strength: (143-135)

Required Level: 34

10% Faster Run/Walk

10% Increased Attack Speed

+(2 to 5) to Catharsis

+(121 to 150)% Enhanced Defense

+(12 to 14)% Chance to Avoid Damage

Requirements (-26 to -30)%

Thunderbellow

Great Helm (4)

Defense: (639-987)

Durability: 51

Required Strength: 204

Required Level: 34

30% Chance to cast level 16 Supernova when you Kill an Enemy

+(10 to 11)% to Lightning Skill Damage

+(131 to 160)% Enhanced Defense

(12 to 14)% Bonus to Strength

Lightning Resist +(41 to 50)%

Attacker Takes Lightning Damage of (241 to 300)

Fleshdoom

Bastard Sword (4)

One-Hand Damage: (175-199) to (219-249)

Two-Hand Damage: (227-259) to (242-276)

Durability: 70

Required Strength: 221

Required Level: 34

7% Chance to cast level 2 Death Coil on Striking

+(111 to 140)% Enhanced Damage

(21 to 25)% Deadly Strike

+(56 to 70) to Vitality

Increase Maximum Life (26 to 30)%

Damage Reduced by (12 to 14)

+(36 to 45) Life after each Kill

Berserkergang

Assault Helmet (4)

Defense: (240-330)

Durability: 53
(Barbarian Only)
Required Strength: 214
Required Level: 34

+(1 to 2) to Barbarian Skill Levels
25% Increased Attack Speed
(-12 to -14)% Decreased Chance of Blocking
(26 to 30)% Chance of Crushing Blow
(46 to 55)% Bonus to Vitality when using a Healing Potion
+(126 to 150)% Damage when using a Healing Potion
+(12 to 14)% Chance to Avoid Damage
Fire Resist +(61 to 70)%
Total Character Defense Plus (26 to 30)%

Plaguemourn
Broad Sword (4)

One-Hand Damage: (168-192) to (242-280)
Durability: 72
Required Strength: 192
Required Level: 34

9% Chance to cast level 3 Plague Avatar on Striking
+(111 to 140)% Enhanced Damage
+(36 to 45) to Maximum Damage
+(21 to 25)% to Poison Skill Damage
Poison Resist +(51 to 60)%
Damage Reduced by (8 to 9)%

Nor Tiraj's Wisdom
Sash (5)

Defense: (145-162)
Durability: 25
Required Strength: 40
Required Level: 35

+(12 to 13)% to Fire Skill Damage
+(281 to 340) to Mana
All Resists +(23 to 26)%

Runeflesh
Leather Armor (5)

Defense: (501-855)
Durability: 33
Required Strength: 84
Required Level: 35

22% Chance to cast level 6 Apocalypse when Struck
+(23 to 26)% Bonus Damage to Bloodlust
15% Increased Attack Speed
+(126 to 150)% Enhanced Defense
+(29 to 34) Life after each Kill
Attacker Takes Fire Damage of (40 to 47)

Archon's Wrath
Gothic Plate (4)

Defense: (1164-2418)
Durability: 99
Required Strength: 259
Required Level: 35

+(121 to 150) Crafting Points
8% Chance to cast level 1 Retribute when Struck
10% Increased Attack Speed
10% Faster Cast Rate
+(121 to 145)% Enhanced Defense
Increase Maximum Life (23 to 28)%
Increase Maximum Mana (23 to 28)%

Lachdanan's Will
Long Sword (4)

One-Hand Damage: (234-270) to (289-333)
Durability: 86
Required Strength: 221
Required Level: 35

19% Chance to cast level 2 Time Strike on Striking
19% Chance to cast level 3 Retribute when Struck
+(161 to 200)% Enhanced Damage
10% Increased Attack Speed
10% Faster Block Rate
(14 to 17)% Increased Chance of Blocking
+(23 to 28) to Strength

Snowhammer
Military Pick (4)

One-Hand Damage: (189-213) to (307-345)
Durability: 64
Required Strength: 207
Required Level: 35

40% Chance to cast level 14 Doom Serpents when you Kill an Enemy
+(131 to 160)% Enhanced Damage
25% Increased Attack Speed
Adds 21-61 Cold Damage
+(10 to 11)% to Cold Skill Damage
Freezes Target +6
Cold Resist +(25 to 31)%

Razordisk
Buckler (5)

Smite Damage: 8 to 12
Defense: (397-556)
Durability: 32
Required Strength: 27
Required Dexterity: 75
Required Level: 35

+(1.375 per level) to Maximum Damage (Based on Character Level)
(26 to 30)% Chance of Open Wounds
Total Character Damage Plus (31 to 35)%
+(131 to 160)% Enhanced Defense
+(15 to 17) to Strength
(301 to 350)% Damage Reflected

The Wanderer's Hood
Cap (5)

Defense: (145-162)
Durability: 27
Required Strength: 49
Required Level: 35

Indestructible
(15 to 17)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(43 to 51)%
-3 to Light Radius

The War Cloak
Quilted Armor (5)

Defense: (176-250)
Durability: 27
Required Strength: 57
Required Level: 35

(37 to 43)% Chance of Open Wounds
Total Character Damage Plus (23 to 26)%
Extra Bloody Hits
+(31 to 35) Life after each Kill

Lychnus Lyaei
Morning Star (4)

One-Hand Damage: (124-136) to (208-228)
Durability: 56
Required Strength: 160
Required Level: 35

16% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(91 to 110)% Enhanced Damage
+(23 to 28) to Strength
(41 to 50)% Bonus to Vitality when using a Healing Potion
+(23 to 28) Life after each Kill
+4 to Light Radius

Lex Ferarum
Great Axe (4)

Two-Hand Damage: (233-262) to (307-345)
Durability: 76
Required Strength: 241
Required Level: 35

100% Chance to cast level 16 Gift of the Wild when you Kill an Enemy
+(131 to 160)% Enhanced Damage
+(21 to 25) to Strength
+(21 to 25) to Dexterity
+(36 to 45) Life after each Kill
(161 to 200)% Extra Gold from Monsters
(41 to 50)% Better Chance of Getting Magic Items

Wraithverge
War Scepter (4)

One-Hand Damage: (183-205) to (284-318)
Durability: 46
Required Dexterity: (107-89)
Required Level: 35

40% Chance to cast level 24 Pain Spirit when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(17 to 19)% to Physical/Magic Spell Damage
All Resists +(56 to 70)%
(26 to 30)% Curse Length Reduction
Requirements (-46 to -55)%

Demonsong
Flamberge (4)

One-Hand Damage: (206-235) to (344-592)
Two-Hand Damage: (272-309) to (380-633)
Durability: 84
Required Strength: 261
Required Level: 35

6% Chance to cast level 8 Elemental on Striking
+(111 to 140)% Enhanced Damage
25% Increased Attack Speed
+(2.5 per level) to Maximum Damage (Based on Character Level)
+(5.5 per level) to Life (Based on Character Level)
Fire Resist +(46 to 55)%
+(46 to 55) Life after each Kill

Banshee's Chase
Balanced Knife (4)

Throw Damage: (183-208) to (213-242)
One-Hand Damage: (137-156) to (158-180)
Durability: 16
Required Dexterity: 266
Required Level: 35

8% Chance to cast level 8 Frozen Soul on Striking
+(111 to 140)% Enhanced Damage
(12 to 14)% Increased Chance of Blocking
Adds 24-60 Cold Damage
(21 to 25)% Deadly Strike
+(161 to 200) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Death's Bellringer
Maul (4)

Two-Hand Damage: (169-187) to (278-430)
Durability: 114
Required Strength: 277
Required Level: 35

25% Chance to cast level 10 Slayer when you Kill an Enemy
+(126 to 150)% Enhanced Damage
+(1.5 per level) to Maximum Damage (Based on Character Level)
+(21 to 25)% to Physical/Magic Spell Damage
Stun Attack
+(26 to 30) to Strength

+(26 to 30) to Dexterity

**Quill Rat's Sting
Javelin (5)**

Throw Damage: (87-96) to (161-181)
One-Hand Damage: (66-73) to (135-152)
Durability: 32
Required Dexterity: 70
Required Level: 36

100% Chance to cast level 1 Spike Nova when you Die
+(91 to 110)% Enhanced Damage
(71 to 85)% Piercing Attack
+(51 to 60) to Maximum Damage
Replenishes Quantity
Level 3 Cascade Attack

**Earthbind
Bardiche (5)**

Two-Hand Damage: (99-110) to (194-221)
Durability: 26
Required Strength: 123
Required Dexterity: 123
Required Level: 36

7% Chance to cast level 4 Pagan Rites when Struck
+(1 to 2) to Druid Skill Levels
+(116 to 140)% Enhanced Damage
(-26 to -30)% Slower Run/Walk
+(71 to 85) to Maximum Damage
Slows Target by (41 to 45)%
Slows Attacker by (41 to 45)%

**Slippers of Yaerius
Greaves (4)**

Defense: (433-642)
Durability: 81
Required Strength: 232
Required Level: 36

15% Faster Run/Walk
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+(81 to 100)% Damage to Undead
+(91 to 110)% Enhanced Defense
+(30 to 36) to Strength
Half Freeze Duration

**Heaven's Gate
Gothic Shield (4)**

Smite Damage: 68 to 102
Defense: (1359-3172)
Durability: 81
Required Strength: 140
Required Dexterity: 265
Required Level: 36

100% Chance to cast level 20 Blast Wave when you Die
+(1 to 2) to Paladin Skill Levels
20% Faster Run/Walk
20% Faster Block Rate
+(131 to 160)% Enhanced Defense
+(8.5 per level) Defense (Based on Character Level)
Total Character Defense Plus (19 to 22)%

**Shadowmoon
Crown Shield (4)**

Smite Damage: 68 to 102
Defense: (950-1986)
Durability: 77
(Paladin Only)
Required Strength: 133
Required Level: 36

30% Chance to cast level 8 Dark Power when you Kill an Enemy
100% Chance to cast level 8 Shackles of Ice when you Kill an Enemy
(26 to 30)% Increased Chance of Blocking

+ (21 to 25)% to Skill Damage
+ (3 to 6) to Light and Shadow (Paladin Only)
+ (161 to 200)% Enhanced Defense
Fire Resist + (61 to 70)%
Cold Resist + (61 to 70)%

**Ravencage
Bone Helm (4)**

Defense: (462-681)
Durability: 32
Required Strength: 186
Required Level: 36

20% Chance to cast level 4 Death Metal when you Kill an Enemy
+ (1 to 2) to Assassin Skill Levels
(17 to 19)% Deadly Strike
+ (131 to 160)% Enhanced Defense
Cold Resist + (41 to 50)%
Half Freeze Duration

**The Asteroid Belt
Plated Belt (4)**

Defense: (891-1268)
Durability: 61
Required Strength: 247
Required Level: 36

1% Chance to cast level 8 Blast Wave when Struck
1% Chance to cast level 8 Meteor Shower when Struck
+ (141 to 170)% Enhanced Defense
(17 to 19)% Bonus to Strength
Fire Resist + (26 to 30)%
(19 to 22)% Chance of Uninterruptable Attack

**Arreat's Aim
Throwing Axe (5)**

Throw Damage: 47 to 54
One-Hand Damage: 35 to 41
Durability: 12
Required Strength: 116
Required Level: 36

45% Chance to cast level 14 Guard Tower when you Kill an Enemy
(15 to 17)% Deadly Strike
Knockback
(29 to 34)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

**The Rift Bow
Short Bow (5)**

Two-Hand Damage: (97-108) to (109-122)
Required Dexterity: 116
Required Level: 36

+ (111 to 135)% Enhanced Damage
(126 to 150)% Bonus to Attack Rating
(15 to 17)% Mana Stolen per Hit
(61 to 70)% Damage Taken Goes To Mana
(41 to 45)% Curse Length Reduction

**Jalal's Communion
Gauntlets (4)**

Defense: (355-590)
Durability: 53
Required Strength: 201
Required Level: 36

25% Chance to cast level 2 Gift of the Wild when you Kill an Enemy
25% Faster Cast Rate
+ (131 to 160)% Enhanced Defense
Poison Resist + (61 to 75)%
+ (26 to 30) Life after each Kill

**Vizjerei's Folly
Short Staff (5)**

Two-Hand Damage: 46 to 52
Durability: 22
Required Dexterity: 70
Required Level: 36

+(31 to 35)% to Skill Damage
+(71 to 85) to Mana
All Resists (-51 to -60)%

**Silverstrike
Spear (5)**

Two-Hand Damage: (69-73) to (139-154)
Durability: 24
Required Strength: 70
Required Dexterity: 70
Required Level: 36

45% Chance to cast level 9 Punisher when you Kill an Enemy
+(51 to 60)% Enhanced Damage
+(46 to 55) to Maximum Damage
+(121 to 145)% Damage to Undead
(43 to 51)% Bonus to Dexterity
+2 to Light Radius

**Hornet Sting
Dagger (5)**

One-Hand Damage: 46 to 49
Durability: 8
Required Dexterity: 70
Required Level: 36

13% Chance to cast level 2 Spike Nova when Struck
Indestructible
35% Increased Attack Speed
(15 to 17)% Mana Stolen per Hit
(15 to 17)% Life Stolen per Hit
Hit Causes Monster to Flee +(45 to 52)%

**Meshif's Iron Parrot
Throwing Knife (5)**

Throw Damage: (92-99) to (97-105)
One-Hand Damage: (68-74) to (74-79)
Durability: 8
Required Dexterity: 116
Required Level: 36

+(81 to 95)% Enhanced Damage
15% Increased Attack Speed
Hit Causes Monster to Flee +(24 to 28)%
(376 to 450)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

**Manaflare
Eagle Orb (5)**

One-Hand Damage: 34 to 39
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 36

100% Chance to cast level 40 Mana Sweep when you Die
+(2 to 3) to Sorceress Skill Levels
+(2 to 4) to Mana Coil (Sorceress Only)
+(201 to 240) to Mana
Magic Damage Reduced by (14 to 16)

**Firemouth
Demon Head (4)**

Defense: (671-1380)
Durability: 70
(Necromancer Only)
Required Strength: 112
Required Level: 36

11% Chance to cast level 9 Cataclysm when Struck
+(2 to 4) to Necromancer Skill Levels
+(19 to 22)% to Fire Skill Damage
+(10 to 12) to Inner Fire
+(10 to 12) to Rune of Fire
+(121 to 150)% Enhanced Defense
Fire Resist +(61 to 70)%
+(12 to 14) Fire Absorb
Attacker Takes Fire Damage of (106 to 130)

Serpent Angel
Short War Bow (4)

Two-Hand Damage: (216-245) to (300-340)
Required Dexterity: 256
Required Level: 37

30% Chance to cast level 1 Dark Power when you Kill an Enemy
+(121 to 150)% Enhanced Damage
(12 to 14)% Mana Stolen per Hit
(23 to 28)% Deadly Strike
(-41 to -50) to Mana
Cold Resist +(21 to 25)%
Poison Resist +(36 to 45)%

Thunderclap
Large Axe (5)

Two-Hand Damage: 51 to 61
Durability: 28
Required Strength: 126
Required Level: 37

+(29 to 34) Crafting Points
35% Chance to cast level 8 Supernova when you Kill an Enemy
8% Chance to cast level 6 Flash on Striking
55% Increased Attack Speed
(0.53125 per level)% to Lightning Skill Damage (Based on Character Level)
Lightning Resist +(31 to 35)%

Branch of a Million Splinters
Club (5)

One-Hand Damage: (157-180) to (235-270)
Durability: 8
Required Strength: 70
Required Level: 37

26% Chance to cast level 5 Spike Nova when you Kill an Enemy
+(251 to 300)% Enhanced Damage
+(32 to 38) to Maximum Damage
(15 to 17)% Life Stolen per Hit
(28 to 31)% Chance of Open Wounds

Grimspike
Short Sword (5)

One-Hand Damage: (113-127) to (164-187)
Durability: 16
Required Strength: 70
Required Level: 37

+(131 to 160)% Enhanced Damage
+(35 to 42) to Maximum Damage
(26 to 30)% Deadly Strike
(29 to 34)% Bonus to Strength
(-51 to -60) to Life

Witch Drum
Small Shield (5)

Smite Damage: 20 to 30
Defense: (504-837)
Durability: 42
Required Strength: (42-40)
Required Dexterity: (94-89)
Required Level: 37

15% Faster Cast Rate
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
+(15 to 17)% to Skill Damage

+(91 to 110)% Enhanced Defense
Requirements (-31 to -35)%

**The Predator
Wolf Head (5)**

Defense: (333-446)
Durability: 31
(Druid Only)
Required Strength: 105
Required Level: 37

40% Chance to cast level 9 Bloodlust when you Kill an Enemy
(12 to 13)% Life Stolen per Hit
+(101 to 120)% Enhanced Defense
(-76 to -90) to Life
(31 to 35)% Better Chance of Getting Magic Items

**The Ripper
Katar (5)**

One-Hand Damage: 42 to (177-468)
Durability: 10
(Assassin Only)
Required Dexterity: 56
Required Level: 37

7% Chance to cast level 8 Starburst on Striking
+(3.5 per level) to Maximum Damage (Based on Character Level)
(126 to 150)% Bonus to Attack Rating
+(15 to 17)% to Physical/Magic Spell Damage
(41 to 45)% Chance of Open Wounds

**Tennousuuhai
Diadem (4)**

Defense: (242-312)
Durability: 25
Required Level: 37

+(1 to 2) to All Skills
Adds 20-160 Magic Damage
+(26 to 30)% to Physical/Magic Spell Damage
+(10 to 12) to Starburst
+(161 to 200) Defense
+(26 to 30) to all Attributes
Magic Resist +(21 to 25)%
All Resists +(31 to 35)%

**Robe of Steel
Full Plate Mail (4)**

Defense: (1013-2112)
Durability: 105
Required Strength: (177-166)
Required Level: 37

+(2 to 3) to All Skills
+(19 to 22)% to Skill Damage
+(81 to 100)% Enhanced Defense
All Resists +(46 to 55)%
+(81 to 100) Life after each Demon Kill
Requirements (-36 to -40)%

**Mind Probe
Wand (5)**

One-Hand Damage: 30 to 38
Durability: 12
Required Dexterity: 35
Required Level: 37

(23 to 26)% Mana Stolen per Hit
+(301 to 350) to Mana
Regenerate Mana +(36 to 40)%
Level 5 Mana Coil (25 Charges)

**The Raven
Two-Handed Sword (5)**

One-Hand Damage: (110-122) to (129-144)

Two-Hand Damage: (114-127) to (125-139)
Durability: 28
Required Strength: 149
Required Level: 37

70% Chance to cast level 6 Time Strike on Striking
6% Chance to cast level 3 Dark Power when you Kill an Enemy
+(116 to 140)% Enhanced Damage
(23 to 26)% Deadly Strike
+(126 to 150) to Life
+(126 to 150) to Mana

**Trollskull
Preserved Head (5)**

Defense: (176-266)
Durability: 36
(Necromancer Only)
Required Strength: 49
Required Level: 37

+(1 to 2) to Necromancer Skill Levels
20% Faster Run/Walk
(31 to 35)% Increased Chance of Blocking
Replenish Life +(56 to 65)
Fire Resist (-36 to -40)%
Damage Reduced by (15 to 17)%

**Thunder Machine
Heavy Crossbow (4)**

Two-Hand Damage: (280-317) to (482-560)
Required Strength: 268
Required Level: 37

+(121 to 150)% Enhanced Damage
+(111 to 140) to Maximum Damage
Adds 1-(161-200) Lightning Damage
(12 to 14)% Chance of Crushing Blow
+(7 to 8) to Blindside
Knockback
(26 to 30)% Bonus to Strength
+(41 to 50) to Strength

**Lightforge
Crown (4)**

Defense: (748-1164)
Durability: 57
Required Strength: 247
Required Level: 37

8% Chance to cast level 2 Vindicate on Striking
(19 to 22)% Velocity Bonus to Holy Armor
Adds 91-111 Fire Damage
+(131 to 160)% Enhanced Defense
+(34 to 42) to all Attributes
All Resists +(30 to 36)%
+(26 to 30) Life after each Demon Kill
+3 to Light Radius

**The Legionnaire
Avenger Guard (4)**

Defense: (621-972)
Durability: 59
(Barbarian Only)
Required Strength: 259
Required Level: 37

21% Chance to cast level 9 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(3 to 4) to Protector Spirit (Barbarian Only)
+(4 to 5) to Blades of Light
+(3 to 4) to Guardian Spirit (Barbarian Only)
+(3 to 4) to Defender Spirit (Barbarian Only)
+(26 to 30)% Bonus to Summoned Minion Life
+(121 to 150)% Enhanced Defense
All Resists +(46 to 55)%
+(2 to 3) to Light Radius

**Bullseye
Targe (5)**

Smite Damage: 20 to 30
Defense: (211-319)
Durability: 40
(Paladin Only)
Required Strength: 59
Required Level: 37

(201 to 240)% Bonus to Attack Rating
(15 to 17)% Deadly Strike
(-126 to -150) Defense vs. Missile
+(15 to 17) to Strength
+(15 to 17) to Dexterity

**Wererat's Bite
Hand Axe (5)**

One-Hand Damage: (108-121) to (147-164)
Durability: 22
Required Strength: 70
Required Level: 37

4% Chance to cast level 3 Poison Flash on Striking
+(141 to 170)% Enhanced Damage
(61 to 70)% Deadly Strike
Poison Resist +(91 to 110)%

**Sunbearer
Scepter (5)**

One-Hand Damage: (90-98) to (108-118)
Durability: 14
Required Dexterity: 119
Required Level: 37

15% Chance to cast level 3 Gift of Inner Fire when you Kill an Enemy
+(101 to 120)% Enhanced Damage
+(31 to 35) to Dexterity
(111 to 130)% Extra Gold from Monsters
Reduces all Vendor Prices (15 to 17)%
+4 to Light Radius

**The Silent Judge
Halberd (4)**

Two-Hand Damage: (74-83) to (375-421)
Durability: 98
Required Strength: 202
Required Dexterity: 202
Required Level: 37

40% Chance to cast level 7 Time Strike on Striking
10% Chance to cast level 6 Avatar when you Kill an Enemy
14% Chance to cast level 3 Thunder Hammer on Striking
+(141 to 170)% Enhanced Damage
+(23 to 28) to Strength
+(23 to 28) to Dexterity

**Elephant Skin
Hard Leather Armor (5)**

Defense: (513-911)
Durability: 39
Required Strength: 111
Required Level: 37

Indestructible
(29 to 34)% Bonus to Strength
+(91 to 110)% Enhanced Defense
Damage Reduced by (15 to 17)%

**Larzuk's Contraption
Jawbone Cap (5)**

Defense: (361-483)
Durability: 34
(Barbarian Only)
Required Strength: 116
Required Level: 37

13% Chance to cast level 9 Rain of Bombs when you Kill an Enemy
25% Increased Attack Speed
(10 to 11)% Mana Stolen per Hit
+(101 to 120)% Enhanced Defense
+(251 to 300) to Mana

Spirit of Corruption
Spirit Mask (4)

Defense: (598-930)
Durability: 54
(Druid Only)
Required Strength: 235
Required Level: 37

+(2 to 3) to Druid Skill Levels
+(101 to 125)% Bonus to Poison Skill Duration
+(2 to 8) to Way of the Spider
+(3 to 4) to Poison Flash (Druid Only)
+(3 to 4) to Plague Avatar (Druid Only)
+(131 to 160)% Enhanced Defense
Poison Length Reduced by (36 to 40)%

Kasin Crest
Skull Cap (5)

Defense: (480-660)
Durability: 33
Required Strength: 111
Required Level: 37

30% Chance to cast level 7 Crucify when Struck
+(131 to 160)% Enhanced Defense
(23 to 26)% Bonus to All Attributes
All Resists +(31 to 35)%

Drow Valor
Blade (4)

One-Hand Damage: (115-128) to (135-151)
Durability: 26
Required Dexterity: 192
Required Level: 38

+(106 to 130)% Enhanced Damage
25% Increased Attack Speed
Adds 94-180 Poison Damage over 5 seconds
+(2 to 5) to Way of the Spider (Assassin Only)
(56 to 70)% Bonus to Dexterity
+(41 to 50) to Dexterity
+(41 to 50) Life after each Kill

Tailchaser
Light Belt (5)

Defense: (478-624)
Durability: 34
Required Strength: 119
Required Level: 38

15% Faster Run/Walk
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
15% Faster Block Rate
+(101 to 120)% Enhanced Defense
+(301 to 350) Maximum Stamina

Manatide
Pike (4)

Two-Hand Damage: (127-144) to (289-324)
Durability: 120
Required Strength: 175
Required Dexterity: 239
Required Level: 38

11% Chance to cast level 4 Arcane Torrent on Striking
+(101 to 125)% Enhanced Damage
40% Faster Cast Rate

+(21 to 25) to Minimum Damage
(21 to 25)% Mana Stolen per Hit
Increase Maximum Mana (21 to 25)%
Regenerate Mana +(33 to 38)%
(30 to 36)% Bonus to Energy when using a Mana Potion

Storm Cloud
Maiden Javelin (4)

Throw Damage: (233-271) to (279-314)
One-Hand Damage: (196-230) to (210-236)
Durability: 84
(Amazon Only)
Required Strength: 129
Required Dexterity: 258
Required Level: 38

40% Chance to cast level 6 Flurry of Javelins when Struck
+(131 to 160)% Enhanced Damage
15% Increased Attack Speed
+(81 to 100) to Minimum Damage
Adds 1-(201-250) Lightning Damage
+(12 to 14)% to Lightning Skill Damage
Slows Target by (26 to 30)%
Attacker Takes Lightning Damage of (201 to 250)
Level 3 Cascade Attack
Replenishes Quantity

Hellscourge
Flail (4)

One-Hand Damage: (170-192) to (297-335)
Durability: 72
Required Strength: 189
Required Level: 38

40% Chance to cast level 5 Bloodstorm when you Kill an Enemy
+(131 to 160)% Enhanced Damage
20% Increased Attack Speed
(26 to 30)% Chance of Open Wounds
+(21 to 25) to Strength
Fire Resist +(51 to 60)%
Level 4 Death Coil (10 Charges)

Griswold's Revenge
Giant Axe (4)

Two-Hand Damage: (223-245) to (299-329)
Durability: 92
Required Strength: 293
Required Level: 38

+(56 to 70) Crafting Points
Indestructible
8% Chance to cast level 3 Rust Storm on Striking
+(91 to 110)% Enhanced Damage
(43 to 53)% Bonus to Strength
+(41 to 50) Life after each Kill

Razorspine
Studded Leather (5)

Defense: (633-1163)
Durability: 45
Required Strength: 137
Required Level: 38

29% Chance to cast level 3 Spike Nova when Struck
Indestructible
(31 to 35)% Chance of Open Wounds
+(101 to 120)% Enhanced Defense
+(15 to 17) to Strength
Damage Reduced by (12 to 13)%

Windwall
Throwing Spear (4)

Throw Damage: (169-192) to (312-354)
One-Hand Damage: (129-146) to (234-265)
Durability: 126
Required Dexterity: 246

Required Level: 38

30% Chance to cast level 4 Typhoon Sentry when you Kill an Enemy
+(123 to 153)% Enhanced Damage
10% Faster Hit Recovery
Stun Attack
Knockback
+(81 to 100) Defense vs. Missile
Damage Reduced by (11 to 13)%
Replenishes Quantity
Level 3 Cascade Attack

Siege Breaker
Great Maul (4)

Two-Hand Damage: (196-217) to (266-295)
Durability: 138
Required Strength: 336
Required Level: 38

50% Chance to cast level 12 Shower of Rocks when you Kill an Enemy
+(1 to 2) to All Skills
+(126 to 150)% Enhanced Damage
Stun Attack
(21 to 25)% Chance of Crushing Blow
(26 to 30)% Deadly Strike
Slows Target by (21 to 25)%
+(201 to 250) Defense

Stone of the Skatsim
Dragon Stone (4)

One-Hand Damage: 55 to 75
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 38

+(2 to 3) to All Skills
25% Faster Cast Rate
+(21 to 25)% to Fire Skill Damage
+(21 to 25)% to Lightning Skill Damage
+(5 to 10) to Rune of Fire
Fire Resist +(61 to 70)%
Lightning Resist +(61 to 70)%
+(46 to 55) Mana after each Kill
+(46 to 55) Life after each Kill

Dragonspine
Grim Wand (4)

One-Hand Damage: 49 to 86
Durability: 108
Required Dexterity: 94
Required Level: 38

+(2 to 4) to Necromancer Skill Levels
Adds 20-160 Fire Damage
+(12 to 14)% to Fire Skill Damage
+(3 to 5) to Barb Wire (Necromancer Only)
+(2 to 4) to Inner Fire
+(1.125 per level) to Strength (Based on Character Level)
+(0.5625 per level) to Vitality (Based on Character Level)
Fire Absorb (12 to 14)%

Goldenrod
War Staff (4)

Two-Hand Damage: (163-181) to (223-247)
Durability: 118
Required Dexterity: 209
Required Level: 38

+(1 to 2) to All Skills
+(121 to 145)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
(19 to 22)% Bonus to Buff/Debuff/Cold Skill Duration
+(12 to 14)% to Skill Damage
(201 to 250)% Extra Gold from Monsters

**Gryphon's Claw
Maiden Pike (4)**

Two-Hand Damage: (160-173) to (432-468)
Durability: 80
(Amazon Only)
Required Strength: 126
Required Dexterity: 253
Required Level: 38

50% Chance to cast level 16 Flash on Attack
+2 to Amazon Skill Levels
+(211 to 240)% Enhanced Damage
15% Increased Attack Speed
Adds 1-(201-250) Lightning Damage
Stun Attack
+5 to Defensive Harmony (Amazon Only)
+(46 to 55) to Strength
+(46 to 55) to Dexterity
Slows Attacker by (36 to 40)%

**Spirit Walker
Heavy Boots (5)**

Defense: (357-488)
Durability: 42
Required Strength: 124
Required Level: 38

+(26 to 30)% Bonus Elemental Damage to Mark of the Wild
+(101 to 120)% Enhanced Defense
+(281 to 340) Maximum Stamina
All Resists +(37 to 43)%
(31 to 35)% Curse Length Reduction

**Hammerfist
Heavy Gloves (5)**

Defense: (277-356)
Durability: 32
Required Strength: 106
Required Level: 38

25% Chance to cast level 18 Banish when you Kill an Enemy
(35 to 42)% Chance of Open Wounds
+(86 to 100)% Enhanced Defense
+(15 to 17) Life after each Kill

**Alma Divina
Ancient Armor (4)**

Defense: (1312-2815)
Durability: 111
Required Strength: 296
Required Level: 38

25% Faster Hit Recovery
25% Faster Block Rate
+(121 to 150)% Enhanced Defense
+(36 to 40) to all Attributes
Total Character Defense Plus (26 to 30)%
+4 to Light Radius

**Earthrend
Wrist Blade (5)**

One-Hand Damage: (117-129) to (139-154)
Durability: 20
(Assassin Only)
Required Dexterity: 119
Required Level: 39

5% Chance to cast level 8 Pagan Rites on Attack
+(121 to 145)% Enhanced Damage
Stun Attack
(23 to 26)% Chance of Crushing Blow
(56 to 65)% Deadly Strike

**Wheel of Fortune
Large Shield (5)**

Smite Damage: 36 to 54
Defense: (865-1582)
Durability: 52
Required Strength: 97
Required Dexterity: 199
Required Level: 39

13% Chance to cast level 5 Nightmare when Struck
Attacker Flees after Striking +(18 to 20)%
+(141 to 170)% Enhanced Defense
(15 to 17)% Chance of Uninterruptable Attack
(151 to 175)% Extra Gold from Monsters
(42 to 48)% Better Chance of Getting Magic Items

Harp of Vengeance
Long War Bow (4)

Two-Hand Damage: (247-278) to (467-540)
Required Dexterity: 285
Required Level: 39

30% Chance to cast level 1 Arrow on Striking
+(131 to 160)% Enhanced Damage
20% Faster Run/Walk
25% Increased Attack Speed
+(121 to 150) to Maximum Damage
Adds 23-170 Fire Damage
(8 to 9)% Life Stolen per Hit
(-23 to -28) to Vitality
Fire Resist +(51 to 60)%
Level 2 Death Metal (55 Charges)

Hypnodisk
Rondache (5)

Smite Damage: 36 to 54
Defense: (287-468)
Durability: 49
(Paladin Only)
Required Strength: 92
Required Level: 39

Blinds Attacker +6
+(15 to 17) to Dexterity
Reduces all Vendor Prices (15 to 17)%
+(2 to 4) to Light Radius

Toesie Warmer
Chain Boots (5)

Defense: (227-292)
Durability: 55
Required Strength: 195
Required Level: 39

36% Chance to cast level 10 Fire Fountain when you Kill an Enemy
15% Faster Run/Walk
Adds 15-35 Fire Damage
Increase Maximum Life (23 to 26)%
Fire Resist +(46 to 55)%
Total Character Defense Plus (12 to 13)%

Robe of Leaves
Scale Mail (5)

Defense: (988-1927)
Durability: 57
Required Strength: 190
Required Level: 39

Indestructible
+(2 to 3) to Druid Skill Levels
+(51 to 60)% Bonus Damage to Mark of the Wild
+(141 to 170)% Enhanced Defense
(26 to 30)% Bonus to Vitality
Lightning Resist +(26 to 30)%
Poison Resist +(71 to 85)%

Steelsnare
Chain Mail (5)

Defense: (1116-2216)
Durability: 63
Required Strength: 217
Required Level: 39

+(23 to 26) to Maximum Damage
(31 to 35)% Chance of Open Wounds
+(146 to 175)% Enhanced Defense
Total Character Defense Plus (31 to 35)%
Slows Attacker by (31 to 35)%
Repairs 1 Durability in 25 Seconds

**The Reconciler
Great Sword (4)**

One-Hand Damage: (254-286) to (318-358)
Two-Hand Damage: (339-382) to (362-408)
Durability: 98
Required Strength: 300
Required Level: 39

+(131 to 160)% Enhanced Damage
Stun Attack
(21 to 25)% Deadly Strike
+(36 to 45) to Strength
+(36 to 45) to Dexterity
(101 to 125)% Extra Gold from Monsters
Level 4 Guard Tower (40 Charges)

**Nimmenjuushin
War Axe (4)**

One-Hand Damage: (233-261) to (431-491)
Durability: 78
Required Strength: 251
Required Level: 39

16% Chance to cast level 1 Claw Tornado on Striking
+(141 to 170)% Enhanced Damage
+(19 to 22)% Bonus Damage to Mark of the Wild
+(53 to 68) to Maximum Damage
(101 to 125)% Duration Bonus to Mark of the Wild
(8 to 9)% Life Stolen per Hit
(26 to 30)% Bonus to Strength

**Leoric's Fall
Circlet (5)**

Defense: (193-236)
Durability: 10
Required Level: 39

(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
(10 to 11)% Life Stolen per Hit
+(5 to 7) to Death's Fury Totem
+(126 to 150) Defense
(-26 to -30) to Vitality
Damage Reduced by (15 to 17)

**Larzuk's Bombard
Repeating Crossbow (4)**

Two-Hand Damage: (321-369) to (448-516)
Required Strength: 299
Required Level: 39

40% Chance to cast level 20 Apocalypse when you Kill an Enemy
+(161 to 200)% Enhanced Damage
30% Increased Attack Speed
(12 to 14)% Chance of Crushing Blow
(26 to 30)% Deadly Strike
(26 to 30)% Bonus to Strength
+(15.5 per level) Defense (Based on Character Level)
Total Character Defense Plus (26 to 30)%
+(10 to 11)% to Experience Gained

**Lavafrost
Claymore (5)**

One-Hand Damage: (161-182) to (194-218)
Two-Hand Damage: (187-210) to (203-228)

Durability: 42
Required Strength: 203
Required Level: 39

4% Chance to cast level 7 Pandemonium on Striking
+(131 to 160)% Enhanced Damage
+(15 to 17)% to Fire Skill Damage
+(15 to 17)% to Cold Skill Damage
Fire Resist +(51 to 60)%
Cold Resist +(51 to 60)%
Total Character Defense Plus (15 to 17)%
Half Freeze Duration

Augur's Pelt
Hawk Helm (5)

Defense: (518-745)
Durability: 37
(Druid Only)
Required Strength: 163
Required Level: 39

8% Chance to cast level 4 Raven Flight when you Kill an Enemy
100% Chance to cast level 48 Gift of the Wild when you Die
+(1 to 3) to Druid Skill Levels
(151 to 175)% Bonus to Attack Rating
(26 to 30)% Bonus to Dexterity
+(141 to 170)% Enhanced Defense
+(31 to 35) to Dexterity
Fire Resist +(71 to 80)%

Mermaid's Song
Blade Talons (4)

One-Hand Damage: (247-285) to (313-360)
Durability: 65
(Assassin Only)
Required Dexterity: 240
Required Level: 39

4% Chance to cast level 8 Charm when Struck
+(161 to 200)% Enhanced Damage
+(26 to 30)% to Cold Skill Damage
+(8 per level) Defense vs. Missile (Based on Character Level)
+(8 to 9) to Frozen Soul
(26 to 30)% Bonus to Dexterity
Half Freeze Duration

Al Nair
Scimitar (5)

One-Hand Damage: (93-99) to (110-116)
Durability: 30
Required Strength: (73-59)
Required Level: 39

18% Chance to cast level 10 Fire Fountain when you Kill an Enemy
+(51 to 60)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
25% Faster Hit Recovery
+(15 to 17)% to Fire Skill Damage
Requirements (-51 to -60)%

Worldstone Shard
Crystal Sword (4)

One-Hand Damage: (114-125) to (138-151)
Durability: 40
Required Dexterity: 143
Required Level: 39

100% Chance to cast level 10 Lightning Cascade when you Kill an Enemy
10% Chance to cast level 4 Supernova on Striking
+(101 to 120)% Enhanced Damage
25% Increased Attack Speed
+(10 to 11)% to Skill Damage
All Resists +(41 to 50)%
Requirements -35%

Manafeast

Fanged Helm (5)

Defense: (584-840)
Durability: 40
(Barbarian Only)
Required Strength: 180
Required Level: 39

+(1 to 2) to All Skills
(11 to 12)% Mana Stolen per Hit
(31 to 35)% Bonus to Energy
+(151 to 180)% Enhanced Defense
(41 to 45)% Damage Taken Goes To Mana

**Fearward
Zombie Head (5)**

Defense: (575-1052)
Durability: 45
(Necromancer Only)
Required Strength: 77
Required Level: 39

+6 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(23 to 26)%
+(141 to 170)% Enhanced Defense
Fire Resist +(61 to 70)%
Lightning Resist +(61 to 70)%
Cold Resist +(61 to 70)%

**Darkhunter
Hunter's Bow (5)**

Two-Hand Damage: (102-110) to (121-131)
Required Dexterity: 156
Required Level: 39

45% Chance to cast level 7 Bloodstar on Striking
+(71 to 85)% Enhanced Damage
+(116 to 140)% Damage to Demons
Adds 81-162 Fire Damage
+(15 to 17)% to Fire Skill Damage
+(29 to 34) to Dexterity

**Thorncaster
Reflex Bow (4)**

Two-Hand Damage: (242-279) to (339-390)
(Amazon Only)
Required Dexterity: 299
Required Level: 39

40% Chance to cast level 8 Spike Nova when you Kill an Enemy
30% Chance to cast level 8 Spore Shot when Struck
+(161 to 200)% Enhanced Damage
Adds (79-95)-(189-236) Poison Damage over 5 seconds
Knockback
Poison Resist +(71 to 80)%
Level 7 Charm (20 Charges)

**Hratli's Craft
Ring Mail (5)**

Defense: (855-1629)
Durability: 51
Required Strength: (116-108)
Required Level: 39

+(271 to 335) Crafting Points
15% Faster Cast Rate
30% Faster Hit Recovery
+(135 to 162)% Enhanced Defense
Repairs 1 Durability in 25 Seconds
Requirements (-29 to -34)%

**Brainburst
Helm (5)**

Defense: (581-830)
Durability: 39
Required Strength: 172

Required Level: 39

4% Chance to cast level 5 Blast Wave when Struck
+(116 to 140)% Enhanced Defense
(-69 to -84) to Mana
Fire Resist +(76 to 90)%
Attacker Takes Fire Damage of (101 to 120)
(101 to 120)% Damage Taken Goes To Mana

Banner of Steel
Kite Shield (5)

Smite Damage: 48 to 72
Defense: (1084-2087)
Durability: 62
Required Strength: 133
Required Dexterity: 261
Required Level: 40

45% Chance to cast level 3 Bloodlust when you Kill an Enemy
100% Chance to cast level 6 Time Strike when Struck
15% Increased Attack Speed
20% Faster Block Rate
(15 to 17)% Increased Chance of Blocking
Total Character Damage Plus (15 to 17)%
+(141 to 170)% Enhanced Defense

Shadowmaster
Yew Wand (5)

One-Hand Damage: 39 to 56
Durability: 36
Required Dexterity: 73
Required Level: 40

+(2 to 3) to Necromancer Skill Levels
+(10 to 11) Extra Shadow Minions
15% Faster Cast Rate
+(31 to 35)% Bonus to Summoned Minion Life

Stranglevine
Belt (5)

Defense: (828-1148)
Durability: 43
Required Strength: 199
Required Level: 40

+(1 to 2) to Druid Skill Levels
Adds 24-72 Poison Damage over 3 seconds
+(15 to 17)% to Poison Skill Damage
+(151 to 180)% Enhanced Defense
Poison Length Reduced by (31 to 35)%
Slows Attacker by (20 to 22)%

Shadowhymn
Bone Shield (5)

Smite Damage: 12 to 18
Defense: (674-1196)
Durability: 51
Required Dexterity: (134-126)
Required Level: 40

9% Chance to cast level 14 Shadowform when Struck
(15 to 17)% Increased Chance of Blocking
+(141 to 170)% Enhanced Defense
All Resists +(46 to 55)%
Damage Reduced by (20 to 23)
Magic Damage Reduced by (15 to 17)
Requirements (-31 to -35)%

Hand of Karcheus
Long Bow (5)

Two-Hand Damage: (149-164) to (190-209)
Required Dexterity: 196
Required Level: 40

4% Chance to cast level 1 Glacial Nova on Striking
+(107 to 128)% Enhanced Damage

15% Faster Run/Walk
Freezes Target +4
Freezes Attacker +4
Cold Resist +(71 to 85)%

The Shaman
Long Staff (5)

Two-Hand Damage: 59 to 70
Durability: 46
Required Dexterity: 123
Required Level: 40

100% Chance to cast level 13 Raven Flight when you Level-Up
+(2 to 3) to Druid Skill Levels
30% Faster Cast Rate
30% Faster Hit Recovery
Increase Maximum Life (23 to 26)%
Fire Resist +(49 to 59)%
Lightning Resist +(49 to 59)%

Leoric's Banner
Heraldic Shield (5)

Smite Damage: 48 to 72
Defense: (903-1730)
Durability: 59
(Paladin Only)
Required Strength: 126
Required Level: 40

7% Life Stolen per Hit
(15 to 17)% Chance of Crushing Blow
(26 to 30)% Deadly Strike
+(9 to 10) to Summon Shadows
+(151 to 180)% Enhanced Defense
+(26 to 30) to all Attributes
(31 to 35)% Chance of Uninterruptable Attack

Light's Widow
Breast Plate (5)

Defense: (1230-2477)
Durability: 69
Required Strength: 243
Required Level: 40

4% Chance to cast level 11 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(26 to 30)% to Skill Damage
+(146 to 175)% Enhanced Defense
(23 to 26)% Bonus to All Attributes
(251 to 300)% Extra Gold from Monsters

The Defiler
Broad Axe (5)

Two-Hand Damage: (209-235) to (231-259)
Durability: 44
Required Strength: 196
Required Level: 40

100% Chance to cast level 25 Gamma Field when you Die
+(141 to 170)% Enhanced Damage
30% Increased Attack Speed
25% Faster Hit Recovery
+(26 to 30) to Minimum Damage
(76 to 90)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (31 to 35)%

The Atom Splitter
Scissors Katar (4)

One-Hand Damage: (224-258) to (274-315)
Durability: 66
(Assassin Only)
Required Dexterity: 200
Required Level: 40

40% Chance to cast level 11 Apocalypse on Attack
40% Chance to cast level 17 Cataclysm when you Kill an Enemy

+(161 to 200)% Enhanced Damage
Adds (503-628)-(628-753) Poison Damage over 10 seconds
+(21 to 25)% to Fire Skill Damage
+(21 to 25)% to Poison Skill Damage
Fire Resist +(51 to 60)%
Poison Resist +(51 to 60)%

**Storm Crow
Pilum (5)**

Throw Damage: (135-150) to (201-222)
One-Hand Damage: (101-112) to (151-167)
Durability: 56
Required Dexterity: 163
Required Level: 40

9% Chance to cast level 10 Doom when you Kill an Enemy
+(126 to 150)% Enhanced Damage
25% Increased Attack Speed
(29 to 34)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

**Flamebreath
Light Crossbow (5)**

Two-Hand Damage: (225-252) to (288-322)
Required Strength: 205
Required Level: 40

25% Chance to cast level 11 Blink when you Kill an Enemy
+(151 to 180)% Enhanced Damage
35% Increased Attack Speed
(101 to 120)% Bonus to Attack Rating
Adds (101-120)-(201-240) Fire Damage
Fire Resist +(61 to 70)%

**Warp Crystal
Sacred Globe (5)**

One-Hand Damage: 44 to 52
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 40

9% Chance to cast level 1 Teleport when Struck
30% Faster Run/Walk
30% Faster Cast Rate
+(26 to 30) to Energy
+(251 to 300) Maximum Stamina

**Skullbat
Spiked Club (5)**

One-Hand Damage: (118-129) to (170-186)
Durability: 24
Required Strength: (100-94)
Required Level: 40

+(101 to 120)% Enhanced Damage
Stun Attack
Knockback
(-71 to -85) to Mana
Requirements (-31 to -35)%

**Aurumvorax
War Sword (4)**

One-Hand Damage: (228-257) to (354-539)
Durability: 100
Required Strength: 251
Required Level: 40

+(131 to 160)% Enhanced Damage
10% Increased Attack Speed
+(1.875 per level) to Maximum Damage (Based on Character Level)
(19 to 22)% Deadly Strike
+(47 to 59) Life after each Kill
(-46 to -55)% Less Gold from Monsters

**Trang-Oul's Relic
Unraveller Head (5)**

Defense: (678-1287)
Durability: 53
(Necromancer Only)
Required Strength: 106
Required Level: 40

100% Chance to cast level 35 Frozen Crown when you Die
+(2 to 4) to Necromancer Skill Levels
Freezes Attacker +6
+(126 to 150)% Enhanced Defense
Cold Resist +(61 to 70)%
Level 10 Charm (35 Charges)

**Boneclasp
Chain Gloves (5)**

Defense: (414-612)
Durability: 39
Required Strength: 168
Required Level: 40

4% Chance to cast level 8 Crucify on Striking
(12 to 13)% Deadly Strike
Hit Causes Monster to Flee +(46 to 55)%
Slows Target by (23 to 26)%
+(141 to 170)% Enhanced Defense

**Sea Summoner
Trident (5)**

Two-Hand Damage: (104-114) to (184-202)
Durability: 48
Required Strength: 126
Required Dexterity: 163
Required Level: 40

35% Chance to cast level 3 Glacial Nova when you Kill an Enemy
+(101 to 120)% Enhanced Damage
Slows Target by (31 to 35)%
(15 to 17)% Bonus to Strength
(15 to 17)% Bonus to Dexterity
Cold Resist +(54 to 64)%

**Throatseeker
Axe (5)**

One-Hand Damage: (156-175) to (228-256)
Durability: 36
Required Strength: 169
Required Level: 40

45% Chance to cast level 5 Blood Flash when you Kill an Enemy
+(141 to 170)% Enhanced Damage
25% Increased Attack Speed
(10 to 11)% Life Stolen per Hit
Increase Maximum Life (31 to 35)%
+(51 to 60) Life after each Kill

**Lorekeeper
Light Gauntlets (5)**

Defense: (491-764)
Durability: 46
Required Strength: (158-149)
Required Level: 41

18% Chance to cast level 8 Elemental when Struck
+(15 to 17)% to Skill Damage
+(151 to 180)% Enhanced Defense
(15 to 17)% Bonus to Energy
All Resists +(29 to 34)%
Requirements (-31 to -35)%

**Stormsurge
Voulge (5)**

Two-Hand Damage: (77-83) to (183-197)
Durability: 50

Required Strength: 176
Required Dexterity: 176
Required Level: 41

17% Chance to cast level 7 Lightning Cascade on Striking
+(76 to 90)% Enhanced Damage
+(3 to 4) Extra Lightning Cascade Targets
15% Increased Attack Speed
Adds 1-88 Lightning Damage
+(15 to 17)% to Lightning Skill Damage
Lightning Resist +(71 to 85)%

Infernolash
Saber (5)

One-Hand Damage: (164-182) to (194-216)
Durability: 44
Required Strength: 189
Required Level: 41

35% Chance to cast level 7 Immolation when you Kill an Enemy
+(116 to 140)% Enhanced Damage
25% Increased Attack Speed
(154 to 179)% Bonus to Attack Rating
(0.46875 per level)% to Fire Skill Damage (Based on Character Level)
(31 to 35)% Chance of Open Wounds

Akarat's Trek
Light Plated Boots (5)

Defense: (668-990)
Durability: 68
Required Strength: 265
Required Level: 41

2% Chance to cast level 7 Judgement when Struck
Total Character Damage Plus (31 to 35)%
+(145 to 172)% Enhanced Defense
+(26 to 30) to all Attributes
+2 to Light Radius

Thread of Life
Heavy Belt (5)

Defense: (1021-1436)
Durability: 52
Required Strength: 278
Required Level: 41

14% Chance to cast level 3 Banish when Struck
+(141 to 170)% Enhanced Defense
(15 to 17)% Bonus to Vitality
+(36 to 40) to Vitality
(26 to 30)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (18 to 20)
+3 to Light Radius

Kashya's Ambush
Composite Bow (5)

Two-Hand Damage: (209-234) to (343-390)
Required Dexterity: 236
Required Level: 41

9% Chance to cast level 6 Phalanx when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(71 to 85) to Maximum Damage
(151 to 175)% Bonus to Attack Rating
+(29 to 34) to Dexterity
Increase Maximum Life (37 to 43)%
Total Character Defense Plus (48 to 56)%

Manashard
Dirk (5)

One-Hand Damage: (130-145) to (147-164)
Durability: 14
Required Dexterity: 149
Required Level: 41

13% Chance to cast level 3 Hex on Striking

+ (1 to 3) to All Skills
+ (141 to 170)% Enhanced Damage
(18 to 21)% Mana Stolen per Hit
+ (26 to 30)% to Skill Damage
(18 to 21)% Life Stolen per Hit

**Eagle Spirit
Flying Knife (5)**

Throw Damage: (192-215) to (219-245)
One-Hand Damage: (144-161) to (163-183)
Durability: 12
Required Dexterity: 242
Required Level: 41

+ (141 to 170)% Enhanced Damage
25% Increased Attack Speed
(126 to 150)% Bonus to Attack Rating
Knockback
(71 to 85)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**Ironhood
Full Helm (5)**

Defense: (498-702)
Durability: 45
Required Strength: (149-140)
Required Level: 41

100% Chance to cast level 30 Mana Sweep when you Die
+ (1 to 2) to All Skills
+ (16 to 18)% to Skill Damage
+ (51 to 60)% Enhanced Defense
+ (151 to 180) to Mana
-3 to Light Radius
Requirements (-36 to -40)%

**Dark Star
Coronet (5)**

Defense: (431-654)
Durability: 15
Required Level: 41

+ (1 to 2) to Assassin Skill Levels
Adds 25-50 Cold Damage
(11 to 12)% Mana Stolen per Hit
+ (3 to 4) to Shadow Refuge (Assassin Only)
+ (251 to 300)% Enhanced Defense
Cold Resist + (71 to 80)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

**Quietus
Giant Sword (5)**

One-Hand Damage: 88 to 107
Two-Hand Damage: 108 to 115
Durability: 56
Required Strength: (130-104)
Required Level: 41

+ (1 to 3) to All Skills
+ (126 to 150)% Bonus to Poison Skill Duration
25% Faster Cast Rate
Adds 81-162 Cold Damage
(15 to 17)% Mana Stolen per Hit
+ (18 to 21)% to Cold Skill Damage
Requirements (-49 to -59)%

**Candlewake
Splint Mail (5)**

Defense: (1238-2485)
Durability: 75
Required Strength: (186-175)
Required Level: 41

10% Chance to cast level 6 Summon Shadows when you Kill an Enemy

100% Chance to cast level 30 Raven Flight when you Die
15% Faster Cast Rate
+(126 to 150)% Enhanced Defense
Damage Reduced by (18 to 21)
Requirements (-31 to -35)%

Carmen Alvare
Grand Scepter (5)

One-Hand Damage: (162-180) to (226-250)
Durability: 30
Required Dexterity: (101-81)
Required Level: 41

35% Chance to cast level 7 Holy Trap when you Kill an Enemy
+(1 to 3) to Amazon Skill Levels
+(126 to 150)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
(0.53125 per level)% to Fire Skill Damage (Based on Character Level)
(56 to 65)% Better Chance of Getting Magic Items
Requirements (-49 to -59)%

Vizjun's Justice
Hatchet Hands (5)

One-Hand Damage: (165-184) to (195-218)
Durability: 29
(Assassin Only)
Required Dexterity: 151
Required Level: 41

+(151 to 180)% Enhanced Damage
+(71 to 85)% Bonus to Poison Skill Duration
+(26 to 30)% to Poison Skill Damage
+(3 to 4) to Way of the Spider (Assassin Only)
(15 to 17)% Bonus to Dexterity

Demonhorn
Horned Helm (5)

Defense: (717-1066)
Durability: 47
(Barbarian Only)
Required Strength: 245
Required Level: 41

100% Chance to cast level 50 Fire Star when you Level-Up
+(1 to 3) to All Skills
Adds (61-70)-(121-140) Fire Damage
(31 to 35)% Chance of Crushing Blow
+(151 to 180)% Enhanced Defense
Fire Resist +(71 to 80)%
+(31 to 35) Life after each Kill

Jalal's Charge
Antlers (5)

Defense: (636-947)
Durability: 42
(Druid Only)
Required Strength: 222
Required Level: 41

+(56 to 65)% Bonus Damage to Mark of the Wild
+(56 to 65) to Minimum Damage
(31 to 35)% Chance of Crushing Blow
+(141 to 170)% Enhanced Defense
+(33 to 35) to all Attributes
All Resists +(31 to 35)%

Shield of a Thousand Stars
Tower Shield (5)

Smite Damage: 64 to 96
Defense: (1283-2490)
Durability: 72
Required Strength: 168
Required Dexterity: 323
Required Level: 42

(18 to 21)% Increased Chance of Blocking
Stun Attack
+(136 to 160)% Enhanced Defense
+(29 to 34) to all Attributes

Rathma's Charm
Bone Wand (5)

One-Hand Damage: 47 to 74
Durability: 60
Required Dexterity: 93
Required Level: 42

+(3 to 4) to Necromancer Skill Levels
+(4 to 5) to Blood Tide Totem (Necromancer Only)
+(4 to 5) to Demon Blood (Necromancer Only)
(31 to 35)% Bonus to Strength
(31 to 35)% Bonus to Energy
Increase Maximum Life (31 to 35)%
Fire Resist +(61 to 70)%
Cold Resist +(61 to 70)%

The Foculus
Smoked Sphere (5)

One-Hand Damage: 53 to 68
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 42

4% Chance to cast level 10 Blast Wave when Struck
+(3 to 4) to Sorceress Skill Levels
+(26 to 30)% to Fire Skill Damage
+(26 to 30) to all Attributes
+(126 to 150) to Life
Replenish Life +(51 to 60)
Fire Resist +(56 to 65)%

Goredrill
Brandistock (5)

Two-Hand Damage: (165-186) to (294-329)
Durability: 72
Required Strength: 166
Required Dexterity: 219
Required Level: 42

35% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(26 to 30) to Minimum Damage
(31 to 35)% Chance of Open Wounds
+(46 to 55) to Dexterity
+(46 to 55) to Vitality
Fire Resist +(61 to 70)%

Koth's Lesson
Mace (5)

One-Hand Damage: (121-131) to (191-207)
Durability: 40
Required Strength: 186
Required Level: 42

10% Chance to cast level 5 Bloodlust when you Kill an Enemy
+(1 to 3) to Barbarian Skill Levels
+(51 to 60)% Bonus Damage to Bloodlust
+(26 to 30)% Bonus Elemental Damage to Bloodlust
+(71 to 85)% Enhanced Damage
+(151 to 180)% Damage to Undead
Fire Resist +(51 to 60)%
Poison Resist +(32 to 38)%

Trang-Oul's Breath
Mask (5)

Defense: (485-680)
Durability: 26
Required Strength: (156-145)
Required Level: 42

1% Chance to cast level 26 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(12 to 13)% to Cold Skill Damage
+(91 to 110)% Enhanced Defense
Cold Resist +(32 to 38)%
Requirements (-29 to -34)%

Zakarum's Legacy
Aerin Shield (5)

Smite Damage: 64 to 96
Defense: (1091-2144)
Durability: 68
(Paladin Only)
Required Strength: 160
Required Level: 42

100% Chance to cast level 45 Immolation Bomb when you Die
+(3 to 4) to Paladin Skill Levels
35% Faster Block Rate
(40 to 47)% Increased Chance of Blocking
(15 to 17)% Bonus to All Attributes
+(151 to 180)% Enhanced Defense
+(15 to 17)% Chance to Avoid Damage

Hero's Fang
Gargoyle Head (5)

Defense: (908-1786)
Durability: 62
(Necromancer Only)
Required Strength: 134
Required Level: 42

35% Increased Attack Speed
35% Faster Hit Recovery
+(126 to 150) to Maximum Damage
(11 to 12)% Life Stolen per Hit
+(9 to 10) to Scorpion Blade
+(9 to 10) to Titan Strike
+(151 to 180)% Enhanced Defense
Total Character Defense Plus (41 to 45)%

The Warthog
War Hammer (5)

One-Hand Damage: (154-172) to (236-264)
Durability: 75
Required Strength: (331-341)
Required Level: 42

+(141 to 170)% Enhanced Damage
(56 to 65)% Chance of Crushing Blow
+(9 to 10) to Time Strike
(26 to 30)% Bonus to Strength
Requirements +(26 to 30)%

Skullhammer
Battle Axe (5)

Two-Hand Damage: (251-280) to (380-516)
Durability: 60
Required Strength: 266
Required Level: 42

+(151 to 180)% Enhanced Damage
+(1.25 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(46 to 55)% Chance of Crushing Blow
(41 to 45)% Chance of Open Wounds
+(51 to 60) to Strength

Emberstorm
Short Spear (5)

Throw Damage: (161-178) to (262-291)
One-Hand Damage: (119-132) to (198-220)
Durability: 80
Required Dexterity: 222
Required Level: 42

45% Chance to cast level 10 Cataclysm when you Kill an Enemy
+(121 to 145)% Enhanced Damage
25% Faster Run/Walk
50% Increased Attack Speed
(-56 to -65) Maximum Stamina
+(51 to 60) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

**The Barracuda
Crossbow (5)**

Two-Hand Damage: (221-241) to (293-321)
Required Strength: 289
Required Level: 42

35% Chance to cast level 10 Bloodlust when you Kill an Enemy
+(101 to 120)% Enhanced Damage
+(61 to 70)% Bonus Damage to Bloodlust
+(31 to 35)% Bonus Elemental Damage to Bloodlust
30% Increased Attack Speed
Adds (51-60)-(141-170) Fire Damage
Fire Resist +(51 to 60)%

**Arreat's Heart
Plate Mail (5)**

Defense: (1490-3040)
Durability: 81
Required Strength: 296
Required Level: 42

7% Chance to cast level 6 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
(23 to 26)% Bonus to Strength
(23 to 26)% Bonus to Vitality
+(151 to 180)% Enhanced Defense
+(37 to 43) to Strength
+(37 to 43) to Vitality

**Bone Gasher
Falchion (5)**

One-Hand Damage: (198-220) to (239-265)
Durability: 58
Required Strength: 229
Required Level: 42

50% Chance to cast level 10 Frozen Soul on Striking
+(1 to 2) to Paladin Skill Levels
+(126 to 150)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
+(15 to 17) to Strength
+(46 to 55) Mana after each Kill

**Akarat's Crucifix
Spiked Shield (5)**

Smite Damage: 20 to 30
Defense: (659-1179)
Durability: 59
Required Dexterity: 243
Required Level: 42

13% Chance to cast level 5 Mind Flay when Struck
13% Chance to cast level 5 Bloodlust when Struck
Total Character Damage Plus (23 to 26)%
+(101 to 120)% Enhanced Defense
Fire Resist +(71 to 85)%

**Seraph Wing
Short Battle Bow (5)**

Two-Hand Damage: (251-280) to (333-372)
Required Dexterity: 276
Required Level: 42

35% Chance to cast level 5 Rune of Ice when you Kill an Enemy
4% Chance to cast level 10 Frozen Crown on Striking
+(151 to 180)% Enhanced Damage

25% Faster Run/Walk
30% Increased Attack Speed
+(101 to 120)% Damage to Undead
All Resists +(76 to 90)%
+2 to Light Radius

**Noblebane
Cestus (5)**

One-Hand Damage: (160-174) to (270-301)
Durability: 38
(Assassin Only)
Required Dexterity: 183
Required Level: 42

4% Chance to cast level 13 Vanquish when you Kill an Enemy
+(111 to 130)% Enhanced Damage
(29 to 34)% Increased Chance of Blocking
+(76 to 90) to Maximum Damage
+(-46 to -55)% Target Defense
+(3 to 4) to Light Radius
(41 to 45)% Curse Length Reduction

**Aerin Nexus
Gnarled Staff (5)**

Two-Hand Damage: 71 to 91
Durability: 70
Required Dexterity: 179
Required Level: 42

+(1 to 3) to Sorceress Skill Levels
+(15 to 17)% to Skill Damage
+(52 to 63) to Energy
+(52 to 63) to Vitality
Slows Attacker by (26 to 30)%
(39 to 44)% Better Chance of Getting Magic Items

**Moonbender's Wing
Double Axe (5)**

One-Hand Damage: (207-232) to (315-353)
Durability: 50
Required Strength: (158-148)
Required Level: 42

35% Chance to cast level 1 Teleport on Striking
35% Chance to cast level 1 Teleport when Struck
+(141 to 170)% Enhanced Damage
(35 to 42)% Bonus to Dexterity
(35 to 42)% Bonus to Energy
Total Character Defense Plus (23 to 26)%
Requirements (-31 to -35)%

**Icetomb
Field Plate (5)**

Defense: (1862-3887)
Durability: 87
Required Strength: (222-209)
Required Level: 42

23% Chance to cast level 4 Shackles of Ice when Struck
100% Chance to cast level 48 Rune of Ice when you Die
16% Chance to cast level 3 Glacial Nova when Struck
+(23 to 26)% to Cold Skill Damage
+(191 to 230)% Enhanced Defense
Cold Resist +(71 to 85)%
Cannot Be Frozen
Requirements (-31 to -35)%

**Goldtouch
Leather Gloves (6)**

Defense: (174-185)
Durability: 25
Required Strength: 64
Required Level: 43

4% Chance to cast level 8 Vanquish when you Kill an Enemy
(18 to 20)% Chance of Open Wounds

(-86 to -100) to Life
(121 to 140)% Extra Gold from Monsters
(44 to 50)% Better Chance of Getting Magic Items

**Sky Sweeper
Stag Bow (5)**

Two-Hand Damage: (206-225) to (278-303)
(Amazon Only)
Required Dexterity: 330
Required Level: 43

5% Chance to cast level 2 Cascade on Striking
+(2 to 3) to Amazon Skill Levels
+(111 to 130)% Enhanced Damage
Adds 1-(101-120) Lightning Damage
(15 to 17)% Mana Stolen per Hit
Lightning Absorb (15 to 17)%
+(31 to 35) Mana after each Kill
Level 5 Cold Fear (25 Charges)

**Huo Zhi Wang
Light Plate (5)**

Defense: (686-1270)
Durability: 93
Required Strength: (188-157)
Required Level: 43

13% Chance to cast level 6 Immolation when Struck
100% Chance to cast level 10 Blast Wave when you Level-Up
15% Faster Cast Rate
+(23 to 26)% to Fire Skill Damage
Fire Resist +(91 to 110)%
(101 to 120)% Extra Gold from Monsters
Requirements (-46 to -55)%

**Everchase
Boots (6)**

Defense: (296-342)
Durability: 29
Required Strength: 77
Required Level: 43

35% Faster Run/Walk
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
+(111 to 130) Defense
+(551 to 650) Maximum Stamina

**Berserkergang
Assault Helmet (5)**

Defense: (340-462)
Durability: 53
(Barbarian Only)
Required Strength: 310
Required Level: 43

+(1 to 2) to Barbarian Skill Levels
30% Increased Attack Speed
(-15 to -17)% Decreased Chance of Blocking
(31 to 35)% Chance of Crushing Blow
(56 to 65)% Bonus to Vitality when using a Healing Potion
+(151 to 175)% Damage when using a Healing Potion
+(15 to 17)% Chance to Avoid Damage
Fire Resist +(71 to 80)%
Total Character Defense Plus (31 to 35)%

**Nor Tiraj's Wisdom
Sash (6)**

Defense: (202-222)
Durability: 25
Required Strength: 58
Required Level: 43

+(14 to 15)% to Fire Skill Damage
+(341 to 400) to Mana
All Resists +(27 to 30)%

**Royal Circlet
Tiara (5)**

Defense: (343-532)
Durability: 20
Required Level: 43

+(1 to 2) to All Skills
(15 to 17)% Bonus to All Attributes
+(251 to 300)% Enhanced Defense
+(26 to 30) to all Attributes
All Resists (-26 to -30)%
(36 to 40)% Better Chance of Getting Magic Items

**Ryuuseiu Kyanon
Long Battle Bow (5)**

Two-Hand Damage: (290-325) to (390-437)
Required Dexterity: 315
Required Level: 43

45% Chance to cast level 7 Immolation when you Kill an Enemy
+(157 to 188)% Enhanced Damage
30% Increased Attack Speed
15% Faster Hit Recovery
+(57 to 68) to Vitality
Fire Resist +(85 to 102)%
Attacker Takes Fire Damage of (91 to 110)

**Thunderbellow
Great Helm (5)**

Defense: (1023-1542)
Durability: 51
Required Strength: 296
Required Level: 43

35% Chance to cast level 20 Supernova when you Kill an Enemy
+(12 to 13)% to Lightning Skill Damage
+(161 to 190)% Enhanced Defense
(15 to 17)% Bonus to Strength
Lightning Resist +(51 to 60)%
Attacker Takes Lightning Damage of (301 to 360)

**Moonscythe
Scythe (5)**

Two-Hand Damage: (95-105) to (333-369)
Durability: 74
Required Strength: 229
Required Dexterity: 229
Required Level: 43

25% Chance to cast level 3 Mana Sweep when you Kill an Enemy
+(3 to 5) to Necromancer Skill Levels
+(121 to 145)% Enhanced Damage
15% Increased Attack Speed
50% Faster Hit Recovery
+(126 to 150)% Bonus to Summoned Minion Life
Lightning Resist +(61 to 70)%
Cold Resist +(61 to 70)%

**The Allseeing Eye
Clasped Orb (5)**

One-Hand Damage: 63 to 83
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 43

+(2 to 3) to Sorceress Skill Levels
(26 to 30)% Increased Chance of Blocking
+(4.5 per level) to Mana (Based on Character Level)
All Resists +(31 to 35)%
Total Character Defense Plus (20 to 22)%
Level 5 Blink (35 Charges)

**Jalal's Claw
Balanced Axe (5)**

Throw Damage: (163-182) to (441-492)
One-Hand Damage: (122-137) to (331-369)
Durability: 20
Required Strength: 322
Required Level: 43

4% Chance to cast level 8 Plague Avatar on Striking
+(151 to 180)% Enhanced Damage
25% Faster Run/Walk
25% Increased Attack Speed
(10 to 11)% Life Stolen per Hit
+(26 to 30) to all Attributes
Poison Resist +(71 to 85)%
Replenishes Quantity
Level 1 Barrage Attack

**Skythrone
Falcon Mask (5)**

Defense: (785-1190)
Durability: 48
(Druid Only)
Required Strength: (193-182)
Required Level: 43

15% Faster Run/Walk
15% Increased Attack Speed
+(3 to 6) to Catharsis
+(151 to 180)% Enhanced Defense
+(15 to 17)% Chance to Avoid Damage
Requirements (-31 to -35)%

**Terrorcane
Battle Staff (5)**

Two-Hand Damage: (213-238) to (278-310)
Durability: 94
Required Dexterity: 236
Required Level: 43

+(151 to 180)% Enhanced Damage
30% Increased Attack Speed
30% Faster Hit Recovery
(151 to 175)% Bonus to Attack Rating
Adds 76-170 Poison Damage over 7 seconds
Stun Attack
(51 to 60)% Deadly Strike
Attacker Flees after Striking +(54 to 64)%

**Razordisk
Buckler (6)**

Smite Damage: 8 to 12
Defense: (621-858)
Durability: 32
Required Strength: 38
Required Dexterity: 109
Required Level: 43

+(1.5 per level) to Maximum Damage (Based on Character Level)
(31 to 35)% Chance of Open Wounds
Total Character Damage Plus (36 to 40)%
+(161 to 190)% Enhanced Defense
+(18 to 20) to Strength
(351 to 400)% Damage Reflected

**Frostneedle
Kriss (5)**

One-Hand Damage: (192-217) to (222-251)
Durability: 20
Required Dexterity: 209
Required Level: 43

35% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(201 to 240)% Enhanced Damage
Ignore Target's Defense
+(15 to 17)% to Cold Skill Damage
Cold Resist +(51 to 60)%

Fleshdoom

Bastard Sword (5)

One-Hand Damage: (253-283) to (313-350)
Two-Hand Damage: (322-361) to (344-386)
Durability: 70
Required Strength: 309
Required Level: 43

8% Chance to cast level 3 Death Coil on Striking
+(141 to 170)% Enhanced Damage
(26 to 30)% Deadly Strike
+(71 to 85) to Vitality
Increase Maximum Life (31 to 35)%
Damage Reduced by (15 to 17)
+(46 to 55) Life after each Kill

The Wanderer's Hood Cap (6)

Defense: (202-222)
Durability: 27
Required Strength: 71
Required Level: 44

Indestructible
(18 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(52 to 60)%
-3 to Light Radius

Harpy's Strike Claws (5)

One-Hand Damage: (196-217) to (237-262)
Durability: 48
(Assassin Only)
Required Dexterity: 215
Required Level: 44

23% Chance to cast level 4 Charm when you Kill an Enemy
+(3 to 4) to Assassin Skill Levels
+(126 to 150)% Enhanced Damage
25% Faster Run/Walk
20% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
+(9 to 10) to Cautious Strike
(31 to 35)% Bonus to Dexterity

Lex Ferarum Great Axe (5)

Two-Hand Damage: (328-365) to (433-481)
Durability: 76
Required Strength: 335
Required Level: 44

100% Chance to cast level 20 Gift of the Wild when you Kill an Enemy
+(161 to 190)% Enhanced Damage
+(26 to 30) to Strength
+(26 to 30) to Dexterity
+(46 to 55) Life after each Kill
(201 to 240)% Extra Gold from Monsters
(51 to 60)% Better Chance of Getting Magic Items

Ghost Anchor Maiden Spear (5)

Two-Hand Damage: (170-186) to (414-451)
Durability: 64
(Amazon Only)
Required Strength: (86-81)
Required Dexterity: (179-168)
Required Level: 44

Indestructible
+(111 to 130)% Enhanced Damage
Stun Attack
+(9 to 10) to Arcane Strike
Slows Target by (41 to 45)%
Requirements (-36 to -40)%
Ethereal (Cannot be repaired)

**Banshee's Chase
Balanced Knife (5)**

Throw Damage: (262-294) to (303-340)
One-Hand Damage: (197-221) to (228-256)
Durability: 16
Required Dexterity: 369
Required Level: 44

9% Chance to cast level 10 Frozen Soul on Striking
+(141 to 170)% Enhanced Damage
(15 to 17)% Increased Chance of Blocking
Adds 30-75 Cold Damage
(26 to 30)% Deadly Strike
+(201 to 240) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

**Death's Bellringer
Maul (5)**

Two-Hand Damage: (235-258) to (388-551)
Durability: 114
Required Strength: 385
Required Level: 44

25% Chance to cast level 13 Slayer when you Kill an Enemy
+(151 to 175)% Enhanced Damage
+(1.75 per level) to Maximum Damage (Based on Character Level)
+(26 to 30)% to Physical/Magic Spell Damage
Stun Attack
+(31 to 35) to Strength
+(31 to 35) to Dexterity

**Wraithverge
War Scepter (5)**

One-Hand Damage: (262-291) to (395-438)
Durability: 46
Required Dexterity: (122-97)
Required Level: 44

45% Chance to cast level 28 Pain Spirit when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(20 to 22)% to Physical/Magic Spell Damage
All Resists +(71 to 85)%
(31 to 35)% Curse Length Reduction
Requirements (-56 to -65)%

**Darkspite
Spetum (5)**

Two-Hand Damage: (110-119) to (265-286)
Durability: 96
Required Strength: 206
Required Dexterity: 276
Required Level: 44

4% Chance to cast level 13 Unholy Armor when Struck
+(76 to 90)% Enhanced Damage
+(126 to 150)% Damage to Demons
Total Character Damage Plus (61 to 70)%
Total Character Defense Plus (31 to 35)%
+4 to Light Radius

**The Asteroid Belt
Plated Belt (5)**

Defense: (1398-1965)
Durability: 61
Required Strength: 358
Required Level: 44

1% Chance to cast level 10 Blast Wave when Struck
1% Chance to cast level 10 Meteor Shower when Struck
+(171 to 200)% Enhanced Defense
(20 to 22)% Bonus to Strength
Fire Resist +(31 to 35)%
(23 to 26)% Chance of Uninterruptable Attack

Lychnus Lyaei

Morning Star (5)

One-Hand Damage: (179-195) to (291-317)

Durability: 56

Required Strength: 226

Required Level: 44

18% Chance to cast level 1 Blast Wave when you Kill an Enemy

+(111 to 130)% Enhanced Damage

+(29 to 34) to Strength

(51 to 60)% Bonus to Vitality when using a Healing Potion

+(29 to 34) Life after each Kill

+5 to Light Radius

**Slippers of Yaerius
Greaves (5)**

Defense: (673-989)

Durability: 81

Required Strength: 336

Required Level: 44

20% Faster Run/Walk

(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration

+(101 to 120)% Damage to Undead

+(111 to 130)% Enhanced Defense

+(37 to 43) to Strength

Half Freeze Duration

**Ashenwind
Glaive (5)**

Throw Damage: (224-249) to (386-429)

One-Hand Damage: (169-188) to (289-321)

Durability: 104

Required Dexterity: 282

Required Level: 44

9% Chance to cast level 7 Immolation on Striking

+(161 to 190)% Enhanced Damage

(39 to 44)% Piercing Attack

Fire Resist +(51 to 60)%

-2 to Light Radius

Replenishes Quantity

Level 3 Cascade Attack

**Snowhammer
Military Pick (5)**

One-Hand Damage: (271-301) to (430-478)

Durability: 64

Required Strength: 289

Required Level: 44

45% Chance to cast level 17 Doom Serpents when you Kill an Enemy

+(161 to 190)% Enhanced Damage

30% Increased Attack Speed

Adds 28-81 Cold Damage

+(12 to 13)% to Cold Skill Damage

Freezes Target +7

Cold Resist +(32 to 38)%

**Jalal's Communion
Gauntlets (5)**

Defense: (568-925)

Durability: 53

Required Strength: 292

Required Level: 44

30% Chance to cast level 3 Gift of the Wild when you Kill an Enemy

30% Faster Cast Rate

+(161 to 190)% Enhanced Defense

Poison Resist +(76 to 90)%

+(31 to 35) Life after each Kill

**The War Cloak
Quilted Armor (6)**

Defense: (244-342)

Durability: 27

Required Strength: 83
Required Level: 44

(44 to 50)% Chance of Open Wounds
Total Character Damage Plus (27 to 30)%
Extra Bloody Hits
+(36 to 40) Life after each Kill

Plaguemourn
Broad Sword (5)

One-Hand Damage: (243-272) to (337-381)
Durability: 72
Required Strength: 269
Required Level: 44

10% Chance to cast level 4 Plague Avatar on Striking
+(141 to 170)% Enhanced Damage
+(46 to 55) to Maximum Damage
+(26 to 30)% to Poison Skill Damage
Poison Resist +(61 to 70)%
Damage Reduced by (10 to 11)%

Manaflare
Eagle Orb (6)

One-Hand Damage: 43 to 48
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 45

100% Chance to cast level 45 Mana Sweep when you Die
+(2 to 3) to Sorceress Skill Levels
+(2 to 4) to Mana Coil (Sorceress Only)
+(241 to 280) to Mana
Magic Damage Reduced by (17 to 19)

Runeflesh
Leather Armor (6)

Defense: (768-1287)
Durability: 33
Required Strength: 122
Required Level: 45

25% Chance to cast level 7 Apocalypse when Struck
+(27 to 30)% Bonus Damage to Bloodlust
15% Increased Attack Speed
+(151 to 175)% Enhanced Defense
+(35 to 40) Life after each Kill
Attacker Takes Fire Damage of (48 to 55)

The Rift Bow
Short Bow (6)

Two-Hand Damage: (136-150) to (153-169)
Required Dexterity: 167
Required Level: 45

+(136 to 160)% Enhanced Damage
(151 to 175)% Bonus to Attack Rating
(18 to 20)% Mana Stolen per Hit
(71 to 80)% Damage Taken Goes To Mana
(46 to 50)% Curse Length Reduction

Arreat's Aim
Throwing Axe (6)

Throw Damage: 60 to 69
One-Hand Damage: 45 to 52
Durability: 12
Required Strength: 167
Required Level: 45

50% Chance to cast level 16 Guard Tower when you Kill an Enemy
(18 to 20)% Deadly Strike
Knockback
(35 to 40)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

**Ravencage
Bone Helm (5)**

Defense: (741-1073)
Durability: 32
Required Strength: 270
Required Level: 45

23% Chance to cast level 5 Death Metal when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
(20 to 22)% Deadly Strike
+(161 to 190)% Enhanced Defense
Cold Resist +(51 to 60)%
Half Freeze Duration

**Lachdanan's Will
Long Sword (5)**

One-Hand Damage: (340-384) to (412-465)
Durability: 86
Required Strength: 309
Required Level: 45

22% Chance to cast level 3 Time Strike on Striking
22% Chance to cast level 3 Retribute when Struck
+(201 to 240)% Enhanced Damage
15% Increased Attack Speed
15% Faster Block Rate
(18 to 21)% Increased Chance of Blocking
+(29 to 34) to Strength

**Demonsong
Flamberge (5)**

One-Hand Damage: (296-332) to (488-735)
Two-Hand Damage: (385-431) to (532-783)
Durability: 84
Required Strength: 362
Required Level: 45

7% Chance to cast level 9 Elemental on Striking
+(141 to 170)% Enhanced Damage
30% Increased Attack Speed
+(2.6875 per level) to Maximum Damage (Based on Character Level)
+(5.75 per level) to Life (Based on Character Level)
Fire Resist +(56 to 65)%
+(56 to 65) Life after each Kill

**Firemouth
Demon Head (5)**

Defense: (1064-2133)
Durability: 70
(Necromancer Only)
Required Strength: 162
Required Level: 45

13% Chance to cast level 11 Cataclysm when Struck
+(3 to 4) to Necromancer Skill Levels
+(23 to 26)% to Fire Skill Damage
+(13 to 15) to Inner Fire
+(13 to 15) to Rune of Fire
+(151 to 180)% Enhanced Defense
Fire Resist +(71 to 80)%
+(15 to 17) Fire Absorb
Attacker Takes Fire Damage of (131 to 155)

**Vizjerei's Folly
Short Staff (6)**

Two-Hand Damage: 58 to 65
Durability: 22
Required Dexterity: 104
Required Level: 45

+(36 to 40)% to Skill Damage
+(86 to 100) to Mana
All Resists (-61 to -70)%

Shadowmoon

Crown Shield (5)

Smite Damage: 76 to 114
Defense: (1529-3110)
Durability: 77
(Paladin Only)
Required Strength: 193
Required Level: 45

35% Chance to cast level 10 Dark Power when you Kill an Enemy
100% Chance to cast level 10 Shackles of Ice when you Kill an Enemy
(31 to 35)% Increased Chance of Blocking
+(26 to 30)% to Skill Damage
+(4 to 7) to Light and Shadow (Paladin Only)
+(201 to 240)% Enhanced Defense
Fire Resist +(71 to 80)%
Cold Resist +(71 to 80)%

Heaven's Gate Gothic Shield (5)

Smite Damage: 76 to 114
Defense: (2075-4427)
Durability: 81
Required Strength: 203
Required Dexterity: 385
Required Level: 45

100% Chance to cast level 25 Blast Wave when you Die
+(1 to 2) to Paladin Skill Levels
25% Faster Run/Walk
25% Faster Block Rate
+(161 to 190)% Enhanced Defense
+(9.25 per level) Defense (Based on Character Level)
Total Character Defense Plus (23 to 26)%

Earthbind Bardiche (6)

Two-Hand Damage: (139-153) to (257-288)
Durability: 26
Required Strength: 176
Required Dexterity: 176
Required Level: 45

8% Chance to cast level 5 Pagan Rites when Struck
+(1 to 2) to Druid Skill Levels
+(141 to 165)% Enhanced Damage
(-31 to -35)% Slower Run/Walk
+(86 to 100) to Maximum Damage
Slows Target by (46 to 50)%
Slows Attacker by (46 to 50)%

Archon's Wrath Gothic Plate (5)

Defense: (1803-3685)
Durability: 99
Required Strength: 376
Required Level: 45

+(151 to 180) Crafting Points
9% Chance to cast level 1 Retribute when Struck
15% Increased Attack Speed
15% Faster Cast Rate
+(146 to 170)% Enhanced Defense
Increase Maximum Life (29 to 34)%
Increase Maximum Mana (29 to 34)%

Elephant Skin Hard Leather Armor (6)

Defense: (780-1366)
Durability: 39
Required Strength: 160
Required Level: 45

Indestructible
(35 to 40)% Bonus to Strength
+(111 to 130)% Enhanced Defense
Damage Reduced by (18 to 20)%

**Hornet Sting
Dagger (6)**

One-Hand Damage: 58 to 62
Durability: 8
Required Dexterity: 104
Required Level: 45

15% Chance to cast level 2 Spike Nova when Struck
Indestructible
40% Increased Attack Speed
(18 to 20)% Mana Stolen per Hit
(18 to 20)% Life Stolen per Hit
Hit Causes Monster to Flee +(53 to 60)%

**Meshif's Iron Parrot
Throwing Knife (6)**

Throw Damage: (125-134) to (135-144)
One-Hand Damage: (94-100) to (99-107)
Durability: 8
Required Dexterity: 167
Required Level: 45

+(96 to 110)% Enhanced Damage
15% Increased Attack Speed
Hit Causes Monster to Flee +(29 to 33)%
(451 to 525)% Extra Gold from Monsters
Level 1 Barrage Attack
Replenishes Quantity

**Branch of a Million Splinters
Club (6)**

One-Hand Damage: (228-256) to (331-373)
Durability: 8
Required Strength: 104
Required Level: 46

30% Chance to cast level 6 Spike Nova when you Kill an Enemy
+(301 to 350)% Enhanced Damage
+(39 to 45) to Maximum Damage
(18 to 20)% Life Stolen per Hit
(32 to 35)% Chance of Open Wounds

**Trollskull
Preserved Head (6)**

Defense: (242-364)
Durability: 36
(Necromancer Only)
Required Strength: 72
Required Level: 46

+(1 to 2) to Necromancer Skill Levels
20% Faster Run/Walk
(36 to 40)% Increased Chance of Blocking
Replenish Life +(66 to 75)
Fire Resist (-41 to -45)%
Damage Reduced by (18 to 20)%

**Spirit Walker
Heavy Boots (6)**

Defense: (548-734)
Durability: 42
Required Strength: 179
Required Level: 46

+(31 to 35)% Bonus Elemental Damage to Mark of the Wild
+(121 to 140)% Enhanced Defense
+(341 to 400) Maximum Stamina
All Resists +(44 to 50)%
(36 to 40)% Curse Length Reduction

**The Ripper
Katar (6)**

One-Hand Damage: 53 to (245-541)
Durability: 10

(Assassin Only)
Required Dexterity: 83
Required Level: 46

8% Chance to cast level 9 Starburst on Striking
+(4 per level) to Maximum Damage (Based on Character Level)
(151 to 175)% Bonus to Attack Rating
+(18 to 20)% to Physical/Magic Spell Damage
(46 to 50)% Chance of Open Wounds

Thunderclap
Large Axe (6)

Two-Hand Damage: 64 to 75
Durability: 28
Required Strength: 180
Required Level: 46

+(35 to 40) Crafting Points
40% Chance to cast level 9 Supernova when you Kill an Enemy
9% Chance to cast level 7 Flash on Striking
65% Increased Attack Speed
(0.5625 per level)% to Lightning Skill Damage (Based on Character Level)
Lightning Resist +(36 to 40)%

Wererat's Bite
Hand Axe (6)

One-Hand Damage: (154-171) to (203-225)
Durability: 22
Required Strength: 104
Required Level: 46

4% Chance to cast level 4 Poison Flash on Striking
+(171 to 200)% Enhanced Damage
(71 to 80)% Deadly Strike
Poison Resist +(111 to 130)%

Tailchaser
Light Belt (6)

Defense: (724-931)
Durability: 34
Required Strength: 173
Required Level: 46

15% Faster Run/Walk
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
15% Faster Block Rate
+(121 to 140)% Enhanced Defense
+(351 to 400) Maximum Stamina

Hammerfist
Heavy Gloves (6)

Defense: (414-533)
Durability: 32
Required Strength: 154
Required Level: 46

30% Chance to cast level 21 Banish when you Kill an Enemy
(43 to 50)% Chance of Open Wounds
+(101 to 115)% Enhanced Defense
+(18 to 20) Life after each Kill

Quill Rat's Sting
Javelin (6)

Throw Damage: (126-138) to (215-237)
One-Hand Damage: (94-103) to (177-196)
Durability: 32
Required Dexterity: 104
Required Level: 46

100% Chance to cast level 1 Spike Nova when you Die
+(111 to 130)% Enhanced Damage
(86 to 100)% Piercing Attack
+(61 to 70) to Maximum Damage
Replenishes Quantity

Level 3 Cascade Attack

**Grimspike
Short Sword (6)**

One-Hand Damage: (161-179) to (228-255)
Durability: 16
Required Strength: 104
Required Level: 46

+(161 to 190)% Enhanced Damage
+(43 to 50) to Maximum Damage
(31 to 35)% Deadly Strike
(35 to 40)% Bonus to Strength
(-61 to -70) to Life

**The Raven
Two-Handed Sword (6)**

One-Hand Damage: (154-169) to (180-198)
Two-Hand Damage: (163-180) to (175-193)
Durability: 28
Required Strength: 212
Required Level: 46

75% Chance to cast level 7 Time Strike on Striking
7% Chance to cast level 4 Dark Power when you Kill an Enemy
+(141 to 165)% Enhanced Damage
(27 to 30)% Deadly Strike
+(151 to 175) to Life
+(151 to 175) to Mana

**Tennousuuhai
Diadem (5)**

Defense: (314-396)
Durability: 25
Required Level: 46

+(1 to 2) to All Skills
Adds 25-200 Magic Damage
+(31 to 35)% to Physical/Magic Spell Damage
+(13 to 15) to Starburst
+(201 to 240) Defense
+(31 to 35) to all Attributes
Magic Resist +(26 to 30)%
All Resists +(36 to 40)%

**Silverstrike
Spear (6)**

Two-Hand Damage: (93-98) to (181-197)
Durability: 24
Required Strength: 104
Required Dexterity: 104
Required Level: 46

50% Chance to cast level 10 Punisher when you Kill an Enemy
+(61 to 70)% Enhanced Damage
+(56 to 65) to Maximum Damage
+(146 to 170)% Damage to Undead
(52 to 60)% Bonus to Dexterity
+2 to Light Radius

**Sunbearer
Scepter (6)**

One-Hand Damage: (128-139) to (148-160)
Durability: 14
Required Dexterity: 171
Required Level: 46

18% Chance to cast level 3 Gift of Inner Fire when you Kill an Enemy
+(121 to 140)% Enhanced Damage
+(36 to 40) to Dexterity
(131 to 150)% Extra Gold from Monsters
Reduces all Vendor Prices (18 to 20)%
+4 to Light Radius

**The Legionnaire
Avenger Guard (5)**

Defense: (988-1523)
Durability: 59
(Barbarian Only)
Required Strength: 375
Required Level: 46

23% Chance to cast level 11 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(4 to 5) to Protector Spirit (Barbarian Only)
+(5 to 6) to Blades of Light
+(4 to 5) to Guardian Spirit (Barbarian Only)
+(4 to 5) to Defender Spirit (Barbarian Only)
+(31 to 35)% Bonus to Summoned Minion Life
+(151 to 180)% Enhanced Defense
All Resists +(56 to 65)%
+(3 to 4) to Light Radius

Robe of Steel
Full Plate Mail (5)

Defense: (1569-3207)
Durability: 105
Required Strength: (237-221)
Required Level: 46

+(2 to 3) to All Skills
+(23 to 26)% to Skill Damage
+(101 to 120)% Enhanced Defense
All Resists +(56 to 65)%
+(101 to 120) Life after each Demon Kill
Requirements (-41 to -45)%

Bullseye
Targe (6)

Smite Damage: 24 to 36
Defense: (291-436)
Durability: 40
(Paladin Only)
Required Strength: 85
Required Level: 46

(241 to 280)% Bonus to Attack Rating
(18 to 20)% Deadly Strike
(-151 to -175) Defense vs. Missile
+(18 to 20) to Strength
+(18 to 20) to Dexterity

Spirit of Corruption
Spirit Mask (5)

Defense: (947-1450)
Durability: 54
(Druid Only)
Required Strength: 340
Required Level: 46

+(2 to 4) to Druid Skill Levels
+(126 to 150)% Bonus to Poison Skill Duration
+(3 to 10) to Way of the Spider
+(3 to 4) to Poison Flash (Druid Only)
+(3 to 4) to Plague Avatar (Druid Only)
+(161 to 190)% Enhanced Defense
Poison Length Reduced by (41 to 45)%

Mind Probe
Wand (6)

One-Hand Damage: 38 to 48
Durability: 12
Required Dexterity: 52
Required Level: 46

(27 to 30)% Mana Stolen per Hit
+(351 to 400) to Mana
Regenerate Mana +(41 to 45)%
Level 6 Mana Coil (30 Charges)

Lightforge
Crown (5)

Defense: (1184-1815)
Durability: 57
Required Strength: 358
Required Level: 46

10% Chance to cast level 3 Vindicate on Striking
(23 to 26)% Velocity Bonus to Holy Armor
Adds 137-167 Fire Damage
+(161 to 190)% Enhanced Defense
+(43 to 51) to all Attributes
All Resists +(37 to 43)%
+(31 to 35) Life after each Demon Kill
+4 to Light Radius

Witch Drum
Small Shield (6)

Smite Damage: 24 to 36
Defense: (768-1255)
Durability: 42
Required Strength: (57-54)
Required Dexterity: (127-119)
Required Level: 46

15% Faster Cast Rate
(36 to 40)% Bonus to Buff/Debuff/Cold Skill Duration
+(18 to 20)% to Skill Damage
+(111 to 130)% Enhanced Defense
Requirements (-36 to -40)%

Hellscourge
Flail (5)

One-Hand Damage: (245-272) to (417-464)
Durability: 72
Required Strength: 266
Required Level: 47

45% Chance to cast level 6 Bloodstorm when you Kill an Enemy
+(161 to 190)% Enhanced Damage
25% Increased Attack Speed
(31 to 35)% Chance of Open Wounds
+(26 to 30) to Strength
Fire Resist +(61 to 70)%
Level 5 Death Coil (15 Charges)

Alma Divina
Ancient Armor (5)

Defense: (2078-4351)
Durability: 111
Required Strength: 429
Required Level: 47

30% Faster Hit Recovery
30% Faster Block Rate
+(151 to 180)% Enhanced Defense
+(41 to 45) to all Attributes
Total Character Defense Plus (31 to 35)%
+5 to Light Radius

The Silent Judge
Halberd (5)

Two-Hand Damage: (111-123) to (520-576)
Durability: 98
Required Strength: 282
Required Dexterity: 282
Required Level: 47

45% Chance to cast level 8 Time Strike on Striking
15% Chance to cast level 7 Avatar when you Kill an Enemy
17% Chance to cast level 4 Thunder Hammer on Striking
+(171 to 200)% Enhanced Damage
+(29 to 34) to Strength
+(29 to 34) to Dexterity

Thunder Machine
Heavy Crossbow (5)

Two-Hand Damage: (396-442) to (660-749)
Required Strength: 372
Required Level: 47

+(151 to 180)% Enhanced Damage
+(141 to 170) to Maximum Damage
Adds 1-(201-240) Lightning Damage
(15 to 17)% Chance of Crushing Blow
+(9 to 10) to Blindside
Knockback
(31 to 35)% Bonus to Strength
+(51 to 60) to Strength

**Drow Valor
Blade (5)**

One-Hand Damage: (164-181) to (194-214)
Durability: 26
Required Dexterity: 269
Required Level: 47

+(131 to 155)% Enhanced Damage
30% Increased Attack Speed
Adds 213-405 Poison Damage over 8 seconds
+(3 to 6) to Way of the Spider (Assassin Only)
(71 to 85)% Bonus to Dexterity
+(51 to 60) to Dexterity
+(51 to 60) Life after each Kill

**Manatide
Pike (5)**

Two-Hand Damage: (179-200) to (400-442)
Durability: 120
Required Strength: 246
Required Dexterity: 332
Required Level: 47

13% Chance to cast level 5 Arcane Torrent on Striking
+(126 to 150)% Enhanced Damage
50% Faster Cast Rate
+(26 to 30) to Minimum Damage
(26 to 30)% Mana Stolen per Hit
Increase Maximum Mana (26 to 30)%
Regenerate Mana +(39 to 44)%
(37 to 43)% Bonus to Energy when using a Mana Potion

**Serpent Angel
Short War Bow (5)**

Two-Hand Damage: (306-341) to (419-467)
Required Dexterity: 355
Required Level: 47

35% Chance to cast level 1 Dark Power when you Kill an Enemy
+(151 to 180)% Enhanced Damage
(15 to 17)% Mana Stolen per Hit
(29 to 34)% Deadly Strike
(-51 to -60) to Mana
Cold Resist +(26 to 30)%
Poison Resist +(46 to 55)%

**Stone of the Skatsim
Dragon Stone (5)**

One-Hand Damage: 71 to 94
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 47

+(3 to 4) to All Skills
30% Faster Cast Rate
+(26 to 30)% to Fire Skill Damage
+(26 to 30)% to Lightning Skill Damage
+(6 to 12) to Rune of Fire
Fire Resist +(71 to 80)%
Lightning Resist +(71 to 80)%
+(56 to 65) Mana after each Kill
+(56 to 65) Life after each Kill

**Kasin Crest
Skull Cap (6)**

Defense: (746-1009)
Durability: 33
Required Strength: 160
Required Level: 47

30% Chance to cast level 8 Crucify when Struck
+(161 to 190)% Enhanced Defense
(27 to 30)% Bonus to All Attributes
All Resists +(36 to 40)%

**Gryphon's Claw
Maiden Pike (5)**

Two-Hand Damage: (214-230) to (549-594)
Durability: 80
(Amazon Only)
Required Strength: 175
Required Dexterity: 351
Required Level: 47

50% Chance to cast level 20 Flash on Attack
+(2 to 3) to Amazon Skill Levels
+(241 to 270)% Enhanced Damage
20% Increased Attack Speed
Adds 1-(251-300) Lightning Damage
Stun Attack
+6 to Defensive Harmony (Amazon Only)
+(56 to 65) to Strength
+(56 to 65) to Dexterity
Slows Attacker by (41 to 45)%

**Razorspine
Studded Leather (6)**

Defense: (950-1723)
Durability: 45
Required Strength: 199
Required Level: 47

35% Chance to cast level 4 Spike Nova when Struck
Indestructible
(36 to 40)% Chance of Open Wounds
+(121 to 140)% Enhanced Defense
+(18 to 20) to Strength
Damage Reduced by (14 to 15)%

**The Predator
Wolf Head (6)**

Defense: (503-667)
Durability: 31
(Druid Only)
Required Strength: 152
Required Level: 47

45% Chance to cast level 11 Bloodlust when you Kill an Enemy
(14 to 15)% Life Stolen per Hit
+(121 to 140)% Enhanced Defense
(-91 to -105) to Life
(36 to 40)% Better Chance of Getting Magic Items

**Robe of Leaves
Scale Mail (6)**

Defense: (1506-2910)
Durability: 57
Required Strength: 276
Required Level: 47

Indestructible
+(2 to 4) to Druid Skill Levels
+(61 to 70)% Bonus Damage to Mark of the Wild
+(171 to 200)% Enhanced Defense
(31 to 35)% Bonus to Vitality
Lightning Resist +(31 to 35)%
Poison Resist +(86 to 100)%

Larzuk's Contraption

Jawbone Cap (6)

Defense: (548-724)
Durability: 34
(Barbarian Only)
Required Strength: 168
Required Level: 47

15% Chance to cast level 11 Rain of Bombs when you Kill an Enemy
30% Increased Attack Speed
(12 to 13)% Mana Stolen per Hit
+(121 to 140)% Enhanced Defense
+(301 to 350) to Mana

**Windwall
Throwing Spear (5)**

Throw Damage: (241-269) to (436-488)
One-Hand Damage: (182-204) to (330-369)
Durability: 126
Required Dexterity: 342
Required Level: 47

35% Chance to cast level 4 Typhoon Sentry when you Kill an Enemy
+(154 to 184)% Enhanced Damage
15% Faster Hit Recovery
Stun Attack
Knockback
+(101 to 120) Defense vs. Missile
Damage Reduced by (14 to 16)%
Replenishes Quantity
Level 3 Cascade Attack

**Dragonspine
Grim Wand (5)**

One-Hand Damage: 62 to 106
Durability: 108
Required Dexterity: 133
Required Level: 47

+(3 to 4) to Necromancer Skill Levels
Adds 25-200 Fire Damage
+(15 to 17)% to Fire Skill Damage
+(4 to 5) to Barb Wire (Necromancer Only)
+(3 to 4) to Inner Fire
+(1.3125 per level) to Strength (Based on Character Level)
+(0.65625 per level) to Vitality (Based on Character Level)
Fire Absorb (15 to 17)%

**Storm Cloud
Maiden Javelin (5)**

Throw Damage: (315-357) to (388-432)
One-Hand Damage: (262-299) to (294-327)
Durability: 84
(Amazon Only)
Required Strength: 179
Required Dexterity: 359
Required Level: 47

45% Chance to cast level 7 Flurry of Javelins when Struck
+(161 to 190)% Enhanced Damage
20% Increased Attack Speed
+(101 to 120) to Minimum Damage
Adds 1-(251-300) Lightning Damage
+(15 to 17)% to Lightning Skill Damage
Slows Target by (31 to 35)%
Attacker Takes Lightning Damage of (251 to 300)
Level 3 Cascade Attack
Replenishes Quantity

**Hratli's Craft
Ring Mail (6)**

Defense: (1299-2447)
Durability: 51
Required Strength: (154-142)
Required Level: 47

+(336 to 400) Crafting Points

15% Faster Cast Rate
35% Faster Hit Recovery
+(163 to 190)% Enhanced Defense
Repairs 1 Durability in 25 Seconds
Requirements (-35 to -40)%

**Goldenrod
War Staff (5)**

Two-Hand Damage: (233-256) to (309-340)
Durability: 118
Required Dexterity: 292
Required Level: 47

+(1 to 3) to All Skills
+(146 to 170)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
(23 to 26)% Bonus to Buff/Debuff/Cold Skill Duration
+(15 to 17)% to Skill Damage
(251 to 300)% Extra Gold from Monsters

**Wheel of Fortune
Large Shield (6)**

Smite Damage: 40 to 60
Defense: (1327-2394)
Durability: 52
Required Strength: 141
Required Dexterity: 288
Required Level: 48

15% Chance to cast level 6 Nightmare when Struck
Attacker Flees after Striking +(21 to 23)%
+(171 to 200)% Enhanced Defense
(18 to 20)% Chance of Uninterruptable Attack
(176 to 200)% Extra Gold from Monsters
(49 to 55)% Better Chance of Getting Magic Items

**Boneclasp
Chain Gloves (6)**

Defense: (644-933)
Durability: 39
Required Strength: 244
Required Level: 48

4% Chance to cast level 9 Crucify on Striking
(14 to 15)% Deadly Strike
Hit Causes Monster to Flee +(56 to 65)%
Slows Target by (27 to 30)%
+(171 to 200)% Enhanced Defense

**Hypnodisk
Rondache (6)**

Smite Damage: 40 to 60
Defense: (392-638)
Durability: 49
(Paladin Only)
Required Strength: 134
Required Level: 48

Blinds Attacker +7
+(18 to 20) to Dexterity
Reduces all Vendor Prices (18 to 20)%
+(2 to 4) to Light Radius

**Leoric's Fall
Circlet (6)**

Defense: (243-293)
Durability: 10
Required Level: 48

(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
(12 to 13)% Life Stolen per Hit
+(6 to 8) to Death's Fury Totem
+(151 to 175) Defense
(-31 to -35) to Vitality
Damage Reduced by (18 to 20)

**Brainburst
Helm (6)**

Defense: (891-1250)

Durability: 39

Required Strength: 250

Required Level: 48

4% Chance to cast level 6 Blast Wave when Struck

+(141 to 165)% Enhanced Defense

(-85 to -100) to Mana

Fire Resist +(91 to 105)%

Attacker Takes Fire Damage of (121 to 140)

(121 to 140)% Damage Taken Goes To Mana

**Thorncaster
Reflex Bow (5)**

Two-Hand Damage: (346-390) to (481-544)

(Amazon Only)

Required Dexterity: 414

Required Level: 48

45% Chance to cast level 10 Spike Nova when you Kill an Enemy

35% Chance to cast level 10 Spore Shot when Struck

+(201 to 240)% Enhanced Damage

Adds (114-132)-(284-340) Poison Damage over 6 seconds

Knockback

Poison Resist +(81 to 90)%

Level 9 Charm (25 Charges)

**Earthrend
Wrist Blade (6)**

One-Hand Damage: (164-180) to (191-210)

Durability: 20

(Assassin Only)

Required Dexterity: 169

Required Level: 48

5% Chance to cast level 9 Pagan Rites on Attack

+(146 to 170)% Enhanced Damage

Stun Attack

(27 to 30)% Chance of Crushing Blow

(66 to 75)% Deadly Strike

**Stranglevine
Belt (6)**

Defense: (1270-1723)

Durability: 43

Required Strength: 288

Required Level: 48

+(1 to 2) to Druid Skill Levels

Adds 54-163 Poison Damage over 5 seconds

+(18 to 20)% to Poison Skill Damage

+(181 to 210)% Enhanced Defense

Poison Length Reduced by (36 to 40)%

Slows Attacker by (23 to 25)%

**Nimmenjuushin
War Axe (5)**

One-Hand Damage: (327-363) to (594-666)

Durability: 78

Required Strength: 349

Required Level: 48

18% Chance to cast level 1 Claw Tornado on Striking

+(171 to 200)% Enhanced Damage

+(23 to 26)% Bonus Damage to Mark of the Wild

+(69 to 84) to Maximum Damage

(126 to 150)% Duration Bonus to Mark of the Wild

(10 to 11)% Life Stolen per Hit

(31 to 35)% Bonus to Strength

**Fearward
Zombie Head (6)**

Defense: (883-1596)
Durability: 45
(Necromancer Only)
Required Strength: 112
Required Level: 48

+7 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(27 to 30)%
+(171 to 200)% Enhanced Defense
Fire Resist +(71 to 80)%
Lightning Resist +(71 to 80)%
Cold Resist +(71 to 80)%

Siege Breaker
Great Maul (5)

Two-Hand Damage: (273-299) to (363-398)
Durability: 138
Required Strength: 465
Required Level: 48

50% Chance to cast level 14 Shower of Rocks when you Kill an Enemy
+(2 to 3) to All Skills
+(151 to 175)% Enhanced Damage
Stun Attack
(26 to 30)% Chance of Crushing Blow
(31 to 35)% Deadly Strike
Slows Target by (26 to 30)%
+(251 to 300) Defense

Toesie Warmer
Chain Boots (6)

Defense: (311-399)
Durability: 55
Required Strength: 282
Required Level: 48

40% Chance to cast level 12 Fire Fountain when you Kill an Enemy
15% Faster Run/Walk
Adds 18-42 Fire Damage
Increase Maximum Life (27 to 30)%
Fire Resist +(56 to 65)%
Total Character Defense Plus (14 to 15)%

Larzuk's Bombard
Repeating Crossbow (5)

Two-Hand Damage: (457-516) to (635-717)
Required Strength: 414
Required Level: 48

45% Chance to cast level 25 Apocalypse when you Kill an Enemy
+(201 to 240)% Enhanced Damage
35% Increased Attack Speed
(15 to 17)% Chance of Crushing Blow
(31 to 35)% Deadly Strike
(31 to 35)% Bonus to Strength
+(17.75 per level) Defense (Based on Character Level)
Total Character Defense Plus (31 to 35)%
+(12 to 13)% to Experience Gained

Manafeast
Fanged Helm (6)

Defense: (902-1271)
Durability: 40
(Barbarian Only)
Required Strength: 262
Required Level: 48

+(1 to 2) to All Skills
(13 to 14)% Mana Stolen per Hit
(36 to 40)% Bonus to Energy
+(181 to 210)% Enhanced Defense
(46 to 50)% Damage Taken Goes To Mana

Al Nair
Scimitar (6)

One-Hand Damage: (125-132) to (144-153)

Durability: 30
Required Strength: (82-63)
Required Level: 48

20% Chance to cast level 12 Fire Fountain when you Kill an Enemy
+(61 to 70)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
30% Faster Hit Recovery
+(18 to 20)% to Fire Skill Damage
Requirements (-61 to -70)%

**Worldstone Shard
Crystal Sword (5)**

One-Hand Damage: (161-175) to (192-208)
Durability: 40
Required Dexterity: 185
Required Level: 48

100% Chance to cast level 12 Lightning Cascade when you Kill an Enemy
12% Chance to cast level 5 Supernova on Striking
+(121 to 140)% Enhanced Damage
30% Increased Attack Speed
+(12 to 13)% to Skill Damage
All Resists +(51 to 60)%
Requirements -40%

**Griswold's Revenge
Giant Axe (5)**

Two-Hand Damage: (308-335) to (409-446)
Durability: 92
Required Strength: 405
Required Level: 48

+(71 to 85) Crafting Points
Indestructible
9% Chance to cast level 3 Rust Storm on Striking
+(111 to 130)% Enhanced Damage
(54 to 64)% Bonus to Strength
+(51 to 60) Life after each Kill

**Harp of Vengeance
Long War Bow (5)**

Two-Hand Damage: (347-385) to (631-713)
Required Dexterity: 395
Required Level: 48

35% Chance to cast level 1 Arrow on Striking
+(161 to 190)% Enhanced Damage
25% Faster Run/Walk
30% Increased Attack Speed
+(151 to 180) to Maximum Damage
Adds 31-227 Fire Damage
(10 to 11)% Life Stolen per Hit
(-29 to -34) to Vitality
Fire Resist +(61 to 70)%
Level 3 Death Metal (65 Charges)

**Darkhunter
Hunter's Bow (6)**

Two-Hand Damage: (137-148) to (165-178)
Required Dexterity: 221
Required Level: 48

50% Chance to cast level 8 Bloodstar on Striking
+(86 to 100)% Enhanced Damage
+(141 to 165)% Damage to Demons
Adds 121-243 Fire Damage
+(18 to 20)% to Fire Skill Damage
+(35 to 40) to Dexterity

**Augur's Pelt
Hawk Helm (6)**

Defense: (802-1131)
Durability: 37
(Druid Only)

Required Strength: 238
Required Level: 48

9% Chance to cast level 4 Raven Flight when you Kill an Enemy
100% Chance to cast level 54 Gift of the Wild when you Die
+(1 to 3) to Druid Skill Levels
(176 to 200)% Bonus to Attack Rating
(31 to 35)% Bonus to Dexterity
+(171 to 200)% Enhanced Defense
+(36 to 40) to Dexterity
Fire Resist +(81 to 90)%

Banner of Steel
Kite Shield (6)

Smite Damage: 56 to 84
Defense: (1661-3144)
Durability: 62
Required Strength: 192
Required Dexterity: 378
Required Level: 49

50% Chance to cast level 3 Bloodlust when you Kill an Enemy
100% Chance to cast level 7 Time Strike when Struck
15% Increased Attack Speed
20% Faster Block Rate
(18 to 20)% Increased Chance of Blocking
Total Character Damage Plus (18 to 20)%
+(171 to 200)% Enhanced Defense

Jalal's Charge
Antlers (6)

Defense: (978-1434)
Durability: 42
(Druid Only)
Required Strength: 323
Required Level: 49

+(66 to 75)% Bonus Damage to Mark of the Wild
+(66 to 75) to Minimum Damage
(36 to 40)% Chance of Crushing Blow
+(171 to 200)% Enhanced Defense
+(36 to 38) to all Attributes
All Resists +(36 to 40)%

Trang-Oul's Relic
Unraveller Head (6)

Defense: (1024-1919)
Durability: 53
(Necromancer Only)
Required Strength: 153
Required Level: 49

100% Chance to cast level 40 Frozen Crown when you Die
+(2 to 4) to Necromancer Skill Levels
Freezes Attacker +7
+(151 to 175)% Enhanced Defense
Cold Resist +(71 to 80)%
Level 12 Charm (40 Charges)

Storm Crow
Pilum (6)

Throw Damage: (188-206) to (273-299)
One-Hand Damage: (140-154) to (203-222)
Durability: 56
Required Dexterity: 230
Required Level: 49

10% Chance to cast level 12 Doom when you Kill an Enemy
+(151 to 175)% Enhanced Damage
30% Increased Attack Speed
(35 to 40)% Deadly Strike
Replenishes Quantity
Level 3 Cascade Attack

Mermaid's Song
Blade Talons (5)

One-Hand Damage: (352-397) to (439-496)
Durability: 65
(Assassin Only)
Required Dexterity: 332
Required Level: 49

5% Chance to cast level 10 Charm when Struck
+(201 to 240)% Enhanced Damage
+(31 to 35)% to Cold Skill Damage
+(9 per level) Defense vs. Missile (Based on Character Level)
+(10 to 11) to Frozen Soul
(31 to 35)% Bonus to Dexterity
Half Freeze Duration

**Shadowmaster
Yew Wand (6)**

One-Hand Damage: 48 to 69
Durability: 36
Required Dexterity: 103
Required Level: 49

+(2 to 4) to Necromancer Skill Levels
+(12 to 13) Extra Shadow Minions
15% Faster Cast Rate
+(36 to 40)% Bonus to Summoned Minion Life

**Demonhorn
Horned Helm (6)**

Defense: (1104-1612)
Durability: 47
(Barbarian Only)
Required Strength: 357
Required Level: 49

100% Chance to cast level 55 Fire Star when you Level-Up
+(1 to 3) to All Skills
Adds (71-80)-(141-160) Fire Damage
(36 to 40)% Chance of Crushing Blow
+(181 to 210)% Enhanced Defense
Fire Resist +(81 to 90)%
+(36 to 40) Life after each Kill

**Sea Summoner
Trident (6)**

Two-Hand Damage: (141-153) to (249-271)
Durability: 48
Required Strength: 180
Required Dexterity: 230
Required Level: 49

40% Chance to cast level 3 Glacial Nova when you Kill an Enemy
+(121 to 140)% Enhanced Damage
Slows Target by (36 to 40)%
(18 to 20)% Bonus to Strength
(18 to 20)% Bonus to Dexterity
Cold Resist +(65 to 75)%

**Dark Star
Coronet (6)**

Defense: (679-1005)
Durability: 15
Required Level: 49

+(1 to 2) to Assassin Skill Levels
Adds 30-60 Cold Damage
(13 to 14)% Mana Stolen per Hit
+(3 to 4) to Shadow Refuge (Assassin Only)
+(301 to 350)% Enhanced Defense
Cold Resist +(81 to 90)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

**Ironhood
Full Helm (6)**

Defense: (727-1016)
Durability: 45

Required Strength: (200-187)
Required Level: 49

100% Chance to cast level 36 Mana Sweep when you Die
+(1 to 2) to All Skills
+(19 to 20)% to Skill Damage
+(61 to 70)% Enhanced Defense
+(181 to 210) to Mana
-3 to Light Radius
Requirements (-41 to -45)%

**Throatseeker
Axe (6)**

One-Hand Damage: (219-243) to (314-348)
Durability: 36
Required Strength: 239
Required Level: 49

50% Chance to cast level 6 Blood Flash when you Kill an Enemy
+(171 to 200)% Enhanced Damage
30% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
Increase Maximum Life (36 to 40)%
+(61 to 70) Life after each Kill

**Warp Crystal
Sacred Globe (6)**

One-Hand Damage: 54 to 66
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 49

10% Chance to cast level 1 Teleport when Struck
35% Faster Run/Walk
35% Faster Cast Rate
+(31 to 35) to Energy
+(301 to 350) Maximum Stamina

**The Defiler
Broad Axe (6)**

Two-Hand Damage: (283-314) to (314-348)
Durability: 44
Required Strength: 274
Required Level: 49

100% Chance to cast level 30 Gamma Field when you Die
+(171 to 200)% Enhanced Damage
35% Increased Attack Speed
30% Faster Hit Recovery
+(31 to 35) to Minimum Damage
(91 to 105)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (36 to 40)%

**The Atom Splitter
Scissors Katar (5)**

One-Hand Damage: (319-360) to (388-438)
Durability: 66
(Assassin Only)
Required Dexterity: 279
Required Level: 49

45% Chance to cast level 13 Apocalypse on Attack
45% Chance to cast level 20 Cataclysm when you Kill an Enemy
+(201 to 240)% Enhanced Damage
Adds (754-903)-(904-1054) Poison Damage over 12 seconds
+(26 to 30)% to Fire Skill Damage
+(26 to 30)% to Poison Skill Damage
Fire Resist +(61 to 70)%
Poison Resist +(61 to 70)%

**Leoric's Banner
Heraldic Shield (6)**

Smite Damage: 56 to 84
Defense: (1376-2597)
Durability: 59

(Paladin Only)
Required Strength: 182
Required Level: 49

8% Life Stolen per Hit
(18 to 20)% Chance of Crushing Blow
(31 to 35)% Deadly Strike
+(11 to 12) to Summon Shadows
+(181 to 210)% Enhanced Defense
+(31 to 35) to all Attributes
(36 to 40)% Chance of Uninterruptable Attack

**Steelsnare
Chain Mail (6)**

Defense: (1711-3336)
Durability: 63
Required Strength: 314
Required Level: 49

+(27 to 30) to Maximum Damage
(36 to 40)% Chance of Open Wounds
+(176 to 205)% Enhanced Defense
Total Character Defense Plus (36 to 40)%
Slows Attacker by (36 to 40)%
Repairs 1 Durability in 25 Seconds

**Shadowhymn
Bone Shield (6)**

Smite Damage: 16 to 24
Defense: (1040-1815)
Durability: 51
Required Dexterity: (180-169)
Required Level: 49

10% Chance to cast level 16 Shadowform when Struck
(18 to 20)% Increased Chance of Blocking
+(171 to 200)% Enhanced Defense
All Resists +(56 to 65)%
Damage Reduced by (24 to 27)
Magic Damage Reduced by (18 to 20)
Requirements (-36 to -40)%

**Aurumvorax
War Sword (5)**

One-Hand Damage: (321-356) to (482-664)
Durability: 100
Required Strength: 349
Required Level: 49

+(161 to 190)% Enhanced Damage
15% Increased Attack Speed
+(1.9375 per level) to Maximum Damage (Based on Character Level)
(23 to 26)% Deadly Strike
+(60 to 72) Life after each Kill
(-56 to -65)% Less Gold from Monsters

**Candlewake
Splint Mail (6)**

Defense: (1872-3701)
Durability: 75
Required Strength: (250-234)
Required Level: 49

12% Chance to cast level 7 Summon Shadows when you Kill an Enemy
100% Chance to cast level 35 Raven Flight when you Die
15% Faster Cast Rate
+(151 to 175)% Enhanced Defense
Damage Reduced by (22 to 25)
Requirements (-36 to -40)%

**The Reconciler
Great Sword (5)**

One-Hand Damage: (352-391) to (438-487)
Two-Hand Damage: (469-522) to (498-553)
Durability: 98
Required Strength: 415

Required Level: 49

+(161 to 190)% Enhanced Damage
Stun Attack
(26 to 30)% Deadly Strike
+(46 to 55) to Strength
+(46 to 55) to Dexterity
(126 to 150)% Extra Gold from Monsters
Level 5 Guard Tower (45 Charges)

**Skullbat
Spiked Club (6)**

One-Hand Damage: (159-172) to (229-249)
Durability: 24
Required Strength: (132-124)
Required Level: 49

+(121 to 140)% Enhanced Damage
Stun Attack
Knockback
(-86 to -100) to Mana
Requirements (-36 to -40)%

**The Shaman
Long Staff (6)**

Two-Hand Damage: 73 to 88
Durability: 46
Required Dexterity: 176
Required Level: 49

100% Chance to cast level 15 Raven Flight when you Level-Up
+(2 to 4) to Druid Skill Levels
35% Faster Cast Rate
35% Faster Hit Recovery
Increase Maximum Life (27 to 30)%
Fire Resist +(60 to 70)%
Lightning Resist +(60 to 70)%

**The Foculus
Smoked Sphere (6)**

One-Hand Damage: 66 to 84
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 50

4% Chance to cast level 12 Blast Wave when Struck
+(3 to 4) to Sorceress Skill Levels
+(31 to 35)% to Fire Skill Damage
+(31 to 35) to all Attributes
+(151 to 175) to Life
Replenish Life +(61 to 70)
Fire Resist +(66 to 75)%

**Stormsurge
Voulge (6)**

Two-Hand Damage: (105-112) to (240-258)
Durability: 50
Required Strength: 248
Required Dexterity: 248
Required Level: 50

20% Chance to cast level 8 Lightning Cascade on Striking
+(91 to 105)% Enhanced Damage
+(3 to 4) Extra Lightning Cascade Targets
15% Increased Attack Speed
Adds 1-117 Lightning Damage
+(18 to 20)% to Lightning Skill Damage
Lightning Resist +(86 to 100)%

**Lavafrost
Claymore (6)**

One-Hand Damage: (221-246) to (266-295)
Two-Hand Damage: (261-290) to (276-307)
Durability: 42
Required Strength: 283

Required Level: 50

4% Chance to cast level 8 Pandemonium on Striking
+(161 to 190)% Enhanced Damage
+(18 to 20)% to Fire Skill Damage
+(18 to 20)% to Cold Skill Damage
Fire Resist +(61 to 70)%
Cold Resist +(61 to 70)%
Total Character Defense Plus (18 to 20)%
Half Freeze Duration

**Trang-Oul's Breath
Mask (6)**

Defense: (734-1014)
Durability: 26
Required Strength: (208-192)
Required Level: 50

1% Chance to cast level 30 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(14 to 15)% to Cold Skill Damage
+(111 to 130)% Enhanced Defense
Cold Resist +(39 to 45)%
Requirements (-35 to -40)%

**Lorekeeper
Light Gauntlets (6)**

Defense: (755-1159)
Durability: 46
Required Strength: (213-199)
Required Level: 50

20% Chance to cast level 9 Elemental when Struck
+(18 to 20)% to Skill Damage
+(181 to 210)% Enhanced Defense
(18 to 20)% Bonus to Energy
All Resists +(35 to 40)%
Requirements (-36 to -40)%

**Kashya's Ambush
Composite Bow (6)**

Two-Hand Damage: (284-315) to (457-511)
Required Dexterity: 328
Required Level: 50

10% Chance to cast level 7 Phalanx when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(86 to 100) to Maximum Damage
(176 to 200)% Bonus to Attack Rating
+(35 to 40) to Dexterity
Increase Maximum Life (44 to 50)%
Total Character Defense Plus (57 to 65)%

**Light's Widow
Breast Plate (6)**

Defense: (1882-3721)
Durability: 69
Required Strength: 353
Required Level: 50

4% Chance to cast level 13 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(31 to 35)% to Skill Damage
+(176 to 205)% Enhanced Defense
(27 to 30)% Bonus to All Attributes
(301 to 350)% Extra Gold from Monsters

**Manashard
Dirk (6)**

One-Hand Damage: (184-204) to (205-228)
Durability: 14
Required Dexterity: 212
Required Level: 50

15% Chance to cast level 3 Hex on Striking
+(1 to 3) to All Skills

+(171 to 200)% Enhanced Damage
(22 to 25)% Mana Stolen per Hit
+(31 to 35)% to Skill Damage
(22 to 25)% Life Stolen per Hit

**Arreat's Heart
Plate Mail (6)**

Defense: (2270-4563)
Durability: 81
Required Strength: 429
Required Level: 50

8% Chance to cast level 7 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
(27 to 30)% Bonus to Strength
(27 to 30)% Bonus to Vitality
+(181 to 210)% Enhanced Defense
+(44 to 50) to Strength
+(44 to 50) to Vitality

**Vizjun's Justice
Hatchet Hands (6)**

One-Hand Damage: (224-248) to (264-291)
Durability: 29
(Assassin Only)
Required Dexterity: 212
Required Level: 50

+(181 to 210)% Enhanced Damage
+(86 to 100)% Bonus to Poison Skill Duration
+(31 to 35)% to Poison Skill Damage
+(3 to 4) to Way of the Spider (Assassin Only)
(18 to 20)% Bonus to Dexterity

**Flamebreath
Light Crossbow (6)**

Two-Hand Damage: (311-344) to (393-434)
Required Strength: 287
Required Level: 50

25% Chance to cast level 13 Blink when you Kill an Enemy
+(181 to 210)% Enhanced Damage
40% Increased Attack Speed
(121 to 140)% Bonus to Attack Rating
Adds (121-140)-(241-280) Fire Damage
Fire Resist +(71 to 80)%

**Hand of Karcheus
Long Bow (6)**

Two-Hand Damage: (203-222) to (256-280)
Required Dexterity: 274
Required Level: 50

4% Chance to cast level 1 Glacial Nova on Striking
+(129 to 150)% Enhanced Damage
15% Faster Run/Walk
Freezes Target +4
Freezes Attacker +4
Cold Resist +(86 to 100)%

**Aerin Nexus
Gnarled Staff (6)**

Two-Hand Damage: 89 to 112
Durability: 70
Required Dexterity: 252
Required Level: 50

+(1 to 3) to Sorceress Skill Levels
+(18 to 20)% to Skill Damage
+(64 to 75) to Energy
+(64 to 75) to Vitality
Slows Attacker by (31 to 35)%
(45 to 50)% Better Chance of Getting Magic Items

**Thread of Life
Heavy Belt (6)**

Defense: (1566-2172)
Durability: 52
Required Strength: 404
Required Level: 50

16% Chance to cast level 4 Banish when Struck
+(171 to 200)% Enhanced Defense
(18 to 20)% Bonus to Vitality
+(41 to 45) to Vitality
(31 to 35)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (21 to 23)
+3 to Light Radius

**Akarat's Trek
Light Plated Boots (6)**

Defense: (1021-1482)
Durability: 68
Required Strength: 385
Required Level: 50

2% Chance to cast level 8 Judgement when Struck
Total Character Damage Plus (36 to 40)%
+(173 to 200)% Enhanced Defense
+(31 to 35) to all Attributes
+2 to Light Radius

**Eagle Spirit
Flying Knife (6)**

Throw Damage: (265-294) to (300-333)
One-Hand Damage: (200-222) to (224-249)
Durability: 12
Required Dexterity: 337
Required Level: 50

+(171 to 200)% Enhanced Damage
30% Increased Attack Speed
(151 to 175)% Bonus to Attack Rating
Knockback
(86 to 100)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**InfernoLash
Saber (6)**

One-Hand Damage: (224-246) to (262-288)
Durability: 44
Required Strength: 265
Required Level: 50

40% Chance to cast level 8 Immolation when you Kill an Enemy
+(141 to 165)% Enhanced Damage
30% Increased Attack Speed
(180 to 205)% Bonus to Attack Rating
(0.5 per level)% to Fire Skill Damage (Based on Character Level)
(36 to 40)% Chance of Open Wounds

**Skythron
Falcon Mask (6)**

Defense: (1202-1794)
Durability: 48
(Druid Only)
Required Strength: (261-244)
Required Level: 51

15% Faster Run/Walk
15% Increased Attack Speed
+(3 to 7) to Catharsis
+(181 to 210)% Enhanced Defense
+(18 to 20)% Chance to Avoid Damage
Requirements (-36 to -40)%

**Berserkergang
Assault Helmet (6)**

Defense: (466-629)
Durability: 53

(Barbarian Only)
Required Strength: 450
Required Level: 51

+(1 to 2) to Barbarian Skill Levels
35% Increased Attack Speed
(-18 to -20)% Decreased Chance of Blocking
(36 to 40)% Chance of Crushing Blow
(66 to 75)% Bonus to Vitality when using a Healing Potion
+(176 to 200)% Damage when using a Healing Potion
+(18 to 20)% Chance to Avoid Damage
Fire Resist +(81 to 90)%
Total Character Defense Plus (36 to 40)%

**The Warthog
War Hammer (6)**

One-Hand Damage: (211-234) to (319-354)
Durability: 75
Required Strength: (479-494)
Required Level: 51

+(171 to 200)% Enhanced Damage
(66 to 75)% Chance of Crushing Blow
+(11 to 12) to Time Strike
(31 to 35)% Bonus to Strength
Requirements +(31 to 35)%

**Ice tomb
Field Plate (6)**

Defense: (2879-5905)
Durability: 87
Required Strength: (299-280)
Required Level: 51

25% Chance to cast level 4 Shackles of Ice when Struck
100% Chance to cast level 56 Rune of Ice when you Die
18% Chance to cast level 3 Glacial Nova when Struck
+(27 to 30)% to Cold Skill Damage
+(231 to 270)% Enhanced Defense
Cold Resist +(86 to 100)%
Cannot Be Frozen
Requirements (-36 to -40)%

**Skullhammer
Battle Axe (6)**

Two-Hand Damage: (342-378) to (509-646)
Durability: 60
Required Strength: 369
Required Level: 51

+(181 to 210)% Enhanced Damage
+(1.3125 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(56 to 65)% Chance of Crushing Blow
(46 to 50)% Chance of Open Wounds
+(61 to 70) to Strength

**Emberstorm
Short Spear (6)**

Throw Damage: (221-242) to (354-388)
One-Hand Damage: (164-180) to (265-291)
Durability: 80
Required Dexterity: 310
Required Level: 51

50% Chance to cast level 12 Cataclysm when you Kill an Enemy
+(146 to 170)% Enhanced Damage
30% Faster Run/Walk
60% Increased Attack Speed
(-66 to -75) Maximum Stamina
+(61 to 70) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

**Thunderbellow
Great Helm (6)**

Defense: (1559-2316)
Durability: 51
Required Strength: 429
Required Level: 51

40% Chance to cast level 24 Supernova when you Kill an Enemy
+(14 to 15)% to Lightning Skill Damage
+(191 to 220)% Enhanced Defense
(18 to 20)% Bonus to Strength
Lightning Resist +(61 to 70)%
Attacker Takes Lightning Damage of (361 to 420)

Huo Zhi Wang
Light Plate (6)

Defense: (932-1722)
Durability: 93
Required Strength: (222-177)
Required Level: 51

15% Chance to cast level 7 Immolation when Struck
100% Chance to cast level 12 Blast Wave when you Level-Up
15% Faster Cast Rate
+(27 to 30)% to Fire Skill Damage
Fire Resist +(111 to 130)%
(121 to 140)% Extra Gold from Monsters
Requirements (-56 to -65)%

Akarat's Crucifix
Spiked Shield (6)

Smite Damage: 24 to 36
Defense: (990-1747)
Durability: 59
Required Dexterity: 353
Required Level: 51

15% Chance to cast level 6 Mind Flay when Struck
15% Chance to cast level 6 Bloodlust when Struck
Total Character Damage Plus (27 to 30)%
+(121 to 140)% Enhanced Defense
Fire Resist +(86 to 100)%

Zakarum's Legacy
Aerin Shield (6)

Smite Damage: 72 to 108
Defense: (1660-3217)
Durability: 68
(Paladin Only)
Required Strength: 232
Required Level: 51

100% Chance to cast level 48 Immolation Bomb when you Die
+(3 to 4) to Paladin Skill Levels
40% Faster Block Rate
(48 to 55)% Increased Chance of Blocking
(18 to 20)% Bonus to All Attributes
+(181 to 210)% Enhanced Defense
+(18 to 20)% Chance to Avoid Damage

Koth's Lesson
Mace (6)

One-Hand Damage: (161-174) to (251-270)
Durability: 40
Required Strength: 261
Required Level: 51

12% Chance to cast level 6 Bloodlust when you Kill an Enemy
+(1 to 3) to Barbarian Skill Levels
+(61 to 70)% Bonus Damage to Bloodlust
+(31 to 35)% Bonus Elemental Damage to Bloodlust
+(86 to 100)% Enhanced Damage
+(181 to 210)% Damage to Undead
Fire Resist +(61 to 70)%
Poison Resist +(39 to 45)%

Hero's Fang
Gargoyle Head (6)

Defense: (1382-2681)
Durability: 62
(Necromancer Only)
Required Strength: 195
Required Level: 51

40% Increased Attack Speed
40% Faster Hit Recovery
+(151 to 175) to Maximum Damage
(13 to 14)% Life Stolen per Hit
+(11 to 12) to Scorpion Blade
+(11 to 12) to Titan Strike
+(181 to 210)% Enhanced Defense
Total Character Defense Plus (46 to 50)%

Shield of a Thousand Stars
Tower Shield (6)

Smite Damage: 72 to 108
Defense: (1928-3699)
Durability: 72
Required Strength: 244
Required Dexterity: 468
Required Level: 51

(22 to 25)% Increased Chance of Blocking
Stun Attack
+(161 to 185)% Enhanced Defense
+(35 to 40) to all Attributes

Royal Circlet
Tiara (6)

Defense: (537-814)
Durability: 20
Required Level: 51

+(1 to 2) to All Skills
(18 to 20)% Bonus to All Attributes
+(301 to 350)% Enhanced Defense
+(31 to 35) to all Attributes
All Resists (-31 to -35)%
(41 to 45)% Better Chance of Getting Magic Items

Moonbender's Wing
Double Axe (6)

One-Hand Damage: (281-312) to (428-474)
Durability: 50
Required Strength: (204-191)
Required Level: 51

40% Chance to cast level 1 Teleport on Striking
40% Chance to cast level 1 Teleport when Struck
+(171 to 200)% Enhanced Damage
(43 to 50)% Bonus to Dexterity
(43 to 50)% Bonus to Energy
Total Character Defense Plus (27 to 30)%
Requirements (-36 to -40)%

Quietus
Giant Sword (6)

One-Hand Damage: 106 to 129
Two-Hand Damage: 131 to 139
Durability: 56
Required Strength: (142-106)
Required Level: 51

+(1 to 3) to All Skills
+(151 to 175)% Bonus to Poison Skill Duration
30% Faster Cast Rate
Adds 121-243 Cold Damage
(18 to 20)% Mana Stolen per Hit
+(22 to 25)% to Cold Skill Damage
Requirements (-60 to -70)%

Rathma's Charm
Bone Wand (6)

One-Hand Damage: 58 to 90

Durability: 60
Required Dexterity: 130
Required Level: 51

+ (3 to 4) to Necromancer Skill Levels
+ (4 to 5) to Blood Tide Totem (Necromancer Only)
+ (4 to 5) to Demon Blood (Necromancer Only)
(36 to 40)% Bonus to Strength
(36 to 40)% Bonus to Energy
Increase Maximum Life (36 to 40)%
Fire Resist +(71 to 80)%
Cold Resist +(71 to 80)%

**Goredrill
Brandistock (6)**

Two-Hand Damage: (223-248) to (403-447)
Durability: 72
Required Strength: 234
Required Dexterity: 306
Required Level: 51

40% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(31 to 35) to Minimum Damage
(36 to 40)% Chance of Open Wounds
+(56 to 65) to Dexterity
+(56 to 65) to Vitality
Fire Resist +(71 to 80)%

**Carmen Alvare
Grand Scepter (6)**

One-Hand Damage: (220-242) to (303-332)
Durability: 30
Required Dexterity: (111-83)
Required Level: 51

40% Chance to cast level 8 Holy Trap when you Kill an Enemy
+(1 to 3) to Amazon Skill Levels
+(151 to 175)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
(0.5625 per level)% to Fire Skill Damage (Based on Character Level)
(66 to 75)% Better Chance of Getting Magic Items
Requirements (-60 to -70)%

**Moonscythe
Scythe (6)**

Two-Hand Damage: (132-145) to (447-491)
Durability: 74
Required Strength: 319
Required Dexterity: 319
Required Level: 52

30% Chance to cast level 4 Mana Sweep when you Kill an Enemy
+(3 to 6) to Necromancer Skill Levels
+(146 to 170)% Enhanced Damage
15% Increased Attack Speed
60% Faster Hit Recovery
+(151 to 175)% Bonus to Summoned Minion Life
Lightning Resist +(71 to 80)%
Cold Resist +(71 to 80)%

**Noblebane
Cestus (6)**

One-Hand Damage: (214-232) to (347-382)
Durability: 38
(Assassin Only)
Required Dexterity: 255
Required Level: 52

4% Chance to cast level 15 Vanquish when you Kill an Enemy
+(131 to 150)% Enhanced Damage
(35 to 40)% Increased Chance of Blocking
+(91 to 105) to Maximum Damage
+(-56 to -65)% Target Defense
+(3 to 4) to Light Radius
(46 to 50)% Curse Length Reduction

Seraph Wing
Short Battle Bow (6)

Two-Hand Damage: (334-368) to (446-492)
Required Dexterity: 382
Required Level: 52

40% Chance to cast level 6 Rune of Ice when you Kill an Enemy
4% Chance to cast level 12 Frozen Crown on Striking
+(181 to 210)% Enhanced Damage
30% Faster Run/Walk
35% Increased Attack Speed
+(121 to 140)% Damage to Undead
All Resists +(91 to 105)%
+2 to Light Radius

Jalal's Communion
Gauntlets (6)

Defense: (872-1398)
Durability: 53
Required Strength: 423
Required Level: 52

35% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
35% Faster Cast Rate
+(191 to 220)% Enhanced Defense
Poison Resist +(91 to 105)%
+(36 to 40) Life after each Kill

The Allseeing Eye
Clasped Orb (6)

One-Hand Damage: 76 to 100
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 52

+(3 to 4) to Sorceress Skill Levels
(31 to 35)% Increased Chance of Blocking
+(5 per level) to Mana (Based on Character Level)
All Resists +(36 to 40)%
Total Character Defense Plus (23 to 25)%
Level 6 Blink (40 Charges)

Slippers of Yaerius
Greaves (6)

Defense: (1009-1470)
Durability: 81
Required Strength: 487
Required Level: 52

20% Faster Run/Walk
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
+(121 to 140)% Damage to Undead
+(131 to 150)% Enhanced Defense
+(44 to 50) to Strength
Half Freeze Duration

Sky Sweeper
Stag Bow (6)

Two-Hand Damage: (270-292) to (367-397)
(Amazon Only)
Required Dexterity: 457
Required Level: 52

5% Chance to cast level 2 Cascade on Striking
+(2 to 4) to Amazon Skill Levels
+(131 to 150)% Enhanced Damage
Adds 1-(121-140) Lightning Damage
(18 to 20)% Mana Stolen per Hit
Lightning Absorb (18 to 20)%
+(36 to 40) Mana after each Kill
Level 6 Cold Fear (30 Charges)

The Barracuda
Crossbow (6)

Two-Hand Damage: (287-312) to (384-417)
Required Strength: 401
Required Level: 52

40% Chance to cast level 12 Bloodlust when you Kill an Enemy
+(121 to 140)% Enhanced Damage
+(71 to 80)% Bonus Damage to Bloodlust
+(36 to 40)% Bonus Elemental Damage to Bloodlust
35% Increased Attack Speed
Adds (61-70)-(171-200) Fire Damage
Fire Resist +(61 to 70)%

Terrorcane
Battle Staff (6)

Two-Hand Damage: (286-316) to (373-412)
Durability: 94
Required Dexterity: 328
Required Level: 52

+(181 to 210)% Enhanced Damage
35% Increased Attack Speed
35% Faster Hit Recovery
(176 to 200)% Bonus to Attack Rating
Adds 130-291 Poison Damage over 8 seconds
Stun Attack
(61 to 70)% Deadly Strike
Attacker Flees after Striking +(65 to 75)%

Fleshdoom
Bastard Sword (6)

One-Hand Damage: (346-384) to (425-471)
Two-Hand Damage: (441-489) to (471-522)
Durability: 70
Required Strength: 427
Required Level: 52

9% Chance to cast level 3 Death Coil on Striking
+(171 to 200)% Enhanced Damage
(31 to 35)% Deadly Strike
+(86 to 100) to Vitality
Increase Maximum Life (36 to 40)%
Damage Reduced by (18 to 20)
+(56 to 65) Life after each Kill

Archon's Wrath
Gothic Plate (6)

Defense: (2699-5451)
Durability: 99
Required Strength: 545
Required Level: 52

+(181 to 210) Crafting Points
10% Chance to cast level 1 Retribute when Struck
15% Increased Attack Speed
15% Faster Cast Rate
+(171 to 195)% Enhanced Defense
Increase Maximum Life (35 to 40)%
Increase Maximum Mana (35 to 40)%

Bone Gasher
Falchion (6)

One-Hand Damage: (268-294) to (321-352)
Durability: 58
Required Strength: 319
Required Level: 52

50% Chance to cast level 12 Frozen Soul on Striking
+(1 to 2) to Paladin Skill Levels
+(151 to 175)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
+(18 to 20) to Strength
+(56 to 65) Mana after each Kill

The Asteroid Belt
Plated Belt (6)

Defense: (2119-2937)
Durability: 61
Required Strength: 519
Required Level: 52

1% Chance to cast level 12 Blast Wave when Struck
1% Chance to cast level 12 Meteor Shower when Struck
+(201 to 230)% Enhanced Defense
(23 to 25)% Bonus to Strength
Fire Resist +(36 to 40)%
(27 to 30)% Chance of Uninterruptable Attack

Ryuuseiu Kyanon
Long Battle Bow (6)

Two-Hand Damage: (390-432) to (528-585)
Required Dexterity: 436
Required Level: 52

50% Chance to cast level 8 Immolation when you Kill an Enemy
+(189 to 220)% Enhanced Damage
35% Increased Attack Speed
15% Faster Hit Recovery
+(69 to 80) to Vitality
Fire Resist +(103 to 120)%
Attacker Takes Fire Damage of (111 to 130)

Frostneedle
Kriss (6)

One-Hand Damage: (269-300) to (310-345)
Durability: 20
Required Dexterity: 292
Required Level: 52

40% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(241 to 280)% Enhanced Damage
Ignore Target's Defense
+(18 to 20)% to Cold Skill Damage
Cold Resist +(61 to 70)%

Death's Bellringer
Maul (6)

Two-Hand Damage: (311-339) to (514-684)
Durability: 114
Required Strength: 532
Required Level: 53

25% Chance to cast level 16 Slayer when you Kill an Enemy
+(176 to 200)% Enhanced Damage
+(2 per level) to Maximum Damage (Based on Character Level)
+(31 to 35)% to Physical/Magic Spell Damage
Stun Attack
+(36 to 40) to Strength
+(36 to 40) to Dexterity

Snowhammer
Military Pick (6)

One-Hand Damage: (366-403) to (573-630)
Durability: 64
Required Strength: 400
Required Level: 53

50% Chance to cast level 20 Doom Serpents when you Kill an Enemy
+(191 to 220)% Enhanced Damage
35% Increased Attack Speed
Adds 37-108 Cold Damage
+(14 to 15)% to Cold Skill Damage
Freezes Target +8
Cold Resist +(39 to 45)%

Ashenwind
Glaive (6)

Throw Damage: (302-332) to (515-566)
One-Hand Damage: (226-249) to (387-425)
Durability: 104
Required Dexterity: 391

Required Level: 53

10% Chance to cast level 8 Immolation on Striking
+(191 to 220)% Enhanced Damage
(45 to 50)% Piercing Attack
Fire Resist +(61 to 70)%
-2 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

**Jalal's Claw
Balanced Axe (6)**

Throw Damage: (224-248) to (592-654)
One-Hand Damage: (168-186) to (443-489)
Durability: 20
Required Strength: 445
Required Level: 53

4% Chance to cast level 9 Plague Avatar on Striking
+(181 to 210)% Enhanced Damage
30% Faster Run/Walk
30% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
+(31 to 35) to all Attributes
Poison Resist +(86 to 100)%
Replenishes Quantity
Level 1 Barrage Attack

**Harpy's Strike
Claws (6)**

One-Hand Damage: (266-291) to (318-349)
Durability: 48
(Assassin Only)
Required Dexterity: 298
Required Level: 53

25% Chance to cast level 4 Charm when you Kill an Enemy
+(3 to 4) to Assassin Skill Levels
+(151 to 175)% Enhanced Damage
25% Faster Run/Walk
20% Increased Attack Speed
(14 to 15)% Life Stolen per Hit
+(11 to 12) to Cautious Strike
(36 to 40)% Bonus to Dexterity

**Plaguemourn
Broad Sword (6)**

One-Hand Damage: (330-366) to (454-506)
Durability: 72
Required Strength: 373
Required Level: 53

11% Chance to cast level 4 Plague Avatar on Striking
+(171 to 200)% Enhanced Damage
+(56 to 65) to Maximum Damage
+(31 to 35)% to Poison Skill Damage
Poison Resist +(71 to 80)%
Damage Reduced by (12 to 13)%

**Lex Ferarum
Great Axe (6)**

Two-Hand Damage: (439-483) to (573-630)
Durability: 76
Required Strength: 463
Required Level: 53

100% Chance to cast level 24 Gift of the Wild when you Kill an Enemy
+(191 to 220)% Enhanced Damage
+(31 to 35) to Strength
+(31 to 35) to Dexterity
+(56 to 65) Life after each Kill
(241 to 280)% Extra Gold from Monsters
(61 to 70)% Better Chance of Getting Magic Items

**Lychnus Lyaei
Morning Star (6)**

One-Hand Damage: (235-255) to (381-412)
Durability: 56
Required Strength: 315
Required Level: 53

20% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(131 to 150)% Enhanced Damage
+(35 to 40) to Strength
(61 to 70)% Bonus to Vitality when using a Healing Potion
+(35 to 40) Life after each Kill
+5 to Light Radius

**Ghost Anchor
Maiden Spear (6)**

Two-Hand Damage: (232-251) to (550-596)
Durability: 64
(Amazon Only)
Required Strength: (112-105)
Required Dexterity: (231-215)
Required Level: 53

Indestructible
+(131 to 150)% Enhanced Damage
Stun Attack
+(11 to 12) to Arcane Strike
Slows Target by (46 to 50)%
Requirements (-41 to -45)%
Ethereal (Cannot be repaired)

**Darkspite
Spetum (6)**

Two-Hand Damage: (148-159) to (349-375)
Durability: 96
Required Strength: 288
Required Dexterity: 382
Required Level: 53

4% Chance to cast level 15 Unholy Armor when Struck
+(91 to 105)% Enhanced Damage
+(151 to 175)% Damage to Demons
Total Character Damage Plus (71 to 80)%
Total Character Defense Plus (36 to 40)%
+4 to Light Radius

**Thunder Machine
Heavy Crossbow (6)**

Two-Hand Damage: (547-604) to (879-981)
Required Strength: 514
Required Level: 54

+(181 to 210)% Enhanced Damage
+(171 to 200) to Maximum Damage
Adds 1-(241-280) Lightning Damage
(18 to 20)% Chance of Crushing Blow
+(11 to 12) to Blindside
Knockback
(36 to 40)% Bonus to Strength
+(61 to 70) to Strength

**Goldenrod
War Staff (6)**

Two-Hand Damage: (314-342) to (420-457)
Durability: 118
Required Dexterity: 404
Required Level: 54

+(1 to 3) to All Skills
+(171 to 195)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
(27 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(18 to 20)% to Skill Damage
(301 to 350)% Extra Gold from Monsters

**The Silent Judge
Halberd (6)**

Two-Hand Damage: (159-174) to (698-765)
Durability: 98
Required Strength: 391
Required Dexterity: 391
Required Level: 54

50% Chance to cast level 9 Time Strike on Striking
15% Chance to cast level 8 Avatar when you Kill an Enemy
20% Chance to cast level 4 Thunder Hammer on Striking
+(201 to 230)% Enhanced Damage
+(35 to 40) to Strength
+(35 to 40) to Dexterity

Lachdanan's Will
Long Sword (6)

One-Hand Damage: (467-520) to (566-630)
Durability: 86
Required Strength: 427
Required Level: 54

25% Chance to cast level 3 Time Strike on Striking
25% Chance to cast level 4 Retribute when Struck
+(241 to 280)% Enhanced Damage
15% Increased Attack Speed
15% Faster Block Rate
(22 to 25)% Increased Chance of Blocking
+(35 to 40) to Strength

Ravencage
Bone Helm (6)

Defense: (1129-1612)
Durability: 32
Required Strength: 391
Required Level: 54

26% Chance to cast level 6 Death Metal when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
(23 to 25)% Deadly Strike
+(191 to 220)% Enhanced Defense
Cold Resist +(61 to 70)%
Half Freeze Duration

Drow Valor
Blade (6)

One-Hand Damage: (225-246) to (266-291)
Durability: 26
Required Dexterity: 373
Required Level: 54

+(156 to 180)% Enhanced Damage
35% Increased Attack Speed
Adds 477-911 Poison Damage over 12 seconds
+(3 to 7) to Way of the Spider (Assassin Only)
(86 to 100)% Bonus to Dexterity
+(61 to 70) to Dexterity
+(61 to 70) Life after each Kill

Heaven's Gate
Gothic Shield (6)

Smite Damage: 88 to 132
Defense: (3057-6160)
Durability: 81
Required Strength: 295
Required Dexterity: 558
Required Level: 54

100% Chance to cast level 30 Blast Wave when you Die
+(1 to 2) to Paladin Skill Levels
30% Faster Run/Walk
30% Faster Block Rate
+(191 to 220)% Enhanced Defense
+(10 per level) Defense (Based on Character Level)
Total Character Defense Plus (27 to 30)%

Robe of Steel
Full Plate Mail (6)

Defense: (2338-4732)
Durability: 105
Required Strength: (314-291)
Required Level: 54

+(2 to 4) to All Skills
+(27 to 30)% to Skill Damage
+(121 to 140)% Enhanced Defense
All Resists +(66 to 75)%
+(121 to 140) Life after each Demon Kill
Requirements (-46 to -50)%

**Shadowmoon
Crown Shield (6)**

Smite Damage: 88 to 132
Defense: (2359-4712)
Durability: 77
(Paladin Only)
Required Strength: 280
Required Level: 54

40% Chance to cast level 12 Dark Power when you Kill an Enemy
100% Chance to cast level 12 Shackles of Ice when you Kill an Enemy
(36 to 40)% Increased Chance of Blocking
+(31 to 35)% to Skill Damage
+(4 to 8) to Light and Shadow (Paladin Only)
+(241 to 280)% Enhanced Defense
Fire Resist +(81 to 90)%
Cold Resist +(81 to 90)%

**Demonsong
Flamberge (6)**

One-Hand Damage: (401-444) to (648-891)
Two-Hand Damage: (520-576) to (707-957)
Durability: 84
Required Strength: 499
Required Level: 54

8% Chance to cast level 10 Elemental on Striking
+(171 to 200)% Enhanced Damage
35% Increased Attack Speed
+(2.875 per level) to Maximum Damage (Based on Character Level)
+(6 per level) to Life (Based on Character Level)
Fire Resist +(66 to 75)%
+(66 to 75) Life after each Kill

**Stone of the Skatsim
Dragon Stone (6)**

One-Hand Damage: 87 to 116
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 54

+(3 to 4) to All Skills
35% Faster Cast Rate
+(31 to 35)% to Fire Skill Damage
+(31 to 35)% to Lightning Skill Damage
+(7 to 14) to Rune of Fire
Fire Resist +(81 to 90)%
Lightning Resist +(81 to 90)%
+(66 to 75) Mana after each Kill
+(66 to 75) Life after each Kill

**Tennousuuhai
Diadem (6)**

Defense: (396-492)
Durability: 25
Required Level: 54

+(1 to 2) to All Skills
Adds 30-240 Magic Damage
+(36 to 40)% to Physical/Magic Spell Damage
+(16 to 18) to Starburst
+(241 to 280) Defense
+(36 to 40) to all Attributes
Magic Resist +(31 to 35)%

All Resists +(41 to 45)%

**Firemouth
Demon Head (6)**

Defense: (1618-3202)
Durability: 70
(Necromancer Only)
Required Strength: 236
Required Level: 54

15% Chance to cast level 13 Cataclysm when Struck
+(3 to 5) to Necromancer Skill Levels
+(27 to 30)% to Fire Skill Damage
+(16 to 18) to Inner Fire
+(16 to 18) to Rune of Fire
+(181 to 210)% Enhanced Defense
Fire Resist +(81 to 90)%
+(18 to 20) Fire Absorb
Attacker Takes Fire Damage of (156 to 180)

**Spirit of Corruption
Spirit Mask (6)**

Defense: (1443-2169)
Durability: 54
(Druid Only)
Required Strength: 494
Required Level: 54

+(2 to 4) to Druid Skill Levels
+(151 to 175)% Bonus to Poison Skill Duration
+(3 to 12) to Way of the Spider
+(4 to 5) to Poison Flash (Druid Only)
+(4 to 5) to Plague Avatar (Druid Only)
+(191 to 220)% Enhanced Defense
Poison Length Reduced by (46 to 50)%

**Lightforge
Crown (6)**

Defense: (1804-2713)
Durability: 57
Required Strength: 519
Required Level: 54

12% Chance to cast level 3 Vindicate on Striking
(27 to 30)% Velocity Bonus to Holy Armor
Adds 205-251 Fire Damage
+(191 to 220)% Enhanced Defense
+(52 to 60) to all Attributes
All Resists +(44 to 50)%
+(36 to 40) Life after each Demon Kill
+4 to Light Radius

**Serpent Angel
Short War Bow (6)**

Two-Hand Damage: (421-465) to (573-632)
Required Dexterity: 490
Required Level: 54

40% Chance to cast level 1 Dark Power when you Kill an Enemy
+(181 to 210)% Enhanced Damage
(18 to 20)% Mana Stolen per Hit
(35 to 40)% Deadly Strike
(-61 to -70) to Mana
Cold Resist +(31 to 35)%
Poison Resist +(56 to 65)%

**Alma Divina
Ancient Armor (6)**

Defense: (3152-6522)
Durability: 111
Required Strength: 622
Required Level: 54

35% Faster Hit Recovery
35% Faster Block Rate
+(181 to 210)% Enhanced Defense

+(46 to 50) to all Attributes
Total Character Defense Plus (36 to 40)%
+6 to Light Radius

**Banshee's Chase
Balanced Knife (6)**

Throw Damage: (355-393) to (411-456)
One-Hand Damage: (265-294) to (308-342)
Durability: 16
Required Dexterity: 508
Required Level: 54

10% Chance to cast level 12 Frozen Soul on Striking
+(171 to 200)% Enhanced Damage
(18 to 20)% Increased Chance of Blocking
Adds 36-90 Cold Damage
(31 to 35)% Deadly Strike
+(241 to 280) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

**The Legionnaire
Avenger Guard (6)**

Defense: (1514-2284)
Durability: 59
(Barbarian Only)
Required Strength: 544
Required Level: 54

25% Chance to cast level 13 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(4 to 5) to Protector Spirit (Barbarian Only)
+(6 to 7) to Blades of Light
+(4 to 5) to Guardian Spirit (Barbarian Only)
+(4 to 5) to Defender Spirit (Barbarian Only)
+(36 to 40)% Bonus to Summoned Minion Life
+(181 to 210)% Enhanced Defense
All Resists +(66 to 75)%
+(3 to 4) to Light Radius

**Wraithverge
War Scepter (6)**

One-Hand Damage: (352-386) to (523-574)
Durability: 46
Required Dexterity: (131-96)
Required Level: 54

50% Chance to cast level 32 Pain Spirit when you Kill an Enemy
+(201 to 230)% Enhanced Damage
+(23 to 25)% to Physical/Magic Spell Damage
All Resists +(86 to 100)%
(36 to 40)% Curse Length Reduction
Requirements (-66 to -75)%

**Siege Breaker
Great Maul (6)**

Two-Hand Damage: (325-354) to (510-555)
Durability: 138
Required Strength: 640
Required Level: 55

50% Chance to cast level 16 Shower of Rocks when you Kill an Enemy
+(2 to 3) to All Skills
+(176 to 200)% Enhanced Damage
Stun Attack
(31 to 35)% Chance of Crushing Blow
(36 to 40)% Deadly Strike
Slows Target by (31 to 35)%
+(301 to 350) Defense

**Hellscourge
Flail (6)**

One-Hand Damage: (334-368) to (561-617)
Durability: 72
Required Strength: 369
Required Level: 55

50% Chance to cast level 7 Bloodstorm when you Kill an Enemy
+(191 to 220)% Enhanced Damage
30% Increased Attack Speed
(36 to 40)% Chance of Open Wounds
+(31 to 35) to Strength
Fire Resist +(71 to 80)%
Level 6 Death Coil (15 Charges)

Windwall
Throwing Spear (6)

Throw Damage: (336-371) to (601-664)
One-Hand Damage: (250-277) to (450-497)
Durability: 126
Required Dexterity: 472
Required Level: 55

40% Chance to cast level 5 Typhoon Sentry when you Kill an Enemy
+(185 to 215)% Enhanced Damage
15% Faster Hit Recovery
Stun Attack
Knockback
+(121 to 140) Defense vs. Missile
Damage Reduced by (17 to 19)%
Replenishes Quantity
Level 3 Cascade Attack

Nimmenjuushin
War Axe (6)

One-Hand Damage: (445-488) to (798-882)
Durability: 78
Required Strength: 481
Required Level: 55

20% Chance to cast level 1 Claw Tornado on Striking
+(201 to 230)% Enhanced Damage
+(27 to 30)% Bonus Damage to Mark of the Wild
+(85 to 100) to Maximum Damage
(151 to 175)% Duration Bonus to Mark of the Wild
(12 to 13)% Life Stolen per Hit
(36 to 40)% Bonus to Strength

Dragonspine
Grim Wand (6)

One-Hand Damage: 76 to 128
Durability: 108
Required Dexterity: 184
Required Level: 55

+(3 to 5) to Necromancer Skill Levels
Adds 30-240 Fire Damage
+(18 to 20)% to Fire Skill Damage
+(4 to 6) to Barb Wire (Necromancer Only)
+(3 to 5) to Inner Fire
+(1.5 per level) to Strength (Based on Character Level)
+(0.75 per level) to Vitality (Based on Character Level)
Fire Absorb (18 to 20)%

Gryphon's Claw
Maiden Pike (6)

Two-Hand Damage: (162-176) to (845-907)
Durability: 80
(Amazon Only)
Required Strength: 241
Required Dexterity: 483
Required Level: 55

50% Chance to cast level 24 Flash on Attack
+(2 to 3) to Amazon Skill Levels
+(271 to 300)% Enhanced Damage
20% Increased Attack Speed
Adds 1-(301-350) Lightning Damage
Stun Attack
+7 to Defensive Harmony (Amazon Only)
+(66 to 75) to Strength
+(66 to 75) to Dexterity
Slows Attacker by (46 to 50)%

**Manatide
Pike (6)**

Two-Hand Damage: (169-186) to (612-671)
Durability: 120
Required Strength: 342
Required Dexterity: 458
Required Level: 55

15% Chance to cast level 6 Arcane Torrent on Striking
+(151 to 175)% Enhanced Damage
60% Faster Cast Rate
+(31 to 35) to Minimum Damage
(31 to 35)% Mana Stolen per Hit
Increase Maximum Mana (31 to 35)%
Regenerate Mana +(45 to 50)%
(44 to 50)% Bonus to Energy when using a Mana Potion

**Storm Cloud
Maiden Javelin (6)**

Throw Damage: (417-466) to (532-585)
One-Hand Damage: (342-383) to (398-438)
Durability: 84
(Amazon Only)
Required Strength: 247
Required Dexterity: 495
Required Level: 55

50% Chance to cast level 8 Flurry of Javelins when Struck
+(191 to 220)% Enhanced Damage
20% Increased Attack Speed
+(121 to 140) to Minimum Damage
Adds 1-(301-350) Lightning Damage
+(18 to 20)% to Lightning Skill Damage
Slows Target by (36 to 40)%
Attacker Takes Lightning Damage of (301 to 350)
Level 3 Cascade Attack
Replenishes Quantity

**Griswold's Revenge
Giant Axe (6)**

Two-Hand Damage: (364-395) to (570-617)
Durability: 92
Required Strength: 557
Required Level: 55

+(86 to 100) Crafting Points
Indestructible
10% Chance to cast level 4 Rust Storm on Striking
+(131 to 150)% Enhanced Damage
(65 to 75)% Bonus to Strength
+(61 to 70) Life after each Kill

**Harp of Vengeance
Long War Bow (6)**

Two-Hand Damage: (465-512) to (821-914)
Required Dexterity: 543
Required Level: 57

40% Chance to cast level 1 Arrow on Striking
+(191 to 220)% Enhanced Damage
30% Faster Run/Walk
35% Increased Attack Speed
+(181 to 210) to Maximum Damage
Adds 41-303 Fire Damage
(12 to 13)% Life Stolen per Hit
(-35 to -40) to Vitality
Fire Resist +(71 to 80)%
Level 3 Death Metal (75 Charges)

**Mermaid's Song
Blade Talons (6)**

One-Hand Damage: (484-539) to (600-668)
Durability: 65
(Assassin Only)
Required Dexterity: 456

Required Level: 57

5% Chance to cast level 12 Charm when Struck
+(241 to 280)% Enhanced Damage
+(36 to 40)% to Cold Skill Damage
+(10 per level) Defense vs. Missile (Based on Character Level)
+(12 to 13) to Frozen Soul
(36 to 40)% Bonus to Dexterity
Half Freeze Duration

**Thorncaster
Reflex Bow (6)**

Two-Hand Damage: (473-528) to (651-725)
(Amazon Only)
Required Dexterity: 570
Required Level: 57

50% Chance to cast level 12 Spike Nova when you Kill an Enemy
40% Chance to cast level 12 Spore Shot when Struck
+(241 to 280)% Enhanced Damage
Adds (155-176)-(397-462) Poison Damage over 7 seconds
Knockback
Poison Resist +(91 to 100)%
Level 11 Charm (30 Charges)

**Worldstone Shard
Crystal Sword (6)**

One-Hand Damage: (216-233) to (253-273)
Durability: 40
Required Dexterity: 234
Required Level: 57

100% Chance to cast level 14 Lightning Cascade when you Kill an Enemy
14% Chance to cast level 6 Supernova on Striking
+(141 to 160)% Enhanced Damage
35% Increased Attack Speed
+(14 to 15)% to Skill Damage
All Resists +(61 to 70)%
Requirements -45%

**The Reconciler
Great Sword (6)**

One-Hand Damage: (477-524) to (590-649)
Two-Hand Damage: (628-691) to (669-736)
Durability: 98
Required Strength: 570
Required Level: 57

+(191 to 220)% Enhanced Damage
Stun Attack
(31 to 35)% Deadly Strike
+(56 to 65) to Strength
+(56 to 65) to Dexterity
(151 to 175)% Extra Gold from Monsters
Level 6 Guard Tower (50 Charges)

**The Atom Splitter
Scissors Katar (6)**

One-Hand Damage: (439-490) to (528-589)
Durability: 66
(Assassin Only)
Required Dexterity: 384
Required Level: 57

50% Chance to cast level 15 Apocalypse on Attack
50% Chance to cast level 23 Cataclysm when you Kill an Enemy
+(241 to 280)% Enhanced Damage
Adds (1054-1229)-(1230-1403) Poison Damage over 14 seconds
+(31 to 35)% to Fire Skill Damage
+(31 to 35)% to Poison Skill Damage
Fire Resist +(71 to 80)%
Poison Resist +(71 to 80)%

**Larzuk's Bombard
Repeating Crossbow (6)**

Two-Hand Damage: (627-699) to (862-961)

Required Strength: 570
Required Level: 57

50% Chance to cast level 30 Apocalypse when you Kill an Enemy
+(241 to 280)% Enhanced Damage
40% Increased Attack Speed
(18 to 20)% Chance of Crushing Blow
(36 to 40)% Deadly Strike
(36 to 40)% Bonus to Strength
+(20 per level) Defense (Based on Character Level)
Total Character Defense Plus (36 to 40)%
+(14 to 15)% to Experience Gained

Aurumvorax
War Sword (6)

One-Hand Damage: (433-476) to (634-812)
Durability: 100
Required Strength: 481
Required Level: 57

+(191 to 220)% Enhanced Damage
15% Increased Attack Speed
+(2 per level) to Maximum Damage (Based on Character Level)
(27 to 30)% Deadly Strike
+(73 to 85) Life after each Kill
(-66 to -75)% Less Gold from Monsters

JEWELRY

Rings and amulets do not have tiers as such, but their unique versions nevertheless have six quality levels. In patch 1.31 and up, the unique tier upgrade recipe **can** be used on rings and amulets.

The Dreamcatcher (1)
Amulet

Required Level: 1

(4 to 5)% Bonus to All Attributes
+(3 to 5) to all Attributes
Total Character Defense Plus (3 to 5)%
(11 to 40)% Extra Gold from Monsters
(6 to 10)% Better Chance of Getting Magic Items

Hangman (1)
Amulet

Required Level: 1

100% Chance to cast level 20 Pain Spirit when you Die
+(6 to 15) to Maximum Damage
(-5 to -10) to Life
Regenerate Mana +(11 to 15)%
(16 to 25)% Damage Taken Goes To Mana

Witchmoon (1)
Amulet

Required Level: 1

10% Chance to cast level 2 Bloodstorm when Struck
5% Faster Cast Rate
+(4 to 5)% to Skill Damage
+(3 to 5) Mana after each Kill
-1 to Light Radius

Ring of Disengagement (1)
Ring

Required Level: 1

3% Chance to cast level 1 Celerity when Struck
5% Faster Run/Walk
+(21 to 50) Maximum Stamina
Heal Stamina Plus (21 to 25)%

Ripstar (1)
Ring

Required Level: 1

+(2 to 5) to Maximum Damage
(4 to 5)% Deadly Strike
(5 to 10)% Chance of Open Wounds
Total Character Damage Plus (6 to 10)%

Vizjun's Mark (1)
Ring

Required Level: 1

10% Chance to cast level 6 Holy Insanity when you Kill an Enemy
Adds 3-10 Fire Damage
2% Life Stolen per Hit
(6 to 10)% Chance of Open Wounds
Increase Maximum Life (6 to 10)%
+(3 to 5) Life after each Kill

The Dreamcatcher (2)
Amulet

Required Level: 8

(6 to 7)% Bonus to All Attributes
+(6 to 8) to all Attributes
Total Character Defense Plus (6 to 8)%
(41 to 70)% Extra Gold from Monsters
(11 to 15)% Better Chance of Getting Magic Items

Hangman (2)
Amulet

Required Level: 8

100% Chance to cast level 25 Pain Spirit when you Die
+(16 to 25) to Maximum Damage
(-11 to -16) to Life
Regenerate Mana +(16 to 20)%
(26 to 35)% Damage Taken Goes To Mana

Witchmoon (2)
Amulet

Required Level: 8

15% Chance to cast level 3 Bloodstorm when Struck
5% Faster Cast Rate
+(6 to 7)% to Skill Damage
+(6 to 8) Mana after each Kill
-1 to Light Radius

Ring of Disengagement (2)
Ring

Required Level: 8

4% Chance to cast level 1 Celerity when Struck
5% Faster Run/Walk
+(51 to 80) Maximum Stamina
Heal Stamina Plus (26 to 30)%

Ripstar (2)
Ring

Required Level: 8

+(6 to 9) to Maximum Damage
(6 to 7)% Deadly Strike
(11 to 16)% Chance of Open Wounds
Total Character Damage Plus (11 to 15)%

Vizjun's Mark (2)
Ring

Required Level: 8

15% Chance to cast level 7 Holy Insanity when you Kill an Enemy
Adds 4-14 Fire Damage
3% Life Stolen per Hit
(11 to 15)% Chance of Open Wounds
Increase Maximum Life (11 to 15)%
+(6 to 8) Life after each Kill

The Dreamcatcher (3)
Amulet

Required Level: 17

(8 to 9)% Bonus to All Attributes
+(9 to 11) to all Attributes
Total Character Defense Plus (9 to 11)%
(71 to 100)% Extra Gold from Monsters
(16 to 20)% Better Chance of Getting Magic Items

Hangman (3)
Amulet

Required Level: 17

100% Chance to cast level 30 Pain Spirit when you Die
+(26 to 35) to Maximum Damage
(-17 to -22) to Life
Regenerate Mana +(21 to 25)%
(36 to 45)% Damage Taken Goes To Mana

Witchmoon (3)
Amulet

Required Level: 17

20% Chance to cast level 3 Bloodstorm when Struck
10% Faster Cast Rate
+(8 to 9)% to Skill Damage
+(9 to 11) Mana after each Kill
-1 to Light Radius

Ring of Disengagement (3)
Ring

Required Level: 17

5% Chance to cast level 2 Celerity when Struck
10% Faster Run/Walk
+(81 to 110) Maximum Stamina
Heal Stamina Plus (31 to 35)%

Ripstar (3)
Ring

Required Level: 17

+(10 to 13) to Maximum Damage
(8 to 9)% Deadly Strike
(17 to 22)% Chance of Open Wounds
Total Character Damage Plus (16 to 20)%

Vizjun's Mark (3)
Ring

Required Level: 17

20% Chance to cast level 8 Holy Insanity when you Kill an Enemy
Adds 5-19 Fire Damage
4% Life Stolen per Hit
(16 to 20)% Chance of Open Wounds
Increase Maximum Life (16 to 20)%
+(9 to 11) Life after each Kill

The Dreamcatcher (4)
Amulet

Required Level: 27

(10 to 11)% Bonus to All Attributes
+(12 to 14) to all Attributes
Total Character Defense Plus (12 to 14)%
(101 to 130)% Extra Gold from Monsters

(21 to 25)% Better Chance of Getting Magic Items

Hangman (4)
Amulet

Required Level: 27

100% Chance to cast level 35 Pain Spirit when you Die
+(36 to 45) to Maximum Damage
(-23 to -28) to Life
Regenerate Mana +(26 to 30)%
(46 to 55)% Damage Taken Goes To Mana

Witchmoon (4)
Amulet

Required Level: 27

25% Chance to cast level 4 Bloodstorm when Struck
10% Faster Cast Rate
+(10 to 11)% to Skill Damage
+(12 to 14) Mana after each Kill
-2 to Light Radius

Ring of Disengagement (4)
Ring

Required Level: 27

6% Chance to cast level 2 Celerity when Struck
10% Faster Run/Walk
+(111 to 140) Maximum Stamina
Heal Stamina Plus (36 to 40)%

Ripstar (4)
Ring

Required Level: 27

+(14 to 17) to Maximum Damage
(10 to 11)% Deadly Strike
(23 to 28)% Chance of Open Wounds
Total Character Damage Plus (21 to 25)%

Vizjun's Mark (4)
Ring

Required Level: 27

25% Chance to cast level 9 Holy Insanity when you Kill an Enemy
Adds 7-25 Fire Damage
5% Life Stolen per Hit
(21 to 25)% Chance of Open Wounds
Increase Maximum Life (21 to 25)%
+(12 to 14) Life after each Kill

The Dreamcatcher (5)
Amulet

Required Level: 36

(12 to 13)% Bonus to All Attributes
+(15 to 17) to all Attributes
Total Character Defense Plus (15 to 17)%
(131 to 160)% Extra Gold from Monsters
(26 to 30)% Better Chance of Getting Magic Items

Hangman (5)
Amulet

Required Level: 36

100% Chance to cast level 40 Pain Spirit when you Die
+(46 to 55) to Maximum Damage
(-29 to -34) to Life
Regenerate Mana +(31 to 35)%
(56 to 65)% Damage Taken Goes To Mana

Witchmoon (5)
Amulet

Required Level: 36

30% Chance to cast level 4 Bloodstorm when Struck
15% Faster Cast Rate
+(12 to 13)% to Skill Damage
+(15 to 17) Mana after each Kill
-2 to Light Radius

Ring of Disengagement (5)
Ring

Required Level: 36

7% Chance to cast level 3 Celerity when Struck
15% Faster Run/Walk
+(141 to 170) Maximum Stamina
Heal Stamina Plus (41 to 45)%

Ripstar (5)
Ring

Required Level: 36

+(18 to 21) to Maximum Damage
(12 to 13)% Deadly Strike
(29 to 34)% Chance of Open Wounds
Total Character Damage Plus (26 to 30)%

Vizjun's Mark (5)
Ring

Required Level: 36

30% Chance to cast level 10 Holy Insanity when you Kill an Enemy
Adds 10-33 Fire Damage
6% Life Stolen per Hit
(26 to 30)% Chance of Open Wounds
Increase Maximum Life (26 to 30)%
+(15 to 17) Life after each Kill

The Dreamcatcher (6)
Amulet

Required Level: 45

(14 to 15)% Bonus to All Attributes
+(18 to 20) to all Attributes
Total Character Defense Plus (18 to 20)%
(161 to 190)% Extra Gold from Monsters
(31 to 35)% Better Chance of Getting Magic Items

Hangman (6)
Amulet

Required Level: 45

100% Chance to cast level 45 Pain Spirit when you Die
+(56 to 65) to Maximum Damage
(-35 to -40) to Life
Regenerate Mana +(36 to 40)%
(66 to 75)% Damage Taken Goes To Mana

Witchmoon (6)
Amulet

Required Level: 45

35% Chance to cast level 5 Bloodstorm when Struck
15% Faster Cast Rate
+(14 to 15)% to Skill Damage
+(18 to 20) Mana after each Kill
-2 to Light Radius

Ring of Disengagement (6)
Ring

Required Level: 45

8% Chance to cast level 3 Celerity when Struck
15% Faster Run/Walk
+(171 to 200) Maximum Stamina

Heal Stamina Plus (46 to 50)%

**Ripstar (6)
Ring**

Required Level: 45

+(22 to 25) to Maximum Damage
(14 to 15)% Deadly Strike
(35 to 40)% Chance of Open Wounds
Total Character Damage Plus (31 to 35)%

**Vizjun's Mark (6)
Ring**

Required Level: 45

35% Chance to cast level 11 Holy Insanity when you Kill an Enemy
Adds 13-44 Fire Damage
7% Life Stolen per Hit
(31 to 35)% Chance of Open Wounds
Increase Maximum Life (31 to 35)%
+(18 to 20) Life after each Kill