

[RUNEWORDS]

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

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

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











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




Oskills

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

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

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





		Shael		+(11 to 15) to Strength +(11 to 15) to Dexterity 25% Damage Reflected
Tempest Level 31		Dol Shael	Weapons	3% Chance to cast level 4 Lightning Wall on Striking +(71 to 90)% Enhanced Damage +25% Faster Run/Walk +15% Increased Attack Speed +(16 to 20) to Minimum Damage +(3 to 6) to Flash
Shame Level 33		Hel Thul El	Weapons	2% Chance to cast level 28 Gamma Field when you Kill an Enemy +(81 to 90)% Enhanced Damage +(21 to 30) to Maximum Damage 75% Bonus to Attack Rating Stun Attack +(11 to 15)% to Poison Skill Damage
Sagarmatha Level 33		Hel Ort Ort	Weapons	18% Chance to cast level 4 Frozen Crown when Struck +(81 to 90)% Enhanced Damage -15% Slower Run/Walk Adds (7 to 14)-(23 to 42) Cold Damage +(6 to 10)% to Cold Skill Damage
Fairy Tale Level 35		Hel lo Sol	Weapons	15% Chance to cast level 2 Frog Prince when you Kill an Enemy +(91 to 120)% Enhanced Damage +25% Faster Run/Walk +(11 to 20)% to Lightning Skill Damage +(11 to 20)% to Cold Skill Damage (11 to 15)% Bonus to Dexterity Level 2 Magic Missiles (33 Charges)
Witch Level 37		Thul Lum Tal	Weapons	4% Chance to cast level 2 Hex on Striking +(90 to 110)% Enhanced Damage 25% Increased Attack Speed 25% Faster Cast Rate +(16 to 20)% to Spell Damage +5 to all Attributes +(41 to 50) Mana after each Kill 20% Better Chance of Getting Magic Items
Oxygen Level 37		Lum Dol El	Weapons	3% Chance to cast level 6 Mana Coil on Striking +(51 to 75)% Enhanced Damage +(16 to 20) to Minimum Damage (101 to 150)% Bonus to Attack Rating Adds 26-53 Cold Damage +(11 to 50) to Vitality (31 to 40)% Better Chance of Getting Magic Items
Bear Level 39		El Ko Thul	Weapons	20% Chance to cast level 3 Bloodlust when you Kill an Enemy 7% Chance to cast level 13 Elemental when Struck +(121 to 140)% Enhanced Damage +(21 to 30)% Bonus Damage to Bloodlust 75% Bonus to Attack Rating +(16 to 20)% to Fire Skill Damage Knockback (26 to 35)% Bonus to Strength
Azrael Level 41		Hel Fal	Weapons	100% Chance to cast level 16 Slayer when you Kill an Enemy 40% Increased Attack Speed 40% Faster Cast Rate +1 to All Skills +(101 to 120)% Enhanced Damage +20 to Dexterity +(10 per level) to Mana (Based on Character Level)
Joker Level 41		Ort Fal Shael	Weapons	+(101 to 120)% Enhanced Damage 50% Faster Hit Recovery 50% Faster Block Rate Attacker Flees after Striking +(26 to 50)% +(21 to 30) to Dexterity 75% Extra Gold from Monsters
		Fal		+1 to All Skills +(2.25 per level)% Enhanced Maximum Damage (Based on Character Level)

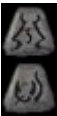


Evil Level 41		Shael Dol	Weapons	+(26 to 30) to Minimum Damage Adds 34-41 Poison Damage over 8 seconds (0.375 per level)% to Poison Skill Damage (Based on Character Level)
Tide Level 41		Fal Ko Tal	Weapons	15% Chance to cast level 1 Glacial Nova when Struck +(81 to 110)% Enhanced Damage (6 to 15)% Increased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









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

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

Legend Level 69		Ist Ber Zod Cham	Weapons	+1 to Inner Fire All Resists +(61 to 80)% (26 to 50)% Chance of Uninterruptable Attack
Rampage Level 69		Zod Zod Ber Zod Sur Zod	Weapons	+25 Crafting Points 33% Chance to cast level 1 Gift of the Wild when you Kill an Enemy +(201 to 250)% Enhanced Damage Slows Target by 20% +(1.5 per level) to Strength (Based on Character Level) +(1.5 per level) to Dexterity (Based on Character Level) 10% Chance of Uninterruptable Attack 25% Curse Length Reduction Werewolf Morph
Ghoul Level 13		Tir Nef	Melee weapons	15% Chance to cast level 1 Gift of Shadows when you Kill an Enemy +(21 to 40)% Enhanced Damage +20% Increased Attack Speed Hit Causes Monster to Flee +5% All Resists +(21 to 25)% -2 to Light Radius
Scream Level 21		Tal Tal Ort	Melee weapons	10% Chance to cast level 8 Avatar when you Kill an Enemy +(41 to 60)% Enhanced Damage (0.375 per level)% to Cold Skill Damage (Based on Character Level) (16 to 20)% Deadly Strike Attacker Flees after Striking +(21 to 25)% +5 to all Attributes
Tyranny Level 31		Dol lth Dol	Melee weapons	+(61 to 80)% Enhanced Damage +10% Increased Attack Speed +(11 to 20) to Minimum Damage (6 to 10)% Chance of Crushing Blow +1 to Guard Tower Reduces all Vendor Prices (6 to 10)%
Banshee Level 13		Nef Nef	Bows	8% Chance to cast level 2 Mana Coil on striking 5% Chance to cast level 6 Hex on Striking +(21 to 40)% Enhanced Damage +(1 per level) to Maximum Damage (Based on Character Level) +(16 to 20)% to Physical/Magic Skill Damage +1 to Ghost Arrow Hit Causes Monster to Flee +10% +250 Maximum Stamina
Earthquake Level 19		Ral El	Bows	2% Chance to Cast Level 44 Cataclysm when you Kill an Enemy +(61 to 80)% Enhanced Damage +20% Increased Attack Speed 100% Bonus to Attack Rating (16 to 20)% Deadly Strike (21 to 30)% Better Chance of Getting Magic Items
Firework Level 25		Amn Ral	Bows	+(21 to 40)% Enhanced Damage 50% Faster Run/Walk Knockback +(201 to 300) to Stamina Level 4 Immolation Bomb (30 Charges)
Ambush Level 25		Amn Amn	Bows	6% Chance to cast level 4 Phalanx when Struck +(41 to 60)% Enhanced Damage 20% Faster Run/Walk +(11 to 15) to Maximum Damage +150 Maximum Stamina (151 to 200)% Extra Gold from Monsters
Echo		Shael Eth	Bows	33% Chance to cast level 3 Time Strike on Striking 11% Chance to cast level 1 Spike Nova when Struck +(51 to 70)% Enhanced Damage

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

Curse Level 67		Ko Jah Cham	Bows	1% Chance to cast level 15 Punisher on Striking +(151 to 200)% Enhanced Damage +(2.25 per level) to Maximum Damage (Based on Character Level) 30% Bonus to Strength
Mourning Level 11		Eld Eld	Staves	5% Chance to cast level 1 Pagan Rites when Struck +1 to All Skills (11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration -1 to Light Radius
Pax Mystica Level 13		Eld Tir	Staves	+1 to All Skills +(11 to 15) to All Attributes All Resists +(36 to 40)% (16 to 30)% Better Chance of Getting Magic Items Level 1 Blink (20 Charges)
Archon Level 15		Eth Tir	Staves	+1 to All Skills +(31 to 50)% Enhanced Damage +(11 to 15) to Maximum Damage +(3 to 5) to Searing Orb +(2 to 3) to Light Radius
Caduceus Level 19		Ith Ral	Staves	+1 to All Skills +(21 to 40)% Enhanced Damage +(26 to 30)% to Poison Skill Damage Regenerate Life +(31 to 40) +(35 to 50)% to Vitality when using a Healing Potion +(35 to 50)% to Energy when using a Mana Potion Level 2 Poison Flash (10 Charges)
Hadad Level 21		Ort Tir	Staves	+(11 to 15)% to Lightning Skill Damage +(4 to 5) to Lightning Wall (21 to 25)% Bonus to Energy Damage Reduced by (6 to 10)% 50% Damage Taken goes to Mana
Air Level 25		El Amn	Staves	+1 to All Skills 75% Bonus to Attack Rating +(151 to 200) to Stamina All Resists +(41 to 50)% (31 to 40)% Better Chance of Getting Magic Items Level 3 Lightning Cascade (40 Charges) Requirements -40%
Elder Level 29		Thul Ort Shael	Staves	+1 to All Skills +15% Faster Cast Rate +(16 to 20)% to Fire Skill Damage +(16 to 20)% to Lightning Skill Damage +(31 to 40) to Strength +(31 to 40) to Energy 75% Extra Gold from Monsters Level 6 Lightning Wall (15 Charges)
Lich Level 33		Shael Hel	Staves	+(11 to 20)% to Cold Skill Damage +(11 to 20)% to Poison Skill Damage +5 to [random necromancer summoning/passive] (Necromancer Only) Cold Resist +(41 to 60)% Poison Resist +(41 to 60)% Requirements -66%
Snowstorm Level 37		Hel Hel Lum Hel	Staves	+(1 to 2) to Sorceress Skills +25% Faster Cast Rate (0.5 per level)% to Cold Skill Damage (Based on Character Level) (0.5 per level)% to Lightning Skill Damage (Based on Character Level) Cold Resist (1 per level)% (Based on Character Level) Lightning Resist (1 per level)% (Based on Character Level) 20% Better Chance of Getting Magic Items
Abyss Level 39		Ko Ko Thul	Staves	5% Chance to cast level 28 Fire Star when Struck +(1 to 2) to All Skills +10% Faster Cast Rate +(21 to 30)% to Fire Skill Damage (21 to 25)% Bonus to Strength (21 to 25)% Bonus to Vitality Replenish Life +(51 to 70)
				12% Chance to cast level 1 Glacial Nova when Struck

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



**Prophecy
Level 15**



Eth
lth

Sceptres

+ (21 to 40)% Enhanced Damage
+ (11 to 15) to Maximum Damage
Fire Resist + (21 to 25)%
Cold Resist + (21 to 25)%
Attacker Takes Cold Damage of (11 to 15)
Attacker Takes Fire Damage of (11 to 15)

**Hate
Level 17**



El
Tal

Sceptres

+ (51 to 70)% Enhanced Damage
+1 to Paladin Skill Levels
75% Bonus to Attack Rating
10% Chance of Crushing Blow
All Resists + (21 to 30)%
Requirements -66%

**Zeal
Level 19**



Ral
Ral

Sceptres

25% Chance to cast level 1 Mana Coil on Striking
10% Chance to cast level 1 Hex on Striking
+ (61 to 80)% Enhanced Damage
+100% Increased Attack Speed
Increase Maximum Mana 100%

**Bane
Level 25**



Ort
Amn

Sceptres

+1 to Amazon Skills
+ (71 to 100)% Enhanced Damage
20% Faster Cast Rate
+ (3 to 5) to Bloodstar (Amazon Only)
+ (3 to 5) to Bloodstorm (Amazon Only)
+ (21 to 30) Mana after each Kill
25% Damage Reflected

**Judas
Level 33**

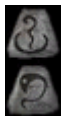


Hel
Thul

Sceptres

(251 to 350)% Extra Gold from Monsters
(51 to 75)% Better Chance of Getting Magic Items
+300% Enhanced Damage vs. the Zakarum
Requirements -66%

**Liberty
Level 37**



Amn
Lum

Sceptres

+ (101 to 120)% Enhanced Damage
+ (1 to 2) to Amazon Skill Levels
+ (3 to 6) to Wrath
+ (41 to 50)% Better Chance of Getting Magic Items
+10 to Light Radius

**Feast
Level 41**



Shael
Fal

Sceptres

100% Chance to cast level 16 Bloodstorm when you Kill an Enemy
+ (131 to 150)% Enhanced Damage
(11 to 15)% Increased Chance of Blocking
(11 to 14)% Life Stolen per Hit
+ (21 to 30) to Strength
Requirements -66%

**Crusade
Level 47**



Tal
Um
Shael

Sceptres

+ (151 to 175)% Enhanced Damage
(41 to 60)% Velocity Bonus to Holy Armor
Adds 50-75 Damage
+1 to Conquest
+10 to all Attributes
Level 6 Holy Armor (20 Charges)

**Terror
Level 51**



Thul
lst

Sceptres

(31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
+ (0.375 per level)% to Fire Skill Damage (Based on Character Level)
+ (0.375 per level)% to Lightning Skill Damage (Based on Character Level)
+ (9 to 11) to Nova Bomb
+ (9 to 11) to Immolation Bomb
+25 to Energy

**Dogma
Level 57**



Ohm
Shael

Sceptres

10% Chance to cast level 19 Searing Orb on Striking
39% Chance to cast level 26 Holy Trap when you Kill an Enemy
27% Chance to cast level 18 Wrath when Struck
+40% Increased Attack Speed
+ (21 to 30) to Strength
+ (21 to 30) to Vitality















**Maelstrom
Level 63**












Ber
Lo
Sol

Sceptres

10% Chance to cast level 22 Vortex when you Kill an Enemy
+ (181 to 220)% Enhanced Damage
+ (11 to 15)% to Lightning Skill Damage
Lightning Resist + (61 to 80)%
10% Chance of Uninterruptable Attack
+ (81 to 120) Life after each Kill

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

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

Deep Water Level 57		Ohm Vex	Wands (Necromancer Only)	+(11 to 15)% to Experience Gained +(2 to 3) to Necromancer Skill Levels +(16 to 20)% to Spell Damage +(5 to 7) to Demon Blood (Necromancer Only) +(3 to 5) to Fireheart Totem (Necromancer Only) +(3 to 5) to Frostclaw Totem (Necromancer Only) +(3 to 5) to Stormeye Totem (Necromancer Only) (16 to 20)% Bonus to Vitality Half Freeze Duration
Ruin Level 67		Cham Um	Wands (Necromancer Only)	25% Chance to cast level 10 Dark Power on Striking +(2 to 3) to Necromancer Skill Levels +(4 to 6) to Summon Overlord (Necromancer Only) +(4 to 6) to Nightmare (Necromancer Only) +(26 to 30)% Bonus to Summoned Minion Damage 25% Bonus to Energy -10 to Vitality
Judge Level 17		Tal Eth	Claws (Assassin Only)	33% Chance to cast level 1 Judgement on Striking +1 to Assassin Skill Levels +(31 to 50)% Enhanced Damage +15 to Maximum Damage +5 to all Attributes +40 to Life
Liquid Level 25		Amn Ort	Claws (Assassin Only)	5% Chance to cast level 1 Shackles of Ice on Striking +(41 to 60)% Enhanced Damage 20% Faster Run/Walk 20% Increased Attack Speed Attacker Takes Cold Damage of 50 100% Extra Gold from Monsters
Fiend Level 37		Lum Shael	Claws (Assassin Only)	6% Chance to cast level 6 Immolation on Striking +(61 to 80)% Enhanced Damage Stun Attack +(3 to 6) to Bloodstorm +25 to Strength Fire Absorb 20% (41 to 50)% Better Chance of Getting Magic Items
Frequency Level 45		Pul Thul	Claws (Assassin Only)	+(121 to 140)% Enhanced Damage Adds 1-601 Lightning Damage +(4 to 8) to Lightning Shield +20 to Strength +20 to Dexterity Increase Maximum Life 25% Increase Maximum Mana 25%
Choronzon Level 55		Vex Amn Amn	Claws (Assassin Only)	+(1 to 2) to Assassin Skill Levels +(141 to 160)% Enhanced Damage Adds 25-205 Fire Damage (14 to 20)% Life Stolen per Hit 20% Chance of Crushing Blow +(4 to 6) to Doom (Assassin Only) Half Freeze Duration (201 to 250)% Damage Reflected
Misery Level 65		Jah lo lth	Claws (Assassin Only)	+(2 to 3) to Assassin Skill Levels +(191 to 210)% Enhanced Damage +(1.5 per level) to Maximum Damage (Based on Character Level) +(9 to 13) to Stormeye Totem 33% Bonus to Dexterity 33% Bonus to Energy +(5 per level) Defense (Based on Character Level)
Circe Level 17		Tal Tir	Orbs (Sorceress Only)	50% Chance to cast level 1 Charm on Striking 10% Faster Cast Rate 20% Faster Hit Recovery +(6 to 10)% to Spell Damage +(1 to 6) to Dire Charm +(6 to 10) to all Attributes
Spark Level 27		Sol Ort	Orbs (Sorceress Only)	+(1 to 2) to Sorceress Skill Levels +(16 to 20)% to Lightning Skill Damage +2 to [random skill between Flash and Vortex] (Sorceress Only) Regenerate Mana +25% Lightning Absorb (11 to 15)% (151 to 200)% Extra Gold from Monsters

**Illusion
Level 39**



Ko
Io

Orbs
(Sorceress Only)

15% Chance to cast level 4 Blink when Struck
+(1 to 2) to Sorceress Skill Levels
50% Bonus to Dexterity
+(13 per level) Defense (Based on Character Level)
+(11 to 15)% Chance to Avoid Damage

**Trance
Level 47**



Um
Um
Um

Orbs
(Sorceress Only)

+(2 to 3) to Sorceress Skill Levels
25% Faster Cast Rate
-40% Faster Hit Recovery
+(16 to 20)% to Spell Damage
40% Bonus to Energy
100% Bonus to Energy when using a Mana Potion

**Kabbalah
Level 53**



Gul
Um
Lem

Orbs
(Sorceress Only)

+(2 to 3) to All Skills
(21 to 25)% Increased Chance of Blocking
+(16 to 20)% to Fire Skill Damage
+(9 to 13) to Ring of Light
(16 to 20)% Bonus to Energy
+10% to Experience Gained

**Hestia
Level 63**



Ber
Lum
Shael

Orbs
(Sorceress Only)

+(31 to 40)% to Fire Skill Damage
+(3 to 5) to Pagan Rites
+(4 to 6) to Cataclysm (Sorceress Only)
+(4 to 6) to Fire Star (Sorceress Only)
Fire Absorb 15%
20% Chance of Uninterruptable Attack
20% Better Chance of Getting Magic Items

**Song
Level 37**



Lum
Eth

Amazon Bows
(Amazon Only)

50% Chance to cast level 3 Time Strike on Striking
+(101 to 120)% Enhanced Damage
40% Faster Run/Walk
15% Increased Attack Speed
+(31 to 40) to Maximum Damage
25% Bonus to Buff/Debuff/Cold Skill Duration
(41 to 60)% Better Chance of Getting Magic Items

**Ice Breaker
Level 67**

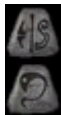


Cham
Ko
Ko

Amazon Bows
(Amazon Only)

50% Chance to cast level 20 Cataclysm when you Kill an Enemy
+(181 to 200)% Enhanced Damage
Knockback
(21 to 30)% Bonus to Strength
+(31 to 40) to Strength
+(21 to 30) to Vitality
Cannot Be Frozen

**Scar
Level 39**



Ko
Lum

Amazon Javelins
(Amazon Only)

50% Chance to cast level 17 Bloodstorm when you Kill an Enemy
+(111 to 120)% Enhanced Damage
50% Chance of Open Wounds
+(1 to 4) to Hades Gate
+(3 to 5) to Enfilade (Amazon Only)
-20% Worse Chance of Getting Magic Items

**Trishula
Level 69**



Zod
Sur
Amn

Amazon Javelins
(Amazon Only)

+250 Crafting Points
+(201 to 220)% Enhanced Damage
Adds 500-750 Fire Damage
Adds 500-750 Lightning Damage
Adds 500-750 Cold Damage
+(12 to 15) to Lion Stance
+(12 to 15) to Snake Stance
Slows Target by 5%
+(31 to 40) to all Attributes

**Poem
Level 41**



Fal
Thul

Amazon Spears
(Amazon Only)

33% Chance to cast level 10 Bloodstar on Striking
+(81 to 100)% Enhanced Damage
+(16 to 20)% to Fire Skill Damage
+25 to Dexterity
+5% to Maximum Fire Resist
Fire Resist +(41 to 50)%

**Amenonuhoko
Level 65**



Jah
El
Mal
Lum

Amazon Spears
(Amazon Only)

100% Chance to cast level 15 Arcane Torrent when you Kill an Enemy
+(221 to 240)% Enhanced Damage
+(1.5 per level) to Maximum Damage (Based on Character Level)
75% Bonus to Attack Rating
40% Bonus to Strength
40% Bonus to Dexterity



Ko

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

Rebel
Level 12



Ei
Ei

Body armor

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

Clash
Level 15



Eld
Eth

Body armor

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

Mirage
Level 17

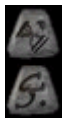


Eth
Tal

Body armor

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

Assault
Level 17



Tal
Nef

Body armor

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

Spine
Level 19



Ort
lth

Body armor

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

Youth
Level 21



Ort
Eld

Body armor

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

Berserk
Level 21



Ort
Ort

Body armor

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

Anniversary (One Year)
Level 23



Tal
Ei
Thul

Body armor

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

Glory
Level 25



Eld
Amn

Body armor

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

Brimstone
Level 27



Tir
Tal
Sol

Body armor

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


Mystery
Level 29












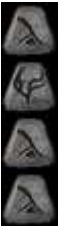



Sol
Shael
lth

Body armor

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

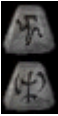

Bridge Level 29		Shael Shael	Body armor	Indestructible 4% Chance to cast level 2 Fortress when Struck +1 to All Skills +(41 to 60)% Enhanced Defense +(41 to 50) to Strength All Resists +(31 to 40)% Requirements -20%
Beauty Level 31		Dol Tal	Body armor	20% Chance to cast level 3 Wrath when Struck +3 to Minimum Damage +(81 to 110)% Enhanced Defense +5% to All Maximum Resistances All Resists +(41 to 60)% (31 to 50)% Better Chance of Getting Magic Items Requirements -40%
Priestess Level 33		Amn Eth Hel	Body armor	10% Faster Cast Rate +6 to Maximum Damage +(11 to 15)% to Lightning Skill Damage +(11 to 15)% to Cold Skill Damage +(5 to 8) to Hunting Banshee 50% Damage Taken Goes To Mana Requirements -33%
Rune Level 33		Ith Hel	Body armor	2% Chance to cast level 11 Nova Bomb when Struck 2% Chance to cast level 11 Immolation Bomb when Struck +1 to All Skills +(51 to 70)% Enhanced Defense All Resists +(46 to 60)% Requirements -40%
Courage Level 37		El Lum El	Body armor	25% Chance to cast level 1 Mark of the Wild when Struck 100% Bonus to Attack Rating 5% Deadly Strike +(21 to 40)% Enhanced Defense 5% Bonus to Strength 5% Bonus to Dexterity 5% Bonus to Vitality +5 to Strength +5 to Dexterity +5 to Vitality Fire Resist +30% Lightning Resist +30% Cold Resist +30% 20% Better Chance of Getting Magic Items +(2-3) to Light Radius Level 5 Holy Trap (15 Charges)
Orc Level 37		Lum Ith Ort	Body armor	33% Chance of Open Wounds +1 to Bear Claw +(86 to 110)% Enhanced Defense +(31 to 40) to Strength +(31 to 40) to Vitality Drain Life -60 20% Better Chance of Getting Magic Items
Lumen Arcana Level 37		Shael Lum Amn	Body armor	25% Chance to cast level 1 Mana Coil when Struck +(71 to 100)% Enhanced Defense Increase Maximum Mana (21 to 40)% 25% Damage Reflected -50% Less Gold from Monsters Requirements -50%
Elegance Level 37		Lum Lum Sol	Body armor	+(1 to 2) to All Skills +30% Faster Cast Rate -20% Slower Run/Walk +(16 to 20)% to Spell Damage +(21 to 30) to Energy (51 to 75)% Better Chance of Getting Magic Items
Despair Level 39		Ko Lum Ko	Body armor	(21 to 25)% Bonus to Strength (21 to 25)% Bonus to Dexterity +(81 to 100)% Enhanced Defense All Resists +(31 to 40)% (31 to 40)% Better Chance of Getting Magic Items Level 5 Pact of Blood (20 Charges)
				+6 to Maximum Damage

Warpath Level 39		Thul Eth Ko	Body armor	+(121 to 140)% Enhanced Defense +1 to Thunder Slam (11 to 15)% Bonus to Strength (21 to 30)% Bonus to Vitality +(16 to 25) to Strength +(41 to 50) to Vitality
Thelema Level 41		Shael Fal Hel	Body armor	6% Chance to cast level 3 Mana Sweep when Struck +773 Defense +45 to Strength +45 to Dexterity +45 to Vitality
Black Cat Level 43		Lem Lem El	Body armor	50% Bonus to Attack Rating +25% Increased Attack Speed +313 Defense +9 to Life Cannot Be Frozen +(11 to 20)% to Experience Gained -25% Worse Chance of Getting Magic Items Reduces all Vendor Prices (11 to 15)%
Throne Level 45		Ith Thul Pul	Body armor	+(76 to 100)% Enhanced Defense +(31 to 40) to All Attributes (21 to 25)% Bonus to All Attributes Fire Resist +(81 to 100)% Reduces all Vendor Prices (6 to 10)% Level 1 Lionheart (40 Charges)
Affluence Level 45		Pul Shael Tal	Body armor	11% Chance to cast level 8 Ring of Light when Struck +25 to Strength +5 to Energy +5 to Dexterity +5 to Vitality Slows Attacker by (11 to 15)% (451 to 600)% Extra Gold from Monsters Reduces all Vendor Prices (6 to 10)% (31 to 50)% Better Chance of Getting Magic Items
Jinx Level 47		Tir Um Shael Lem	Body armor	+1 to All Skills +(16 to 20)% to Spell Damage +(201 to 250) Defense +(31 to 50)% to Energy when using a Mana Potion +(3 to 5)% to Experience Gained
Temple Level 49		Mal Thul Tal	Body armor	+(1 to 2) to Paladin Skill Levels +100% Damage to Undead +(388 to 502) Defense +(21 to 30) to all Attributes Fire Resist +30% Poison Resist +30% (201 to 250)% Extra Gold from Monsters
Blaze Level 49		Mal Lem El Pul	Body armor	33% Chance to cast level 8 Rune of Fire when Struck +25% Faster Hit Recovery 50% Bonus to Attack Rating +(121 to 140)% Enhanced Defense +(251 to 300) to Life Fire Resist +(101 to 150)% +5% to Experience Gained
Arreat Level 53		Nef Gul Ort	Body armor	5% Chance to cast level 2 Inner Fire when Struck Attacker Flees after Striking +(11 to 15)% +(121 to 150)% Enhanced Defense +337 Defense Fire Resist +30% Cold Resist +30% 20% Chance of Uninterruptable Attack (101 to 150)% Extra Gold from Monsters

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


Level 65		Jah Ohm	Body armor	+(161 to 180)% Enhanced Defense +1007 Defense Damage Reduced by (16 to 20)
Royalty Level 67		Um Cham Gul Ist	Body armor	+3 to All Skills (41 to 50)% Bonus to Energy All Resists +(41 to 60)% Requirements (-50 to -70)%
Cathedral Level 67		Cham Ral Lum Ber Vex Cham	Body armor	Indestructible +(251 to 400)% Bonus to Poison Skill Duration +(36 to 40)% to Poison Skill Damage +(181 to 200)% Enhanced Defense +1311 Defense 5% Chance of Uninterruptable Attack Half Freeze Duration
Unity Level 69		Ber Jah Zod Ith Cham	Body armor	+(1 to 2) to All Skills Slows Attacker by 5% +(211 to 230)% Enhanced Defense +125 to Strength +50 to Energy +75 to Dexterity +125 to Vitality All Resists +(50 to 75)% 10% Chance of Uninterruptable Attack +(6 to 10)% to Experience Gained
Pantheon Level 69		Zod Thul Zod Ber Ort	Body armor	50% Faster Cast Rate +(41 to 50)% to Spell Damage All Resists +(31 to 40)% 50% Extra Gold from Monsters Requirements -40%
Summit Level 13		Tir Tir	Helms	+1 to All Skills Reduces all Vendor Prices (6 to 10)% Requirements -33%
Bell Level 13		Eld Nef	Helms	10% Chance to cast level 3 Time Strike on Striking Attacker Flees after Striking +10% +109 Defense vs. Melee
Cannonball Level 15		Nef Ith	Helms	4% Chance to cast level 2 Celerity when Struck +25% Faster Run/Walk Attacker Flees after Striking +5% +(16 to 30)% Enhanced Defense +(101 to 125) Maximum Stamina
Space Level 17		Tal El	Helms	2% Chance to cast level 18 Supernova when Struck +20% Increased Attack Speed +20% Faster Cast Rate 50% Bonus to Attack Rating +55 Defense +5 to All Attributes










Babylon Level 19		Ral Tir	Helms	<ul style="list-style-type: none"> +1 to All Skills -10% Slower Run/Walk +(6 to 10)% to Poison Skill Damage Attacker Flees after Striking +(11 to 15)% (51 to 100)% Extra Gold from Monsters Reduces all Vendor Prices (6 to 10)%
Altitude Level 21		El Ort	Helms	<ul style="list-style-type: none"> 3% Chance to cast level 5 Raven Flight when Struck 10% Increased Attack Speed 10% Faster Cast Rate 10% Faster Hit Recovery 10% Faster Block Rate (11 to 15)% Increased Chance of Blocking 50% Bonus to Attack Rating
Brain Level 21		Tal Ort	Helms	<ul style="list-style-type: none"> +(21 to 40) Defense Increase Maximum Mana 50% +5% to All Maximum Resistances Level 5 Punisher (20 Charges)
Dictator Level 23		Tal Amn	Helms	<ul style="list-style-type: none"> 33% Chance to cast level 4 Bloodlust when you Kill an Enemy +(21 to 30)% Bonus Damage to Bloodlust +(31 to 50) Defense -25% Less Gold from Monsters
Nightmare Level 27		Ith Shael	Helms	<ul style="list-style-type: none"> +(81 to 100)% Enhanced Defense +(21 to 25) to Strength +(11 to 15) to Energy Increase Maximum Mana 10% +2 to All Skills when using a Mana Potion Level 4 Cold Blood (20 Charges)
Pearl Level 29		Sol Sol Shael	Helms	<ul style="list-style-type: none"> +(16 to 20)% to Lightning Skill Damage Damage Reduced by (3 to 5) (76 to 150)% Extra Gold from Monsters (21 to 30)% Better Chance of Getting Magic Items Repairs 1 Durability in 8 Seconds Level 4 Lightning Shield (15 Charges)
Emperor Level 33		Hel Ith Eth	Helms	<ul style="list-style-type: none"> 33% Chance to cast level 10 Guard Tower when you Kill an Enemy 7% Chance to cast level 5 Fortress when Struck +(21 to 30) to Maximum Damage Total Character Damage Plus (11 to 15)% +(31 to 50)% Enhanced Defense
Chill Level 35		Dol lo	Helms	<ul style="list-style-type: none"> 20% Chance to cast level 1 Rune of Ice when Struck +3 to Minimum Damage 10% Bonus to Dexterity +(81 to 100)% Enhanced Defense Cold Resist +(61 to 80)% +15% to Maximum Cold Resistance Cannot Be Frozen
Clairvoyance Level 37		Lum Dol El	Helms	<ul style="list-style-type: none"> 15% Chance to cast level 1 Teleport when Struck +1 to All Skills 5% Faster Cast Rate +3 to Minimum Damage (401 to 500)% Bonus to Attack Rating +(11 to 15) to Energy +(11 to 15) to Dexterity (11 to 15)% Better Chance of Getting Magic Items
Galaxy Level 43		Sol Lem Ko	Helms	<ul style="list-style-type: none"> +(101 to 120)% Enhanced Defense 15% Bonus to All Attributes +(16 to 20) to all Attributes +2% to Experience Gained
Ra Level 45		Ko Shael Pul	Helms	<ul style="list-style-type: none"> 25% Chance to cast level 3 Lionheart when Struck Total Character Defense Plus (11 to 15)% +(477 to 529) Defense +(21 to 25) to Strength Fire Resist +30% Requirements -66%

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

				Damage Reduced by (16 to 20)%
Cauldron Level 69		Cham Fal Zod	Helms	+1 to All Skills +1 to Hex +(121 to 160)% Enhanced Defense Slows Attacker by (16 to 20)%
Dust Level 23		Thul Eth	Primal Helms (Barbarian Only)	+(11 to 15) to Maximum Damage Blinds Attacker +1 -10 to Dexterity -4 to Light Radius
Centurion Level 37		Lum Shael Dol	Primal Helms (Barbarian Only)	+1 to Barbarian Skill Levels +10 to Minimum Damage +(2 to 4) to Greater Manifestations (Barbarian Only) +(21 to 30)% Bonus to Summoned Minion Damage +(31 to 40)% Bonus to Summoned Minion Life +20 to Strength (41 to 50)% Better Chance of Getting Magic Items
Essus Level 49		Mal Dol Fal	Primal Helms (Barbarian Only)	+40 to Minimum Damage Knockback +(4 to 5) to Stormwind (Barbarian Only) +(151 to 170)% Enhanced Defense +(31 to 40) to Strength +(31 to 40) to Dexterity +(31 to 40) Life after each Kill
Thunderbird Level 61		Sur Um Sur Ko	Primal Helms (Barbarian Only)	+(31 to 40)% to Lightning Skill Damage +(4 to 6) to Lightning Shield (Barbarian Only) 20% Bonus to Strength 20% Bonus to Energy +20% Chance to Avoid Damage Lightning Resist +(51 to 75)%
Black Sheep Level 25		Amn Tal	Animal Pelts (Druid Only)	20% Chance to cast level 5 Summon Darklings when Struck +1 to Druid Skill Levels +(11 to 15)% to Poison Skill Damage Attacker Flees after Striking +(6 to 10)% +5 to all Attributes Poison Resist +(31 to 40)% 100% Damage Reflected
Aura Level 39		Ko Dol Amn	Animal Pelts (Druid Only)	+(1 to 2) to Druid Skill Levels 50% Faster Hit Recovery +5 to Minimum Damage +(3 to 5) to Killer Instinct (Druid Only) +(3 to 5) to Brambles (Druid Only) 10% Bonus to Strength All Resists +(21 to 30)% 25% Damage Reflected
Tao Level 47		Um Io El	Animal Pelts (Druid Only)	25% Chance to cast level 1 Arrow on Striking 35% Increased Attack Speed +(1 per level) to Maximum Damage (Based on Character Level) 50% Bonus to Attack Rating (21 to 25)% Deadly Strike 20% Bonus to Dexterity 20% Bonus to Energy Damage Reduced by (16 to 20)
Zen Level 63		Ber Thul Hel Dol	Animal Pelts (Druid Only)	+(1 to 3) to Druid Skill Levels 40% Faster Cast Rate +10 to Minimum Damage +(26 to 30)% to Fire Skill Damage +(26 to 30)% to Cold Skill Damage +(26 to 30)% to Poison Skill Damage +1 to Mana Sweep 5% Chance of Uninterruptable Attack

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

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

Seraph Level 59		El Lo Lum	Shields	50% Bonus to Attack Rating +407 Defense Lightning Resist +60% +(41 to 60)% to Energy when using a Mana Potion 20% Better Chance of Getting Magic Items Requirements -40%
Sail Level 61		Dol Ko Ohm Sur	Shields	+25 Crafting Points +1 to All Skills 35% Faster Run/Walk +5 to Minimum Damage +(351 to 400) Maximum Stamina (16 to 20)% Chance of Uninterruptable Attack
Freedom Level 61		Sur Fal Sur Thul	Shields	+50 Crafting Points +(101 to 125)% Enhanced Defense +20 to Dexterity Damage Reduced by (26 to 35) Cannot Be Frozen (151 to 200)% Extra Gold from Monsters Requirements -66%
Elf Level 63		Hel Ber Eth	Shields	+35% Increased Attack Speed +10 to Maximum Damage +(151 to 180)% Enhanced Defense +(31 to 40) to Dexterity Total Character Defense Plus (16 to 20)% (31 to 50)% Chance of Uninterruptable Attack
Wall of Fire Level 67		Cham lth Cham Vex	Shields	Indestructible +(1 to 2) to All Skills +(201 to 225)% Enhanced Defense +(46 to 65) to Vitality Fire Resist +(76 to 100)% Half Freeze Duration Attacker Takes Fire Damage of (151 to 200) Level 15 Apocalypse (40 Charges)
Forge Level 69		Vex Zod Tal Zod Zod	Shields	+333 Crafting Points 23% Chance to cast level 14 Immolation when Struck +(26 to 35)% Increased Chance of Blocking +(20 per level) Defense (Based on Character Level) +60 to Strength +60 to Dexterity +30 to Energy +30 to Vitality +(31 to 50)% to Vitality when using a Healing Potion Half Freeze Duration Slows Attacker by 15%
Loa Level 21		Ort Eth	Voodoo Heads (Necromancer Only)	15% Chance to cast level 5 Possess when Struck +1 to Necromancer Skill Levels 10% Faster Cast Rate +20 to Maximum Damage +(151 to 200)% Enhanced Defense 175% Extra Gold from Monsters
Cube Level 29		Shael Tal	Voodoo Heads (Necromancer Only)	40% Faster Run/Walk 40% Increased Attack Speed 40% Faster Cast Rate 40% Faster Hit Recovery 40% Faster Block Rate -20% Decreased Chance of Blocking 50% Chance of Crushing Blow (6 to 10)% Bonus to All Attributes +(11 to 15) to all Attributes +(3 per level) to Dexterity (Based on Character Level)
				+(1 to 2) to All Skills +(16 to 20)% to Fire Skill Damage

**Warlock
Level 39**



Ko
Hel
Shael

Voodoo Heads
(Necromancer Only)

+(3 to 5) to Pact of Blood
+(3 to 5) to Fire Fountain
(11 to 15)% Bonus to Strength
+(16 to 20) to Strength

**Elemental
Level 51**



Ist
Um
Lem

Voodoo Heads
(Necromancer Only)

50% Chance to cast level 10 Rune of Fire when Struck
+(2 to 3) to All Skills
+(26 to 30)% to Fire Skill Damage
+(26 to 30)% to Lightning Skill Damage
+(26 to 30)% to Cold Skill Damage
50% Bonus to Energy
+100 to Energy
+(10 per level) to Life (Based on Character Level)
+5% to Experience Gained

**Quimbanda
Level 59**



Lo
Ko
Lo
Ko

Voodoo Heads
(Necromancer Only)

+(2 to 3) to Necromancer Skill Levels
25% Increased Chance of Blocking
+(5 to 8) to Summon Acid Fiends
(31 to 40)% Bonus to Strength
+(3 per level)% Enhanced Defense (Based on Character Level)
Increase Maximum Mana 100%
Lightning Resist +80%

**Binding
Level 65**



Lem
Amn
Jah
Sur

Voodoo Heads
(Necromancer Only)

+200 Crafting Points
25% Chance to cast level 10 Glacial Nova when Struck
+(16 to 20)% to Cold Skill Damage
+(5 to 7) to Barb Wire (Necromancer Only)
+(201 to 250)% Enhanced Defense
+25 to Strength
+25 to Dexterity
+25 to Vitality
25% Damage Reflected
+5% to Experience Gained

**Shedim
Level 19**



Ral
Tal

Divine Shields
(Paladin Only)

Level 1 Demon Blood Aura when Equipped
10% Increased Attack Speed
10% Faster Hit Recovery
+33 Defense

**Blasphemy
Level 27**



Sol
Nef

Divine Shields
(Paladin Only)

+1 to Paladin Skill Levels
15% Faster Cast Rate
+5% to Spell Damage
+(1 to 3) to Elemental Totem
Requirements -20%

**Creed
Level 35**



Io
Amn
Nef

Divine Shields
(Paladin Only)

40% Increased Chance of Blocking
+(81 to 100)% Enhanced Defense
15% Bonus to Dexterity
All Resists +(16 to 20)%
Reduces all Vendor Prices (11 to 15)%

**Anathema
Level 45**



Pul
Amn
Ort

Divine Shields
(Paladin Only)

100% Chance to cast level 50 Cold Fear when you Level-Up
+(2 to 3) to Paladin Skill Levels
+1 to Hex
Fire Resist +80%
(376 to 475)% Extra Gold from Monsters
(41 to 50)% Better Chance of Getting Magic Items

**Messiah
Level 53**



Gul
Pul
Thul

Divine Shields
(Paladin Only)

20% Chance to cast level 15 Wrath when Struck
30% Faster Run/Walk
30% Increased Attack Speed
30% Faster Cast Rate
30% Faster Hit Recovery
30% Faster Block Rate
(16 to 20)% Increased Chance of Blocking
+(161 to 180)% Enhanced Defense
Fire Resist +30%
Lightning Resist +30%
Cold Resist +30%
Damage Reduced by (11 to 15)%



5% Chance to cast level 1 Charm when Struck
+(3 to 4) to Paladin Skill Levels

Rapture
Level 63



Ber
Thul
Mal
Ko

Divine Shields
(Paladin Only)

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

Claw
Level 15



Eth
El

Gloves

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

Worship
Level 15



El
Ith

Gloves

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

Samhain
Level 21



Ort
Tal

Gloves

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

Mercy
Level 27



Sol
Eth

Gloves

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

Skald
Level 31



Ort
Dol

Gloves

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

Kali
Level 35



Sol
Io

Gloves

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

Scorpion
Level 43



Lem
Thul
Lum

Gloves

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

Sun
Level 49



Mal
Shael
Lum

Gloves

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

Asp
Level 53



Tal
Gul
Io

Gloves

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

Spider
Level 53



Gul
Gul
El

Gloves













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

Eagle








Lo

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




Level 59		Tir	Gloves	+(16 to 20)% to Physical/Magic Skill Damage Lightning Resist +(31 to 35)% Damage Reduced by (2 to 4)%
Nahual Level 65		Thul Jah Sur	Gloves	+250 Crafting Points 14% Chance to cast level 4 Gift of the Wild when Struck +(16 to 20)% to Fire Skill Damage +(8 to 15) to Defender Spirit +(3 to 6) to Greater Manifestations +25% Enhanced Defense Total Character Damage Plus (51 to 75)% Increase Maximum Life 40% Increase Maximum Mana 40%
Augur Level 65		Zod Thul Zod	Gloves	+2 to All Skills +30% Increased Attack Speed +30% Faster Cast Rate +(1 to 5) to Raven Flight +(21 to 25) to All Attributes
Rainbow Level 13		El Tir	Belts	50% Bonus to Attack Rating +5% to Spell Damage All Resists +(26 to 30)% (11 to 15)% Better Chance of Getting Magic Items
Snake Level 19		Ral lth	Belts	+(6 to 10) to Maximum Damage +(0.5 per level)% to Poison Skill Damage (Based on Character Level) +(16 to 25)% Enhanced Defense
Prodigy Level 23		Thul El	Belts	+15% Faster Cast Rate 100% Bonus to Attack Rating +(6 to 10)% to Fire Skill Damage +(6 to 10)% to Lightning Skill Damage Regenerate Mana +25% +(11 to 20) to Mana after each Kill
Pain Level 27		Sol Thul	Belts	100% Chance to cast level 10 Spike Nova when you Level-Up +15% Increased Attack Speed +(0.5 per level) to Maximum Damage (Based on Character Level) (3 to 4)% Life Stolen per Hit 25% Chance of Open Wounds
Fuse Level 31		Ral Dol	Belts	(16 to 20)% Increased Chance of Blocking +(6 to 10) to Minimum Damage Adds 19-93 Fire Damage +(3 to 6) to Rain of Bombs (Assassin Only) Level 2 Blast Wave (50 Charges)
Chain Level 35		Io El	Belts	-20% Slower Run/Walk 100% Bonus to Attack Rating +(101 to 125)% Enhanced Defense +(221 to 260) Defense Damage Reduced by (6 to 10) Level 4 Punisher (20 Charges)
Seduction Level 37		Tal Lum	Belts	Increase Maximum Life 5% Fire Resist +(16 to 20)% Poison Resist +(16 to 20)% (21 to 40)% Better Chance of Getting Magic Items Level 5 Bloodstar (100 Charges) Level 3 Vampiric Icon (20 Charges)
Coil Level 41		Tal Fal	Belts	18% Chance to cast level 6 Flash when Struck (0.375 per level)% to Lightning Skill Damage (Based on Character Level) +5 to All Attributes Lightning Resist +(31 to 50)% (31 to 50)% Damage Taken goes to Mana Level 5 Lightning Wall (20 Charges)
Star Level 45		Lum Pul	Belts	7% Chance to cast level 5 Stormtouch when Struck Fire Resist +(41 to 50)% Cold Resist +(41 to 50)% Lightning Resist +(41 to 50)% (41 to 50)% Better Chance of Getting Magic Items +4 to Light Radius

Twister Level 53		Lo Ort	Belts	3% Chance to cast level 2 Claw Tornado on Striking +20% Increased Attack Speed Stun Attack +(21 to 25) to Dexterity +(201 to 300) Maximum Stamina
Dyaus Pita Level 57		Io Ohm	Belts	+(31 to 40)% Bonus Damage to Wrath 20% Faster Cast Rate (16 to 20)% Bonus to Dexterity (16 to 20)% Bonus to Vitality (16 to 20)% Bonus to Energy +(1 to 2) to All Skills when using a Mana Potion +(31 to 50) Life after each Kill
Truce Level 61		Sur Hel	Belts	+150 Crafting Points Indestructible -5% Decreased Attack Speed -5% Slower Cast Rate +(201 to 350)% Enhanced Defense Damage Reduced by (31 to 40)
Shaman Level 67		Cham Amn	Belts	+1 to All Skills +(6 to 15)% Bonus Elemental Damage to Bloodlust +(6 to 15)% Bonus Elemental Damage to Mark of the Wild 150% Damage Reflected Level 1 Mark of the Wild (100 Charges) Level 1 Bloodlust (100 Charges)
Grace Level 13		Tir Eld	Boots	2% Chance to cast level 3 Celerity when you Kill an Enemy +5% Increased Attack Speed +5% Faster Cast Rate 5% Bonus to All Attributes All Resists +(11 to 15)% Reduces all Vendor Prices (3 to 5)%
Gravity Level 19		Ral Nef	Boots	+(41 to 60)% Enhanced Defense -50 Maximum Stamina Damage Reduced by (6 to 8)% Slows Attacker by (21 to 25)% Requirements +15%
Pinto Level 23		Nef Thul	Boots	25% Chance to cast level 7 Immolation Bomb when Struck +40% Faster Run/Walk +(11 to 15)% to Fire Skill Damage +(61 to 100)% Enhanced Defense +(75 to 90) Maximum Stamina Fire Resist -15%
Stampede Level 25		Amn Eth	Boots	8% Chance to cast level 1 Gift of the Wild when Struck +30% Faster Run/Walk +(6 to 10) to Maximum Damage +(21 to 40)% Enhanced Defense 25% Damage Reflected
Legion Level 29		Eld Shael	Boots	Total Character Damage Plus (21 to 25)% (16 to 20)% Bonus to All Attributes +(51 to 100)% Enhanced Defense +(151 to 200) Maximum Stamina Level 5 Summon Shadows (20 Charges) Level 5 Meteor Shower (50 Charges)
Snail Level 33		Hel Amn	Boots	10% Chance to cast level 6 Rune of Ice when Struck -25% Slower Run/Walk +(16 to 20)% to Cold Skill Damage +(16 to 20)% to Poison Skill Damage +(201 to 250)% Enhanced Defense Damage Reduced by (11 to 15)
Surf Level 39		Thul Ko	Boots	Indestructible 7% Chance to cast level 3 Glacial Nova when Struck +(11 to 15)% to Cold Skill Damage +(121 to 140)% Enhanced Defense +(10 per level) Maximum Stamina (Based on Character Level)
Karma Level 43		Lem Ort Ko	Boots	4% Chance to cast level 9 Punisher when Struck -10% Decreased Attack Speed -10% Slower Cast Rate +(6 to 10)% to Experience Gained (41 to 60)% Better Chance of Getting Magic Items

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

JEWELWORDS

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

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

Abaddon
(No Level)



Weapons

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

Justice
(No Level)



Weapons

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

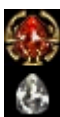
Liberation
(No Level)



Weapons

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

Energy
(No Level)



Body armor

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

Plight
(No Level)



Body armor

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

Tragedy
(No Level)



Body armor

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

Satanas Ruber
(No Level)



Body armor

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

			Fire Resist +(81 to 120)% Damage Reduced by (4 to 6)% [adds jewel modifiers]
Nirvana (No Level)		Body armor	+1 to All Skills +15% Faster Cast Rate +(61 to 80)% Enhanced Defense +(0.5 per level) to Energy (Based on Character Level) (11 to 20)% Bonus to Buff/Debuff/Cold Skill Duration Level 3 Stormtouch (50 Charges) Requirements -33% [adds jewel modifiers]
Ascension (No Level)		Body armor	+333 Crafting Points Indestructible 2% Chance to cast level 4 Pact of Blood when Struck +(141 to 160)% Enhanced Defense +222 Defense +2 to Life Regenerate Life +22 [adds jewel modifiers]
World (No Level)		Helms	+(21 to 40)% Enhanced Defense (101 to 150)% Extra Gold from Monsters (21 to 30)% Better Chance of Getting Magic Items Reduces all Vendor Prices (3 to 5)% Level 1 Vanquish (20 Charges) [adds jewel modifiers]
Zeppelin (No Level)		Helms	100% Chance to cast level 25 Blast Wave when you Die +40% Faster Run/Walk +(401 to 600) Maximum Stamina Fire Resist -25% Total Character Defense Plus (11 to 15)% 5% Bonus to Buff/Debuff/Cold Skill Duration Requirements (-51 to -70)% [adds jewel modifiers]
Willpower (No Level)		Helms	Regenerate Life +20 +(6 to 10)% to Spell Damage Increase Maximum Mana (11 to 20)% All Resists +(21 to 30)% Level 6 Mana Coil (40 Charges) Level 3 Mana Sweep (20 Charges) [adds jewel modifiers]
Satellite (No Level)		Helms	5% Chance to cast level 5 Meteor Shower when Struck 5% Chance to cast level 5 Supernova when Struck +20% Faster Run/Walk +(5 per level) Defense vs. Missiles (Based on Character Level) +10 to Life after each Kill +10 to Mana after each Kill [adds jewel modifiers]
Devotion (No Level)		Shields	5% Chance to cast level 1 Retribute when Struck +(21 to 40)% Enhanced Defense Replenish Life +(21 to 40) Lightning Resist +(31 to 40)% (11 to 20)% Chance of Uninterruptable Attack [adds jewel modifiers]

Sightless Eye
(No Level)



Shields

10% Chance to cast level 1 Arrow on Striking
(6 to 10)% Increased Chance of Blocking
(151 to 200)% Bonus to Attack Rating
+(3 to 4) to Light Radius
Level 2 Guard Tower (40 Charges)
[adds jewel modifiers]

Thundergod
(No Level)



Shields

5% Chance to cast level 2 Thunder Wave on Striking
15% Chance to cast level 4 Thunder Hammer on Striking
Knockback
+(101 to 125)% Enhanced Defense
Lightning Resist +(61 to 80)%
Level 5 Lightning Wall (10 Charges)
[adds jewel modifiers]

Citadel
(No Level)



Shields

3% Chance to cast level 4 Gift of Inner Fire when Struck
Adds 6-116 Fire Damage
+(1 per level)% Chance of Open Wounds (Based on Character Level)
+(121 to 140)% Enhanced Defense
Fire Resist +(41 to 60)%
Poison Resist +(31 to 40)%
Level 4 Fire Star (10 Charges)
[adds jewel modifiers]

Glare
(No Level)



Shields

15% Chance to cast level 5 Mana Sweep when you Kill an Enemy
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
Adds 1-100 Lightning Damage
Adds 1-100 Cold Damage
+(101 to 150)% Enhanced Defense
Lightning Resist +30%
Cold Resist +30%
+5 to Light Radius
[adds jewel modifiers]

Hallucination
(No Level)



Shields

25% Chance to cast level 5 Summon Shadows when Struck
(31 to 35)% Increased Chance of Blocking
All Resists +(31 to 40)%
Fire Absorb (11 to 15)%
Cold Absorb (11 to 15)%
Lightning Absorb (11 to 15)%
Level 2 Blink (50 Charges)
[adds jewel modifiers]

Huracan
(No Level)



Gloves

Adds 1-150 Fire Damage
Adds 1-150 Cold Damage
Adds 1-150 Lightning Damage
+1 to Mountain King
15% Bonus to Energy
Level 5 Elemental Totem (20 Charges)
Level 5 Arcane Torrent (20 Charges)
[adds jewel modifiers]

Aiwass
(No Level)



Gloves

+(4 to 6) to Summon Shadows
+(4 to 6) to Demon Blood
15% Bonus to Vitality
+93 Defense
+3 to Light Radius
Level 4 Rune of Mana (78 Charges)
[adds jewel modifiers]

Icarus
(No Level)



Gloves

100% Chance to cast level 62 Meteor Shower when you Die
+40% Faster Run/Walk
+(21 to 40) to Maximum Damage
+15% Enhanced Defense
+(31 to 40) to Vitality
+(31 to 40) to Energy

			Fire Resist -20% [adds jewel modifiers]
Pulsa Dinura (No Level)		Belts	+1 to Paladin Skills 14% Chance to cast level 2 Banish on Striking -20% Slower Run/Walk Adds 32-63 Fire Damage +(6 to 10)% to Fire Skill Damage +(31 to 40) to Life after each Kill Fire Resist +30% [adds jewel modifiers]
Slime (No Level)		Boots	(26 to 35)% Bonus to Poison Skill Duration +25% Enhanced Defense +(6 to 10)% to Poison Spell Damage Slows Attacker by (11 to 15)% Poison Length Reduced by 50% [adds jewel modifiers]
Epicenter (No Level)		Boots	Indestructible (0.25 per level)% Chance of Crushing Blow (Based on Character Level) +(11 to 15) to Strength Regenerate Life +20 Increase Maximum Life +(11 to 15)% Level 8 Meteor Shower (10 Charges) [adds jewel modifiers]
Majesty (No Level)		Boots	+10% Faster Run/Walk +(11 to 15)% to Cold Skill Damage Cold Resist +(31 to 40)% Level 2 Summon Shadows (40 Charges) Level 2 Summon Darklings (40 Charges) [adds jewel modifiers]

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