

RUNEWORDS

NEW ADDITIONS IN PATCH 1.50 | [BACK TO ITEM DATABASE](#)

There are 325 runewords and 25 jewelwords in Median 2008 1.51.

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...

My Runeword Doesn't Work, Help!!!
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.


































WEAPON RUNEWORDS





General










Dawn Level 11		Ei Eld	All 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	All 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	All 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	All 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	All 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		lth lth	All 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	All 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	All 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	All 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	All 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	All 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	All 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	All 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 Spell Damage +(11 to 15)% to Cold Spell Damage
Hog Level 25		Eth Amn	All 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	All 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	All Weapons	+(31 to 50)% Enhanced Damage Adds 1-11 Fire Damage Adds 1-11 Lightning Damage +(6 to 10)% to Fire Spell Damage +(6 to 10)% to Lightning Spell Damage Increase Maximum Life 40% Increase Maximum Mana 40%
Atom Level 29		Shael lth	All 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	All 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 Spell Damage +10% to Cold Spell Damage +15 to Strength (401 to 500)% Extra Gold from Monsters
Frenzy Level 29		Amn Eth Shael	All 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 +(11 to 15) to Strength +(11 to 15) to Dexterity 25% Damage Reflected
Tempest Level 31		Dol Shael	All 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	All 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 Spell Damage
				18% Chance to cast level 4 Frozen Crown when Struck

Sagarmatha Level 33		Hel Ort Ort	All Weapons	+(81 to 90)% Enhanced Damage -15% Slower Run/Walk Adds (7 to 14)-(23 to 42) Cold Damage +(6 to 10)% to Cold Spell Damage
Fairy Tale Level 35		Hel Io Sol	All 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 Spell Damage +(11 to 20)% to Cold Spell Damage (11 to 15)% Bonus to Dexterity Level 2 Magic Missiles (33 Charges)
Witch Level 37		Thul Lum Tal	All 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	All 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	All 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 Spell Damage Knockback (26 to 35)% Bonus to Strength
Azrael Level 41		Hel Fal	All 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	All 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
Evil Level 41		Fal Shael Dol	All Weapons	+1 to All Skills +(2.25 per level)% Enhanced Maximum Damage (Based on Character Level) +(26 to 30) to Minimum Damage Adds 34-41 Poison Damage over 8 seconds (0.375 per level)% to Poison Spell Damage (Based on Character Level)
Tide Level 41		Fal Ko Tal	All 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	All 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	All Weapons	+(91 to 120)% Enhanced Damage +1 to Retribute +1 to Retaliate +(21 to 25) to all Attributes
Blood Level 45		Pul Sol Ko	All 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	All 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	All 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	All 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	All 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	All 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	All 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	All 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	All 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	All 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	All Weapons		5% Chance to cast level 8 Frozen Crown on Striking +(181 to 210)% Enhanced Damage Stun Attack +(11 to 15)% to Cold Spell Damage +1 to Rune of Ice Half Freeze Duration (21 to 40)% Better Chance of Getting Magic Items
		Dol			+25 Crafting Points 15% Chance to cast level 9 Meteor Shower when you Kill an Enemy




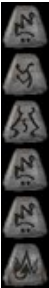






Armageddon Level 61		Fal Sur Ist	All Weapons	40% Increased Attack Speed +(181 to 200)% Enhanced Damage +(41 to 50) to Minimum Damage +75 to Strength
Crash Level 61		Sur Vex Ist Ohm	All Weapons	10% Chance to cast level 4 Blast Wave when Struck +(141 to 160)% Enhanced Damage +(51 to 70) to Maximum Damage Adds 252-286 Fire Damage 40% Bonus to Vitality Half Freeze Duration
Perdition Level 61		Sur Ko Lo Vex	All 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
Berith Level 63		Ber Ith Ber Ith	All Weapons	25% Faster Run/Walk 50% Increased Attack Speed 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 Io	All 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 Spell 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	All 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	All 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	All 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 Spell Damage +(3 to 6) to Hades Gate (Assassin Only) +(501 to 650) Maximum Stamina Half Freeze Duration
Joy Level 69		Zod Ber Ort Lo	All 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 lth Zod Um	All 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
				
				
				
Legend Level 69		Zod lth Ber Zod Cham	All Weapons	+(201 to 240)% Enhanced Damage +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	All 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 Spell 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)%
				
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		Hel		(251 to 350)% Extra Gold from Monsters (51 to 75)% Better Chance of Getting Magic Items

Level 33		Thul	Sceptres	+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 Ist	Sceptres	(31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration +(0.375 per level)% to Fire Spell Damage (Based on Character Level) +(0.375 per level)% to Lightning Spell 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 Spell Damage Lightning Resist +(61 to 80)% 10% Chance of Uninterruptable Attack +(81 to 120) Life after each Kill +(81 to 120) Mana after each Kill
Path Level 69		Zod Jah Tir	Sceptres	+(3 to 4) to Amazon Skills +25% Enhanced Damage +(31 to 40)% to Fire Spell Damage +(31 to 40)% to Physical/Magic Spell Damage All Resists +(21 to 25)% +(11 to 15)% to Experience Gained
Endor Level 33		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 Spell Damage +(16 to 20)% to Lightning Spell 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 Shael 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 Flamestrike +10 to Strength +40 to Vitality +15 to Light Radius
Charm Level 31		Tir Dol	Daggers & Throwing 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 Spell Damage +(3 to 5) to Magic Missiles

Seid Level 37		Lum lth	Daggers & Throwing 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	Daggers & Throwing 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		lth 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 lth 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
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 (10 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 Spell 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 Spell 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 Spell Damage +(16 to 20)% to Lightning Spell 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 Spell Damage +(11 to 20)% to Poison Spell 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 Spell Damage (Based on Character Level) (0.5 per level)% to Lightning Spell 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 Flamestrike when Struck +(1 to 2) to All Skills +10% Faster Cast Rate +(21 to 30)% to Fire Spell Damage (21 to 25)% Bonus to Strength (21 to 25)% Bonus to Vitality Replenish Life +(51 to 70)
Torrent Level 45	  	Pul Io Dol	Staves	12% Chance to cast level 1 Glacial Nova when Struck +(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 Spell 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 Io	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 lth 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
Banshee Level 13		Nef Nef	All 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 Spell Damage +1 to Ghost Arrow Hit Causes Monster to Flee +10% +250 Maximum Stamina
Earthquake Level 19		Ral El	All 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	All 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	All 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 Level 29		Shael Eth Shael	All 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 +20 to Maximum Damage + (31 to 35) to Strength + (31 to 35) to Vitality
Mosquito Level 35		El lo	All 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



Glow
Level 37



Lum
Tal
Io

All Bows

(4 to 6)% Life Stolen per Hit
10% Bonus to Dexterity
Level 3 Barrage (50 Charges)

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

All 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 Spell 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

All 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

All 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

All 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

All 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 Spell Damage
+1 to Barrage
(41 to 45)% Bonus to Vitality
Half Freeze Duration



Phantom
Level 65

Ith
Jah
Jah
Sur

All 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



Curse
Level 67

Ko
Jah
Cham

All Bows

5% Chance to cast level 25 Banish on Striking
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

Amazon

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

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 Spell Damage +25 to Dexterity +5% to Maximum Fire Resist Fire Resist +(41 to 50)%
Amenonuhoko Level 65		Jah El Mal Lum Ko	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 Cold Resist +75% Poison Resist +75% 20% Better Chance of Getting Magic Items
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
Assassin				
Judge Level 17		Tal Eth	Assassin 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	Assassin 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	Assassin 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	Assassin 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	Assassin 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	Assassin 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)
Barbarian				
Savitr Level 27		El Sol	Barbarian Swords (Barbarian Only)	+1 to All Skills +(81 to 120)% Enhanced Damage 75% Bonus to Attack Rating Hit Blinds Target +(3 to 6) +5 to all Attributes (31 to 50)% Extra Gold from Monsters +10 to Light Radius

Ram Level 43		Ith Sol Lem	Barbarian Swords (Barbarian Only)	<ul style="list-style-type: none">+ (1 to 3) to Barbarian Skill Levels+ (131 to 150)% Enhanced Damage(11 to 15)% Chance of Crushing Blow(11 to 15)% Bonus to Strength+ (21 to 25) to Strength+ 10% to Experience Gained
King Tiger Level 61		Sur Lum Amn	Barbarian Swords (Barbarian Only)	<ul style="list-style-type: none">+ 200 Crafting Points+ (181 to 200)% Enhanced DamageTotal Character Damage Plus (31 to 50)%Slows Target by (11 to 15)%(16 to 20)% Bonus to All AttributesIncrease Maximum Life (11 to 15)%All Resists + (21 to 25)%25% Damage Reflected20% Better Chance of Getting Magic Items
Druid				
Peacock Level 25		Amn Ral Amn	Druid Bows (Druid Only)	<ul style="list-style-type: none">5% Chance to cast level 9 Charm when Struck+ (41 to 60)% Enhanced Damage10% Increased Attack Speed10% Faster Cast Rate50% Damage ReflectedReduces all Vendor Prices (11 to 15)%(41 to 60)% Better Chance of Getting Magic Items
Great Bear Level 37		Thul Lum Tal	Druid Bows (Druid Only)	<ul style="list-style-type: none">+ (81 to 120)% Enhanced Damage+ (1.5 per level) to Maximum Damage (Based on Character Level)(11 to 15)% Chance of Crushing Blow+ (16 to 20) to all AttributesReplenish Life + (21 to 25)Total Character Defense Plus (11 to 15)%20% Better Chance of Getting Magic Items
Mouse Level 51		Eth Ist Eth Ist	Druid Bows (Druid Only)	<ul style="list-style-type: none">10% Chance to cast level 5 Gift of Celerity when you Kill an Enemy+ (151 to 170)% Enhanced Damage+ (41 to 50) to Maximum Damage(2 to 5)% Life Stolen per Hit+ (31 to 40) to Dexterity+ (201 to 400) Maximum Stamina
Free Spirit Level 67		Io Cham Thul Amn Um	Druid Bows (Druid Only)	<ul style="list-style-type: none">+ (161 to 180)% Enhanced Damage+ (2 per level) to Maximum Damage (Based on Character Level)+ (21 to 25)% Bonus to Summoned Minion Resistances(41 to 50)% Bonus to Dexterity(21 to 30)% Bonus to Energy+ (31 to 40) to Vitality25% Damage Reflected
Necromancer				
Mantra Level 15		Ith Eth	Necromancer Wands (Necromancer Only)	<ul style="list-style-type: none">+ 1 to Necromancer Skill Levels+ 100% Enhanced Damage+ 20 to Maximum DamageAttacker Flees after Striking + 15%Replenish Life + 20Regenerate Mana + 100%
Harvest Level 23		Thul Tir	Necromancer Wands (Necromancer Only)	<ul style="list-style-type: none">+ 1 to Necromancer Skill Levels20% Faster Run/Walk50% Increased Attack Speed+ (5 to 8) to Totemic Mastery (Necromancer Only)All Resists + (11 to 15)%
Dead Ringer Level 35		Io Nef	Necromancer Wands (Necromancer Only)	<ul style="list-style-type: none">+ (1 to 2) to All Skills+ (4 to 6) to Gamma Field+ (9 to 12) to Poison FlashDruid Morph
Hourglass Level 43		Lem Amn	Necromancer Wands (Necromancer Only)	<ul style="list-style-type: none">+ (1 to 2) to Necromancer Skill Levels+ 1 to Pagan Heart+ (31 to 40)% Bonus to Summoned Minion Damage15% Bonus to All AttributesSlows Attacker by 50%+ (11 to 15)% to Experience Gained
Deep Water Level 57		Ohm Vex	Necromancer Wands (Necromancer Only)	<ul style="list-style-type: none">+ (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)



Ruin
Level 67



Cham
Um

Necromancer Wands
(Necromancer Only)

(16 to 20)% Bonus to Vitality
Half Freeze Duration

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

Genie
Level 27



Tir
Sol

Necromancer Crossbows
(Necromancer Only)

+1 to All Skills
+(16 to 20)% to Spell Damage
+1 to Ghost Arrow
Slows Target by (41 to 50)%
+(11 to 15)% Bonus to Summoned Minion Resistances
+(21 to 25) to Dexterity

Thammuz
Level 49



Mal
Eth
Thul

Necromancer Crossbows
(Necromancer Only)

50% Chance to cast level 20 Flamestrike when you Kill an Enemy
+(141 to 170)% Enhanced damage
+(101 to 130) to Maximum Damage
Adds 250-500 Fire Damage
+(26 to 30)% to Fire Spell Damage
+333 to Life
Poison Resist +(51 to 70)%

Shaula
Level 57



Ohm
Ral
Lum

Necromancer Crossbows
(Necromancer Only)

25% Chance to cast level 15 Starburst when you Kill an Enemy
+(1 to 2) to All Skills
40% Increased Attack Speed
(11 to 16)% Stamina Stolen per Hit
(21 to 30)% Bonus to Vitality
(51 to 75)% Better Chance of Getting Magic Items

Paladin

Jihad
Level 23



Thul
Ral

Paladin Blunt Weapons
(Paladin Only)

50% Chance to cast level 8 Rain of Bombs when you Kill an Enemy
+(1 to 2) to Paladin Skill Levels
+(81 to 100)% Enhanced Damage
20% Faster Cast Rate
+200% Damage to Demons
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Poison Spell Damage

Rex Deus
Level 43



Lem
El
Ral

Paladin Blunt Weapons
(Paladin Only)

+(81 to 120)% Enhanced Damage
15% Faster Run/Walk
75% Bonus to Attack Rating
Hit Blinds Target +(2 to 4)
All Resists +(11 to 15)%
+5% to Experience Gained
(101 to 150)% Extra Gold from Monsters

Intifada
Level 65



Jah
Hel
Jah
Hel

Paladin Blunt Weapons
(Paladin Only)

25% Chance to cast level 14 Shower of Rocks on Attack
+(231 to 270)% Enhanced Damage
50% Increased Attack Speed
+(4 per level) to Maximum Damage (Based on Character Level)
+(41 to 50)% to Cold Spell Damage
Freezes Target +(2 to 4)
Total Character Defense = 0

Sorceress

Circe
Level 17



Tal
Tir

Sorceress 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

Sorceress Orbs
(Sorceress Only)

+(1 to 2) to Sorceress Skill Levels
+(16 to 20)% to Lightning Spell 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

Sorceress 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

Sorceress 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	Sorceress Orbs (Sorceress Only)	+ (2 to 3) to All Skills (21 to 25)% Increased Chance of Blocking + (16 to 20)% to Fire Spell Damage + (9 to 13) to Ring of Light (16 to 20)% Bonus to Energy + 10% to Experience Gained
Hestia Level 63		Ber Lum Shael	Sorceress Orbs (Sorceress Only)	+ (31 to 40)% to Fire Spell Damage + (3 to 5) to Pagan Rites + (4 to 6) to Cataclysm (Sorceress Only) + (4 to 6) to Flamestrike (Sorceress Only) Fire Absorb 15% 20% Chance of Uninterruptable Attack 20% Better Chance of Getting Magic Items

ARMOR RUNEWORDS

General








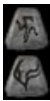
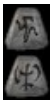



Rebel Level 12		El El	Body Armor	100% Bonus to Attack Rating Total Character Damage Plus (6 to 10)% + (21 to 40)% Enhanced Defense All Resists + (16 to 20)% Level 1 Death Metal (15 Charges)
Clash Level 15		Eld Eth	Body Armor	+ (11 to 15) to Maximum Damage (0.25 per level)% to Fire Spell Damage (Based on Character Level) (0.25 per level)% to Cold Spell 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
Jubilee (Two Years) Level 23		Tal El Thul	Body Armor	50% Chance to cast level 2 Fire Cascade when you Kill an Enemy 50% Bonus to Attack Rating + 10% to Fire Spell Damage + 10% to Lightning Spell 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 Spell 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 Spell Damage +(11 to 15)% to Cold Spell Damage +(5 to 8) to Hunting Banshee 50% Damage Taken Goes To Mana Requirements -33%
Rune Level 33		lth 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 lth 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)
Warpath Level 39		Thul Eth Ko	Body Armor		+6 to Maximum Damage +(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 Spell Damage +(141 to 160)% Enhanced Defense +(21 to 30) to Energy Regenerate Mana +(41 to 60)%




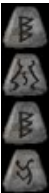







Turtle Level 57		Pul Ohm lth	Body Armor	Indestructible -25% Slower Run/Walk +(151 to 175)% Enhanced Defense +(501 to 700) Defense Fire Resist +30% Poison Resist +30% Damage Reduced by (11 to 15)%
Dragonheart Level 59		Lo Mal Lo Mal	Body Armor	+1 to All Skills +20% Increased Attack Speed +1 to Blood Flash +(2.5 per level)% Enhanced Defense (Based on Character Level) +(3 per level) to Vitality (Based on Character Level)
Warp Level 61		Um Dol Lem Sur	Body Armor	+25 Crafting Points 2% Chance to cast level 1 Teleport on Striking Indestructible 25% Chance to cast level 1 Teleport when Struck 25% Faster Run/Walk +3 to Minimum Damage (21 to 30)% Bonus to Energy Lightning Resist +(51 to 70)% +5% to Experience Gained
Mark of Cain Level 61		Sur lst lo Shael	Body Armor	+25 Crafting Points -20% Decreased Attack Speed (8 to 11)% Life Stolen per Hit +1 to Blood Tide Totem +(41 to 45) to Strength +(41 to 45) to Energy +(61 to 80) to Life after each Kill
Fae Level 63		El 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 Level 65		El Jah Jah Ohm	Body Armor	+(1.5 per level) to Maximum Damage (Based on Character Level) 50% Bonus to Attack Rating +(161 to 180)% Enhanced Defense +1007 Defense Damage Reduced by (16 to 20)
Royalty Level 67		Um Cham Gul lst	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 Spell Damage +(181 to 200)% Enhanced Defense +1311 Defense 5% Chance of Uninterruptable Attack Half Freeze Duration
Unity Level 69		Ber Jah Zod lth 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 lth	Helms	4% Chance to cast level 2 Celerity when Struck +25% Faster Run/Walk Attacker Flees after Striking +5% +(16 to 30)% Enhanced Defense +(101 to 125) Maximum Stamina
Space Level 17		Tal El	Helms	2% Chance to cast level 18 Supernova when Struck +20% Increased Attack Speed +20% Faster Cast Rate 50% Bonus to Attack Rating +55 Defense +5 to All Attributes
Babylon Level 19		Ral Tir	Helms	+1 to All Skills -10% Slower Run/Walk +(6 to 10)% to Poison Spell Damage Attacker Flees after Striking +(11 to 15)% (51 to 100)% Extra Gold from Monsters Reduces all Vendor Prices (6 to 10)%
Altitude Level 21		El Ort	Helms	3% Chance to cast level 5 Raven Flight when Struck 10% Increased Attack Speed 10% Faster Cast Rate 10% Faster Hit Recovery 10% Faster Block Rate (11 to 15)% Increased Chance of Blocking 50% Bonus to Attack Rating
Brain Level 21		Tal Ort	Helms	+(21 to 40) Defense Increase Maximum Mana 50% +5% to All Maximum Resistances Level 5 Punisher (20 Charges)
Dictator Level 23		Tal Amn	Helms	33% Chance to cast level 4 Bloodlust when you Kill an Enemy +(21 to 30)% Bonus Damage to Bloodlust +(31 to 50) Defense -25% Less Gold from Monsters
Nightmare Level 27		lth Shael	Helms	+(81 to 100)% Enhanced Defense +(21 to 25) to Strength +(11 to 15) to Energy Increase Maximum Mana 10% +2 to All Skills when using a Mana Potion Level 4 Cold Blood (20 Charges)
Pearl Level 29		Sol Sol Shael	Helms	+(16 to 20)% to Lightning Spell 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 lth Eth	Helms	33% Chance to cast level 10 Guard Tower when you Kill an Enemy 7% Chance to cast level 5 Fortress when Struck +(21 to 30) to Maximum Damage Total Character Damage Plus (11 to 15)% +(31 to 50)% Enhanced Defense
Chill Level 35		Dol lo	Helms	20% Chance to cast level 1 Rune of Ice when Struck +3 to Minimum Damage 10% Bonus to Dexterity +(81 to 100)% Enhanced Defense Cold Resist +(61 to 80)% +15% to Maximum Cold Resistance Cannot Be Frozen 15% Chance to cast level 1 Teleport when Struck














Clairvoyance Level 37		Lum Dol El	Helms	+1 to All Skills 5% Faster Cast Rate +3 to Minimum Damage (401 to 500)% Bonus to Attack Rating +(11 to 15) to Energy +(11 to 15) to Dexterity (11 to 15)% Better Chance of Getting Magic Items
Galaxy Level 43		Sol Lem Ko	Helms	+(101 to 120)% Enhanced Defense 15% Bonus to All Attributes +(16 to 20) to all Attributes +2% to Experience Gained
Ra Level 45		Ko Shael Pul	Helms	25% Chance to cast level 3 Lionheart when Struck Total Character Defense Plus (11 to 15)% +(477 to 529) Defense +(21 to 25) to Strength Fire Resist +30% Requirements -66%
Alchemy Level 47		Um Lem Io	Helms	(0.5 per level)% to Poison Spell 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		Io Gul Shael	Helms	+1 to All Skills +(21 to 25)% to Poison Spell 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 Io	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 Spell 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		Ber	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%





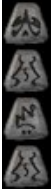
Level 63		Tal		(26 to 35)% Chance of Uninterruptable Attack Level 14 Bloodstorm (25 Charges) Requirements -50%
Ragnarok Level 67		Cham Pul Ist	Helms	Indestructible +(8 per level)% Enhanced Defense (Based on Character Level) All Resists -75% Damage Reduced by (16 to 20)%
Cauldron Level 69		Cham Fal Zod	Helms	+1 to All Skills +1 to Hex +(121 to 160)% Enhanced Defense Slows Attacker by (16 to 20)%
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 Spell 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 Spell Damage +(6 to 10)% to Lightning Spell 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 Spell 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)
Cloud Level 41	  	Thul Fal Hel	Shields	+(101 to 130)% Enhanced Defense +(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
Seraph Level 59	   	Lo El Lo Lum	Shields	100% Chance to cast level 61 Supernova when you Die +1 to All Skills +35% Faster Cast Rate +25% Faster Hit Recovery 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%
				+25 Crafting Points



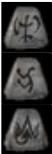

Sail Level 61		Dol Ko Ohm Sur	Shields	+1 to All Skills 35% Faster Run/Walk +5 to Minimum Damage +(351 to 400) Maximum Stamina (16 to 20)% Chance of Uninterruptable Attack
Freedom Level 61		Sur Fal Sur Thul	Shields	+50 Crafting Points +(101 to 125)% Enhanced Defense +20 to Dexterity Damage Reduced by (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%
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 Spell 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 Spell Damage +(6 to 10)% to Lightning Spell 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)
				18% Chance to cast level 6 Flash when Struck

Coil Level 41		Tal Fal	Belts	(0.375 per level)% to Lightning Spell Damage (Based on Character Level) +5 to All Attributes Lightning Resist +(41 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)
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 lth	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 Spell Damage (Based on Character Level) Decrease Maximum Mana -33% +5% to Experience Gained 15% Better Chance of Getting Magic Items
Sun Level 49		Mal Shael Lum	Gloves	25% Chance to cast level 8 Pain Spirit when you Kill an Enemy +(0.5 per level) to Maximum Damage (Based on Character Level) +(11 to 15) to Strength +(11 to 15) to Dexterity Reduces all Vendor Prices (3 to 5)% (41 to 50)% Better Chance of Getting Magic Items

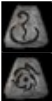
Asp Level 53		Tal Gul lo	Gloves	(21 to 30)% Deadly Strike 40% Chance of Open Wounds (21 to 25)% Bonus to Dexterity +(26 to 30) to Dexterity
Spider Level 53		Gul Gul El	Gloves	+25% Bonus to Poison Skill Duration 50% Bonus to Attack Rating +2 to [random assassin skill] (Assassin Only) (21 to 25)% Bonus to Dexterity
Eagle Level 59		Lo Tir	Gloves	100% Chance to cast level 25 Static Trap when you Die +10% Faster Cast Rate +(16 to 20)% to Lightning Spell Damage +(16 to 20)% to Physical/Magic Spell 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 Spell 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 3) to All Skills +30% Increased Attack Speed +30% Faster Cast Rate +(1 to 5) to Raven Flight +(21 to 25) to All Attributes
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 Spell 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 Spell Damage +(16 to 20)% to Poison Spell Damage +(201 to 250)% Enhanced Defense Damage Reduced by (11 to 15)
Surf Level 39		Thul Ko	Boots	Indestructible 7% Chance to cast level 13 Glacial Nova when Struck +(11 to 15)% to Cold Spell 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)

Amazon

Edda Level 31		Eth Dol	Amazon Helms (Amazon Only)	+1 to Amazon Skill Levels 20% Increased Attack Speed 10% Faster Block Rate +10 Damage (21 to 25)% Chance of Uninterruptable Attack (251 to 300)% Extra Gold from Monsters
Pyramid Level 37		Eth El Lum	Amazon Helms (Amazon Only)	(+21 to 30) to Maximum Damage 50% Bonus to Attack Rating (+11 to 15)% to Fire Spell Damage (+11 to 15)% to Lightning Spell Damage (+11 to 15)% to Cold Spell Damage (+21 to 40) to Strength (+21 to 40) to Dexterity (+21 to 40) to Vitality 20% Better Chance of Getting Magic Items
Amaterasu Level 55		Io Vex Tir	Amazon Helms (Amazon Only)	(+11 to 15) Energy Factor to Spell Damage (+1 to 3) to Amazon Skill Levels (+16 to 20)% to Spell Damage (11 to 20)% Bonus to Dexterity (11 to 20)% Bonus to Energy Half Freeze Duration Attacker Takes Fire Damage of (301 to 400) Level 10 Apocalypse (20 Charges)
Siegfried Level 69		El Zod Lo Lem	Amazon Helms (Amazon Only)	30% Increased Attack Speed 60% Faster Hit Recovery (+1.5 per level) to Maximum Damage (Based on Character Level) 50% Bonus to Attack Rating (+3 to 12) to Vanquish (+221 to 240)% Enhanced Defense Lightning Resist (+41 to 60)% +2% to Experience Gained

Assassin

Asmodai Level 33		Amn Hel	Assassin Shields (Assassin Only)	+1 to Assassin Skill Levels 10% Faster Cast Rate Adds 15-100 Cold Damage (+11 to 20)% to Lightning Spell Damage (+11 to 20)% to Cold Spell Damage (151 to 200)% Damage Reflected
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Sangreal Level 39		El Ko	Assassin Shields (Assassin Only)	50% Bonus to Attack Rating (6 to 9)% Stamina Stolen per Hit +(121 to 150)% Enhanced Defense (21 to 30)% Bonus to Strength (21 to 30)% Bonus to Vitality Replenish Life +(21 to 25) Half Freeze Duration Slows Attacker by (16 to 20)%
				15% Increased Attack Speed 25% Faster Block Rate +(16 to 20)% to Fire Spell Damage +(16 to 20)% to Poison Spell Damage +(1 to 4) to Way of the Phoenix (Assassin Only) +(1 to 4) to Way of the Spider (Assassin Only) 10% Bonus to Energy
				+(1 to 2) to All Skills 50% Bonus to Attack Rating +(1 to 4) to Blood Tide Totem Knocks Attacker Back +(221 to 250)% Enhanced Defense Lightning Resist +30% Cold Resist +30% 50% Extra Gold from Monsters -2 to Light Radius
Amaymon Level 47		Ral Um Thul	Assassin Shields (Assassin Only)	
Opera Level 59		Ort El Lo	Assassin Shields (Assassin Only)	
<hr/>				
Barbarian				
Dust Level 23		Thul Eth	Barbarian 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	Barbarian 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	Barbarian 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	Barbarian Helms (Barbarian Only)	+(31 to 40)% to Lightning Spell 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)%
<hr/>				
Druid				
Black Sheep Level 25		Amn Tal	Druid Helms (Druid Only)	20% Chance to cast level 5 Summon Darklings when Struck +1 to Druid Skill Levels +(11 to 15)% to Poison Spell 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	Druid Helms (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	Druid Helms (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	Druid Helms (Druid Only)	+(1 to 3) to Druid Skill Levels 40% Faster Cast Rate +10 to Minimum Damage +(26 to 30)% to Fire Spell Damage +(26 to 30)% to Cold Spell Damage



Dol

+ (26 to 30)% to Poison Spell Damage
+1 to Mana Sweep
5% Chance of Uninterruptable Attack

Necromancer

Loa
Level 21

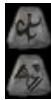


Ort
Eth

Necromancer Shields
(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

Necromancer Shields
(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)

Warlock
Level 39



Ko
Hel
Shael

Shrunken Heads
(Necromancer Only)

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

Necromancer Shields
(Necromancer Only)

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

Quimbanda
Level 59

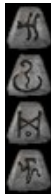


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Necromancer Shields
(Necromancer Only)

+ (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

Necromancer Shields
(Necromancer Only)

+200 Crafting Points
25% Chance to cast level 10 Glacial Nova when Struck
+ (16 to 20)% to Cold Spell 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

Paladin

Shedim
Level 19



Ral
Tal

Paladin 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

Paladin 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

Paladin 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





Paladin 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

20% Chance to cast level 15 Wrath when Struck

Messiah Level 53		Gul Pul Thul	Paladin Shields (Paladin Only)	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)%
Rapture Level 63		Ber Thul Mal Ko	Paladin Shields (Paladin Only)	5% Chance to cast level 1 Charm when Struck +(3 to 4) to Paladin Skill Levels +(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.

Sorceress



Demeter Level 29		Shael Ral	Sorceress Body Armors (Sorceress Only)	+(1 to 2) to Sorceress Skill Levels +(26 to 30)% to Poison Spell Damage +(1 to 6) to Poison Flash +(11 to 15) to Strength Replenish Life +(11 to 20) Level 5 Charm (25 Charges) Requirements -20%
Swan Level 43		Lem Ith Thul	Sorceress Body Armors (Sorceress Only)	+(11 to 15) Energy Factor to Spell Damage -10% Slower Run/Walk +(16 to 20)% to Spell Damage +(61 to 80)% Enhanced Defense Damage Reduced by (6 to 8) +(6 to 10)% to Experience Gained
Astarte Level 51		Ist Eth Ist	Sorceress Body Armors (Sorceress Only)	20% Increased Attack Speed +(31 to 50) to Maximum Damage (6 to 10)% Chance of Crushing Blow +(1 to 6) to Hades Gate +75 to Strength +75 to Energy Increase Maximum Life (11 to 15)%
Constellation Level 65		Jah Pul Ort	Sorceress Body Armors (Sorceress Only)	+(21 to 25)% to Fire Spell Damage +(21 to 25)% to Lightning Spell Damage +(21 to 25)% to Cold Spell Damage Blinds Attacker +(1 to 3) Freezes Attacker +(1 to 3) Knocks Attacker Back +25% Enhanced Defense +(41 to 50) to all Attributes +(1 to 3) to All Skills when using a Mana Potion Fire Resist +(61 to 100)% 50% Extra Gold from Monsters

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.

The colour of the jewel does not matter, but the gem type does.

WEAPON JEWELWORDS

Compassion (No Level)		All 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)		All 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)

All 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)

All 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)

All 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)

All 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]

ARMOR JEWELWORDS



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

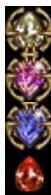
100% Chance to cast level 25 Blast Wave when you Die
+40% Faster Run/Walk
+(401 to 600) Maximum Stamina
Fire Resist -25%
Total Character Defense Plus (11 to 15)%
5% Bonus to Buff/Debuff/Cold Skill Duration
Requirements (-51 to -70)%
[adds jewel modifiers]



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

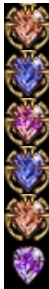
3% Chance to cast level 4 Gift of Inner Fire when Struck
Adds 6-116 Fire Damage
+(1 per level)% Chance of Open Wounds (Based on Character Level)
+(121 to 140)% Enhanced Defense
Fire Resist +(41 to 60)%
Poison Resist +(31 to 40)%
Level 4 Flamestrike (10 Charges)
[adds jewel modifiers]



**Glare
(No Level)**

Shields

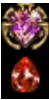
15% Chance to cast level 5 Mana Sweep when you Kill an Enemy
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
Adds 1-100 Lightning Damage
Adds 1-100 Cold Damage
+(101 to 150)% Enhanced Defense
Lightning Resist +30%
Cold Resist +30%
+5 to Light Radius
[adds jewel modifiers]



**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]



**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 Spell Damage
+(31 to 40) to Life after each Kill
Fire Resist +30%
[adds jewel modifiers]



**Huracan
(No Level)**

Gloves

Adds 1-50 Fire Damage
Adds 1-50 Cold Damage
Adds 1-50 Lightning Damage
+(1 to 3) to Mountain King (Barbarian Only)
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
+(5 to 18) to Demon Blood
25% Bonus to Strength
15% Bonus to Vitality
+93 Defense
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]



**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 Spell Damage
Cold Resist +(31 to 40)%
Level 2 Summon Shadows (40 Charges)
Level 2 Summon Darklings (40 Charges)
[adds jewel modifiers]