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## 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...

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### My Runeword Doesn't Work, Help!!1!

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

### Oskills

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

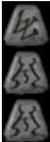
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## WEAPON RUNEWORDS

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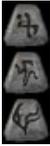
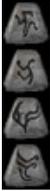
### General

<b>Dawn</b> 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)
<b>Dusk</b> 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)
<b>Rage</b> 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
<b>Vulture</b> 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
<b>Horror</b> 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)
<b>Sky</b> Level 15		Ith Ith	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)
<b>Kestrel</b> 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
<b>Osiris</b> 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

<b>Ghost Level 17</b>		Tal lth	All Weapons	2% Chance to cast level 1 Possession on Striking +(26 to 40)% Enhanced Damage +10% Faster Run/Walk Slows Target by (16 to 25)%
<b>Brutality Level 21</b>		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
<b>Shark Level 21</b>		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
<b>Decay Level 21</b>		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
<b>Mirth Level 23</b>		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
<b>Hog Level 25</b>		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
<b>Gore Level 25</b>		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
<b>Drama Level 25</b>		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%
<b>Atom Level 29</b>		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%
<b>Raven Level 29</b>		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
<b>Frenzy Level 29</b>		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
<b>Tempest Level 31</b>		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
<b>Shame Level 33</b>		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

<b>Sagarmatha</b> 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
<b>Fairy Tale</b> Level 35		Hel lo 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)
<b>Witch</b> 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
<b>Oxygen</b> 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
<b>Bear</b> 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
<b>Azrael</b> 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)
<b>Joker</b> 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
<b>Evil</b> 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)
<b>Tide</b> 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
<b>Sphere</b> 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)%
<b>Strength of One</b> Level 45		Shael Pul Fal	All Weapons	+(91 to 120)% Enhanced Damage +1 to Retribute +1 to Retaliate +(21 to 25) to all Attributes
<b>Blood</b> 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)%

<b>Enyo</b> 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)%
				
				
<b>Hymn</b> 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%
				
				
<b>Carnage</b> 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
				
				
<b>Gauntlet</b> 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%
				
				
<b>Chasm</b> 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)%
				
				
<b>Lion</b> 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
				
				
<b>Oblivion</b> 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)
				
				
<b>Guide Star</b> 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
				
				
<b>Growth</b> 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%
				
				
<b>Moonlight</b> 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 lo	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  
Ith  
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  
Ist  
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  
Ith  
Dol

Melee weapons

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

**Prophecy  
Level 15**



Eth  
Ith

Sceptres

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

**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 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	Dagggers & 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

<b>Seid</b> 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)
<b>King's Blood</b> 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
<b>Wasp</b> 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%
<b>Copperhead</b> Level 21		lth Ort	Throwing Weapons	+(51 to 75)% Enhanced Damage Knockback 40% Bonus to Strength
<b>Cheetah</b> Level 25		Ral Amn	Throwing Weapons	4% Chance to cast level 2 Celerity when Struck +(71 to 100)% Enhanced Damage +25% Faster Run/Walk +(21 to 30) to Dexterity -100 Maximum Stamina
<b>Reaper</b> Level 33		Hel Shael	Throwing Weapons	5% Chance to cast level 10 Punisher on Striking 10% Chance to cast level 5 Unholy Armor when you Kill an Enemy +(81 to 100)% Enhanced Damage +(31 to 40) to Maximum Damage (3 to 5)% Life Stolen per Hit
<b>Icebird</b> Level 39		Ko Tal	Throwing Weapons	6% Chance to cast level 2 Shackles of Ice on Striking 33% Chance to cast level 6 Glacial Nova when you Kill an Enemy +(101 to 120)% Enhanced Damage (6 to 8)% Mana Stolen per Hit +5 to All Attributes Cold Resist +(41 to 60)% Half Freeze Duration
<b>Tornado</b> Level 45		Pul Amn	Throwing Weapons	+(121 to 140)% Enhanced Damage +66% Increased Attack Speed Knockback Damage Reduced by (6 to 8)% Level 2 Typhoon Sentry (50 Charges)
<b>Chrysopelea</b> Level 51		Dol Ko Ist	Throwing Weapons	15% Chance to cast level 12 Poison Flash when Struck +(101 to 150)% to Poison Skill Duration +(141 to 160)% Enhanced Damage +(51 to 60) to Minimum Damage (21 to 30)% Bonus to Strength
<b>Vengeance</b> Level 57		Ohm Mal	Throwing Weapons	20% Chance to cast level 25 Meteor Shower when you Kill an Enemy 20% Chance to cast level 25 Lightning Cascade when you Kill an Enemy 20% Chance to cast level 25 Frozen Crown when you Kill an Enemy +(161 to 200)% Enhanced Damage +(41 to 70) to Maximum Damage
<b>Dajjal</b> Level 61		Sol Sur Vex	Throwing Weapons	+25 Crafting Points 4% Chance to cast level 8 Immolation Bomb on Striking 12% Chance to cast level 14 Blast Wave when you Kill an Enemy +(181 to 200)% Enhanced Damage 40% Increased Attack Speed 40% Faster Hit Recovery +(1 per level) to Maximum Damage (Based on Character Level) Half Freeze Duration
<b>Manitou</b> Level 69		Zod 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
<b>Mourning</b> 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
<b>Pax Mystica</b> 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)
<b>Archon</b> 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
<b>Caduceus</b> 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)
<b>Hadad</b> 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
<b>Air</b> 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%
<b>Elder</b> 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)
<b>Lich</b> 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%
<b>Snowstorm</b> 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
<b>Abyss</b> 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)
<b>Torrent</b> Level 45	  	Pul lo 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)%
<b>Dancing Flame</b> 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
<b>Summanus</b> 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
<b>Servitude</b> 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

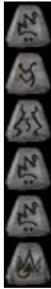


Zod  
Cham  
Hel  
Sur  
Zod

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  
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

				(4 to 6)% Life Stolen per Hit 10% Bonus to Dexterity Level 3 Barrage (50 Charges)
<b>Glow Level 37</b>	  	Lum Tal lo	All 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)
<b>Sinew Level 39</b>	  	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)
<b>Demon Level 43</b>	  	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
<b>Balance Level 45</b>	  	lo Pul lo	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
<b>Hive Level 49</b>	   	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)%
<b>Sacrifice Level 55</b>	  	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
<b>Phantom Level 65</b>	   	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
<b>Curse Level 67</b>	  	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

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**Amazon**

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

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<b>Poem</b> 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)%
<b>Amenonuhoko</b> 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
<b>Scar</b> 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
<b>Trishula</b> 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
<b>Assassin</b>				
<b>Judge</b> 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
<b>Liquid</b> 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
<b>Fiend</b> 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
<b>Frequency</b> 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%
<b>Choronzon</b> 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
<b>Misery</b> Level 65		Jah lo ith	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)
<b>Barbarian</b>				
<b>Savitr</b> 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)

+ (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)

+ 200 Crafting Points  
+ (181 to 200)% Enhanced Damage  
Total Character Damage Plus (31 to 50)%  
Slows Target by (11 to 15)%  
(16 to 20)% Bonus to All Attributes  
Increase Maximum Life (11 to 15)%  
All Resists + (21 to 25)%  
25% Damage Reflected  
20% Better Chance of Getting Magic Items

**Druid**

**Peacock**  
Level 25



Amn  
Ral  
Amn

Druid Bows  
(Druid Only)

5% Chance to cast level 9 Charm when Struck  
+ (41 to 60)% Enhanced Damage  
10% Increased Attack Speed  
10% Faster Cast Rate  
50% Damage Reflected  
Reduces all Vendor Prices (11 to 15)%  
(41 to 60)% Better Chance of Getting Magic Items

**Great Bear**  
Level 37

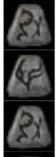


Thul  
Lum  
Tal

Druid Bows  
(Druid Only)

+ (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 Attributes  
Replenish Life + (21 to 25)  
Total Character Defense Plus (11 to 15)%  
20% Better Chance of Getting Magic Items

**Mouse**  
Level 51

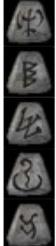


Eth  
Ist  
Eth  
Ist

Druid Bows  
(Druid Only)

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)

+ (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 Vitality  
25% Damage Reflected

**Necromancer**

**Mantra**  
Level 15



Ith  
Eth

Necromancer 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

Necromancer 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

Necromancer 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

Necromancer 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%  
+ (11 to 15)% to Experience Gained

**Deep Water**  
Level 57



Ohm  
Vex

Necromancer Wands  
(Necromancer Only)

+ (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

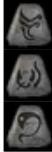


Mal  
Eth  
Thul

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

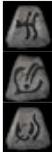


Thul  
Ral

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

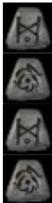


Lem  
El  
Ral

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

<b>Kabbalah</b> 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
<b>Hestia</b> 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

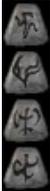
## ARMOR RUNEWORDS

### General

<b>Rebel</b> 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)
<b>Clash</b> 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
<b>Mirage</b> 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)
<b>Assault</b> 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
<b>Spine</b> 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
<b>Youth</b> 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
<b>Berserk</b> 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
<b>Jubilee (Two Years)</b> 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
<b>Glory</b> 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%
<b>Brimstone</b> 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)%
<b>Mystery</b> 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



				+45 to Vitality
<b>Black Cat Level 43</b>	  	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)%
<b>Throne Level 45</b>	  	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)
<b>Affluence Level 45</b>	  	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
<b>Jinx Level 47</b>	   	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
<b>Temple Level 49</b>	  	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
<b>Blaze Level 49</b>	   	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
<b>Arreat Level 53</b>	  	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
<b>Shivers Level 53</b>	   	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)%
<b>Vertigo Level 55</b>	   	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%
<b>Thunder Level 57</b>	  	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)%

<b>Turtle</b> 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)%
<b>Dragonheart</b> 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)
<b>Warp</b> 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
<b>Mark of Cain</b> Level 61		Sur Ist lo Shael	Body Armor	+25 Crafting Points -20% Decreased Attack Speed (8 to 11)% Life Stolen per Hit +1 to Blood Tide Totem +(41 to 45) to Strength +(41 to 45) to Energy +(61 to 80) to Life after each Kill
<b>Fae</b> 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%
<b>Light</b> Level 65		Ei 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)
<b>Royalty</b> 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)%
<b>Cathedral</b> 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
<b>Unity</b> 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)

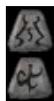


Dictator  
Level 23

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



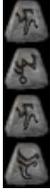
Chill  
Level 35

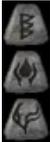
Dol  
lo

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 Eid	Helms	+1 to Pagan Rites +(31 to 40) to Vitality +(31 to 40) to Energy Total Character Defense Plus (21 to 40)% (41 to 60)% Better Chance of Getting Magic Items +(76 to 100)% More Gold from Monsters
Corruption Level 53		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 Blindsight (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)
<b>Cloud Level 41</b>	  	Thul Fal Hel	Shields	+ (101 to 130)% Enhanced Defense + (31 to 40) to Dexterity + (211 to 250) Maximum Stamina Requirements (-50 to -75)%
<b>Saint Level 45</b>	  	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
<b>Power Level 45</b>	  	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)
<b>Jester Level 47</b>	  	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
<b>Prayer Level 49</b>	   	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
<b>Shadow Level 51</b>	   	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
<b>Bull Level 53</b>	   	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)%
<b>Avatar Level 55</b>	    	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%
<b>Titan Level 57</b>	  	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
<b>Seraph Level 59</b>	   	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**

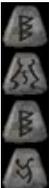


Hel  
Ber  
Eth

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**

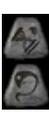


lo  
El

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

<b>Coil</b> Level 41		Tal Fal	Belts	(0.375 per level)% to Lightning Spell 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)
<b>Star</b> 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
<b>Twister</b> 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
<b>Dyaus Pita</b> Level 57		lo 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
<b>Truce</b> 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)
<b>Shaman</b> 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)
<b>Claw</b> 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)
<b>Worship</b> 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
<b>Samhain</b> 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
<b>Mercy</b> 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)
<b>Skald</b> 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)
<b>Kali</b> Level 35		Sol lo	Gloves	21% Chance to cast level 4 Immolation when you Kill an Enemy +(1 to 2) to All Skills -214 Defense +10% to Maximum Fire Resistance Level 2 Black Sleep (124 Charges)
<b>Scorpion</b> 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
<b>Sun</b> 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

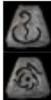
<b>Asp</b> Level 53		Tal Gul lo	Gloves	(21 to 30)% Deadly Strike 40% Chance of Open Wounds (21 to 25)% Bonus to Dexterity +(26 to 30) to Dexterity
<b>Spider</b> Level 53		Gul Gul El	Gloves	+25% Bonus to Poison Skill Duration 50% Bonus to Attack Rating +2 to [random assassin skill] (Assassin Only) (21 to 25)% Bonus to Dexterity
<b>Eagle</b> 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)%
<b>Nahual</b> 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%
<b>Augur</b> 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
<b>Grace</b> 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)%
<b>Gravity</b> 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%
<b>Pinto</b> 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%
<b>Stampede</b> 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
<b>Legion</b> 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)
<b>Snail</b> 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)
<b>Surf</b> 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)
<b>Karma</b> 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

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

#### Amazon

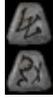
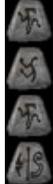
<b>Edda</b> Level 31		Eth Dol	Amazon Helms (Amazon Only)	+1 to Amazon Skill Levels 20% Increased Attack Speed 10% Faster Block Rate +10 Damage (21 to 25)% Chance of Uninterruptable Attack (251 to 300)% Extra Gold from Monsters
<b>Pyramid</b> Level 37		Eth El Lum	Amazon Helms (Amazon Only)	+(21 to 30) 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
<b>Amaterasu</b> Level 55		lo 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)
<b>Siegfried</b> 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

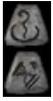
<b>Asmodai</b> Level 33		Amn Hel	Assassin Shields (Assassin Only)	+1 to Assassin Skill Levels 10% Faster Cast Rate Adds 15-100 Cold Damage +(11 to 20)% to Lightning Spell Damage +(11 to 20)% to Cold Spell Damage (151 to 200)% Damage Reflected
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<b>Sangreal Level 39</b>		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)%
<b>Amaymon Level 47</b>		Ral Um Thul	Assassin Shields (Assassin Only)	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
<b>Opera Level 59</b>		Ort El Lo	Assassin Shields (Assassin Only)	+(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

### Barbarian

<b>Dust Level 23</b>		Thul Eth	Barbarian Helms (Barbarian Only)	+(11 to 15) to Maximum Damage Blinds Attacker +1 -10 to Dexterity -4 to Light Radius
<b>Centurion Level 37</b>		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
<b>Essus Level 49</b>		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
<b>Thunderbird Level 61</b>		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)%

### Druid

<b>Black Sheep Level 25</b>		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
<b>Aura Level 39</b>		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
<b>Tao Level 47</b>		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)
<b>Zen Level 63</b>		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

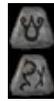


Dol

+(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**

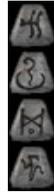


Lo  
Ko  
Lo  
Ko

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**



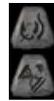
Lem  
Amn  
Jah  
Sur

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

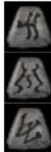


Shael  
Ral

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

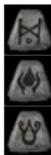


Ist  
Eth  
Ist

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

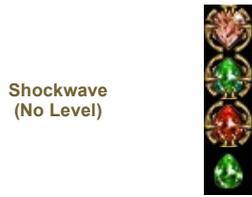
2% Chance to cast level 1 Blood Flash on Striking  
+(41 to 60)% Enhanced Damage  
Increase Maximum Life (11 to 15)%  
All Resists +(31 to 40)%  
+10 Life after each Kill  
[adds jewel modifiers]

**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]

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