
UNIQUE ITEMS

NEW ADDITIONS IN PATCH 1.50

There are 402 unique items in Median 2008 1.51. Each base item type is associated with two uniques, one normal and one sacred. Rings and amulets have three normal uniques and one sacred unique.

Normal Uniques

Most unique items can exist in Tier 1 to Tier 6 versions. Higher tier versions of the same unique have similar stats, but are improved in all areas. See [THIS PAGE](#) for details on item tiers.

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

Sacred Uniques

Additionally, the Sacred tier of each item type has its own unique version. These uniques can only drop in [level 121 areas](#). Sacred uniques were introduced in patch 1.50. The following areas can drop sacred uniques on Destruction (Hell) difficulty :

Uberquest areas/bosses

- Dungeon uberquest : Cathedral of Vanity
- Summoning uberquest : Lord Aldric Jitan
- Summoning uberquest : Inarius' Revenge
- Uberlevel : Kurast 3000 BA
- Uberlevel : Island of the Sunless Sea
- Uberlevel : Khalimgrad
- Uberlevel : Kingdom of Shadow

Other side areas

- The Cow Level
- Mausoleum
- Stony Tomb Level 1
- Stony Tomb Level 2
- Abaddon
- Pit of Acheron

More information about these areas can be found in the uberquests file.

Additionally, sacred uniques can also drop from bosses in level 118+ areas, though the chance of this happening is fairly small.

Summary of Items and Item Levels

	Non-Unique/Set	Normal Uniques	Sacred Uniques	Sets	Sacred Sets
Tier 1	Any Level	Any Level	-	-	-
Tier 2	Any Level	Any Level	-	-	-
Tier 3	Any Level	Any Level	-	-	-
Tier 4	Any Level	Any Level	-	-	-
Tier 5	Any Level	Any Level	-	-	-
Tier 6	Any Level	Any Level	-	Level 121 Only	-
Sacred	Any Level	-	Level 121 Only	-	Level 121 Only

LIST OF UNIQUE ITEMS

A list of all 402 uniques, sorted by tier, adding up to 1417 separate entries.

Unique Jewelry and 'Virtual Tiers'

Rings and amulets do not have tiers, but their unique versions nevertheless have six quality levels, and there are sacred unique rings and amulets. The tier upgrade recipe works on unique rings and amulets as well.

Sockets

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

Energy Factor

All unique caster weapons always spawn with an energy factor bonus.

Oskills

If a unique 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.

TIER 1 WEAPONS

General



Grimspike

Short Sword (1)

One-Hand Damage: (3-4) to (17-28)

Durability: 16

Required Level: 1

+(11 to 40)% Enhanced Damage

+(3 to 10) to Maximum Damage

(6 to 10)% Deadly Strike

(5 to 10)% Bonus to Strength

(-11 to -20) to Life



Al Nair

Scimitar (1)

One-Hand Damage: (9-10) to (15-16)

Durability: 30

Required Strength: (22-20)

Required Level: 2

10% Chance to cast level 2 Fire Fountain when you Kill an Enemy

+(11 to 20)% Enhanced Damage

5% Increased Attack Speed

5% Faster Cast Rate

5% Faster Hit Recovery

+(3 to 5)% to Fire Spell Damage

Requirements (-11 to -20)%



Infernotash

Saber (1)

One-Hand Damage: (16-19) to (23-28)

Durability: 44

Required Strength: 37

Required Level: 4

15% Chance to cast level 3 Immolation when you Kill an Enemy

+(16 to 40)% Enhanced Damage

5% Increased Attack Speed

(50 to 75)% Bonus to Attack Rating

(0.34375 per level)% to Fire Spell Damage (Based on Character Level)

(11 to 15)% Chance of Open Wounds



Bone Gasher

Falchion (1)

One-Hand Damage: (25-30) to (32-39)

Durability: 58

Required Strength: 49

Required Level: 5

50% Chance to cast level 2 Frozen Soul on Striking

+1 to Paladin Skill Levels

+(26 to 50)% Enhanced Damage

5% Increased Attack Speed

5% Faster Cast Rate

+(3 to 5) to Strength

+(6 to 15) Mana after each Kill



Plaguemourn

Broad Sword (1)

One-Hand Damage: (31-39) to (47-66)

Durability: 72

Required Strength: 61

Required Level: 6

6% Chance to cast level 2 Plague Avatar on Striking

+(21 to 50)% Enhanced Damage
+(6 to 15) to Maximum Damage
+(6 to 10)% to Poison Spell Damage
Poison Resist +(21 to 30)%
Damage Reduced by (2 to 3)%

Lachdanan's Will

Long Sword (1)

One-Hand Damage: (42-54) to (54-70)
Durability: 86
Required Strength: 73
Required Level: 8
10% Chance to cast level 1 Time Strike on Striking
10% Chance to cast level 1 Retribute when Struck
+(41 to 80)% Enhanced Damage
5% Increased Attack Speed
5% Faster Block Rate
(2 to 5)% Increased Chance of Blocking
+(5 to 10) to Strength

Aurumvorax

War Sword (1)

One-Hand Damage: (49-59) to (84-280)
Durability: 100
Required Strength: 85
Required Level: 12
+(41 to 70)% Enhanced Damage
5% Increased Attack Speed
+(1.6875 per level) to Maximum Damage (Based on Character Level)
(7 to 10)% Deadly Strike
+(8 to 20) Life after each Kill
(-16 to -25)% Less Gold from Monsters

The Raven

Two-Handed Sword (1)

One-Hand Damage: (6-8) to (18-22)
Two-Hand Damage: (6-8) to (24-29)
Durability: 28
Required Strength: 25
Required Level: 1
50% Chance to cast level 2 Time Strike on Striking
2% Chance to cast level 1 Dark Power when you Kill an Enemy
+(16 to 40)% Enhanced Damage
(7 to 10)% Deadly Strike
+(26 to 50) to Life
+(26 to 50) to Mana

Lavafrost

Claymore (1)

One-Hand Damage: (14-18) to (18-23)
Two-Hand Damage: (18-23) to (21-26)
Durability: 42
Required Strength: 41
Required Level: 2
2% Chance to cast level 3 Pandemonium on Striking
+(11 to 40)% Enhanced Damage
+(3 to 5)% to Fire Spell Damage
+(3 to 5)% to Cold Spell Damage
Fire Resist +(11 to 20)%
Cold Resist +(11 to 20)%
Total Character Defense Plus (3 to 5)%
Half Freeze Duration

Quietus

Giant Sword (1)

One-Hand Damage: 20 to 26
Two-Hand Damage: 28 to 31
Durability: 56
Required Strength: (54-48)
Required Level: 4
+1 to All Skills
+(26 to 50)% Bonus to Poison Skill Duration
5% Faster Cast Rate
Adds 16-32 Cold Damage
(3 to 5)% Mana Stolen per Hit
+(2 to 5)% to Cold Spell Damage
Requirements (-5 to -15)%

Fleshdoom

Bastard Sword (1)

One-Hand Damage: (31-39) to (44-55)
Two-Hand Damage: (45-57) to (49-61)
Durability: 70
Required Strength: 73
Required Level: 6
4% Chance to cast level 1 Death Coil on Striking
+(21 to 50)% Enhanced Damage
(6 to 10)% Deadly Strike
+(11 to 25) to Vitality
Increase Maximum Life (11 to 15)%
Damage Reduced by (3 to 5)
+(6 to 15) Life after each Kill

**Demonsong
Flamberge (1)**

One-Hand Damage: (39-49) to (68-301)
Two-Hand Damage: (59-73) to (77-311)
Durability: 84
Required Strength: 89
Required Level: 7
3% Chance to cast level 5 Elemental on Striking
+(21 to 50)% Enhanced Damage
10% Increased Attack Speed
+(1.9375 per level) to Maximum Damage (Based on Character Level)
+(4.75 per level) to Life (Based on Character Level)
Fire Resist +(16 to 25)%
+(16 to 25) Life after each Kill

**The Reconciler
Great Sword (1)**

One-Hand Damage: (56-68) to (74-90)
Two-Hand Damage: (81-98) to (87-105)
Durability: 98
Required Strength: 105
Required Level: 11
+(41 to 70)% Enhanced Damage
Stun Attack
(6 to 10)% Deadly Strike
+(6 to 15) to Strength
+(6 to 15) to Dexterity
(26 to 50)% Extra Gold from Monsters
Level 1 Guard Tower (25 Charges)

**Worldstone Shard
Crystal Sword (1)**

One-Hand Damage: (21-23) to (29-33)
Durability: 40
Required Dexterity: 58
Required Level: 11
+(10 to 15) Energy Factor to Spell Damage (Automod)
4% Chance to cast level 1 Supernova on Striking
100% Chance to cast level 4 Lightning Cascade when you Kill an Enemy
+(41 to 60)% Enhanced Damage
10% Increased Attack Speed
+(4 to 5)% to Spell Damage
All Resists +(11 to 20)%
Requirements -20%

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

One-Hand Damage: (3-4) to (16-21)
Durability: 22
Required Level: 1
2% Chance to cast level 1 Poison Flash on Striking
+(21 to 50)% Enhanced Damage
(21 to 30)% Deadly Strike
Poison Resist +(11 to 30)%

**Throatseeker
Axe (1)**

One-Hand Damage: (13-16) to (26-33)
Durability: 36
Required Strength: 31
Required Level: 3
25% Chance to cast level 1 Blood Flash when you Kill an Enemy
+(21 to 50)% Enhanced Damage
5% Increased Attack Speed
(2 to 3)% Life Stolen per Hit

Increase Maximum Life (11 to 15)%
+(11 to 20) Life after each Kill

Moonbender's Wing

Double Axe (1)

One-Hand Damage: (22-28) to (44-55)
Durability: 50
Required Strength: (43-41)
Required Level: 5
15% Chance to cast level 1 Teleport on Striking
15% Chance to cast level 1 Teleport when Struck
+(21 to 50)% Enhanced Damage
(3 to 10)% Bonus to Dexterity
(3 to 10)% Bonus to Energy
Total Character Defense Plus (7 to 10)%
Requirements (-11 to -15)%

Snowhammer

Military Pick (1)

One-Hand Damage: (36-44) to (70-85)
Durability: 64
Required Strength: 67
Required Level: 7
25% Chance to cast level 5 Doom Serpents when you Kill an Enemy
+(41 to 70)% Enhanced Damage
10% Increased Attack Speed
Adds 9-26 Cold Damage
+(4 to 5)% to Cold Spell Damage
Freezes Target +3
Cold Resist +(4 to 10)%

Nimmenjuushin

War Axe (1)

One-Hand Damage: (51-61) to (98-131)
Durability: 78
Required Strength: 85
Required Level: 11
10% Chance to cast level 1 Claw Tornado on Striking
+(51 to 80)% Enhanced Damage
+(7 to 10)% Bonus Damage to Mark of the Wild
+(5 to 20) to Maximum Damage
(26 to 50)% Duration Bonus to Mark of the Wild
(2 to 3)% Life Stolen per Hit
(11 to 15)% Bonus to Strength

Thunderclap

Large Axe (1)

Two-Hand Damage: 11 to 16
Durability: 28
Required Strength: 18
Required Level: 1
+(5 to 10) Crafting Points
15% Chance to cast level 4 Supernova when you Kill an Enemy
4% Chance to cast level 2 Flash on Striking
15% Increased Attack Speed
(0.40625 per level)% to Lightning Spell Damage (Based on Character Level)
Lightning Resist +(11 to 15)%

The Defiler

Broad Axe (1)

Two-Hand Damage: (22-31) to (26-33)
Durability: 44
Required Strength: 39
Required Level: 3
100% Chance to cast level 5 Gamma Field when you Die
+(21 to 50)% Enhanced Damage
10% Increased Attack Speed
5% Faster Hit Recovery
+(6 to 10) to Minimum Damage
(16 to 30)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (11 to 15)%

Skullhammer

Battle Axe (1)

Two-Hand Damage: (32-39) to (53-179)
Durability: 60
Required Strength: 60
Required Level: 5
+(31 to 60)% Enhanced Damage
+(1 per level) to Maximum Damage (Based on Character Level)

Stun Attack
(6 to 15)% Chance of Crushing Blow
(21 to 25)% Chance of Open Wounds
+(11 to 20) to Strength

Lex Ferarum
Great Axe (1)

Two-Hand Damage: (49-59) to (70-85)
Durability: 76
Required Strength: 81
Required Level: 7
100% Chance to cast level 4 Gift of the Wild when you Kill an Enemy
+(41 to 70)% Enhanced Damage
+(6 to 10) to Strength
+(6 to 10) to Dexterity
+(6 to 15) Life after each Kill
(41 to 80)% Extra Gold from Monsters
(11 to 20)% Better Chance of Getting Magic Items

Griswold's Revenge
Giant Axe (1)

Two-Hand Damage: (56-64) to (81-93)
Durability: 92
Required Strength: 102
Required Level: 11
+(11 to 25) Crafting Points
Indestructible
5% Chance to cast level 1 Rust Storm on Striking
+(31 to 50)% Enhanced Damage
(10 to 20)% Bonus to Strength
+(11 to 20) Life after each Kill

Branch of a Million Splinters
Club (1)

One-Hand Damage: (3-4) to (16-26)
Durability: 8
Required Level: 1
10% Chance to cast level 1 Spike Nova when you Kill an Enemy
+(51 to 100)% Enhanced Damage
+(4 to 10) to Maximum Damage
(3 to 5)% Life Stolen per Hit
(12 to 15)% Chance of Open Wounds

Skullbat
Spiked Club (1)

One-Hand Damage: (9-11) to (22-26)
Durability: 24
Required Strength: (21-20)
Required Level: 3
+(21 to 40)% Enhanced Damage
Stun Attack
Knockback
(-11 to -25) to Mana
Requirements (-11 to -15)%

Koth's Lesson
Mace (1)

One-Hand Damage: (15-17) to (32-36)
Durability: 40
Required Strength: 36
Required Level: 5
2% Chance to cast level 1 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(11 to 25)% Enhanced Damage
+(11 to 20)% Bonus Damage to Bloodlust
+(6 to 10)% Bonus Elemental Damage to Bloodlust
+(31 to 60)% Damage to Undead
Fire Resist +(11 to 20)%
Poison Resist +(4 to 10)%

Lychnus Lyaei
Morning Star (1)

One-Hand Damage: (23-27) to (52-60)
Durability: 56
Required Strength: 48
Required Level: 7
10% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(31 to 50)% Enhanced Damage
+(5 to 10) to Strength
(11 to 20)% Bonus to Vitality when using a Healing Potion

+ (5 to 10) Life after each Kill
+3 to Light Radius

Hellscourge

Flail (1)

One-Hand Damage: (33-40) to (69-83)
Durability: 72
Required Strength: 60
Required Level: 11
25% Chance to cast level 2 Bloodstorm when you Kill an Enemy
+ (41 to 70)% Enhanced Damage
5% Increased Attack Speed
(11 to 15)% Chance of Open Wounds
+ (6 to 10) to Strength
Fire Resist + (21 to 30)%
Level 1 Death Coil (5 Charges)

The Warthog

War Hammer (1)

One-Hand Damage: (16-21) to (32-40)
Durability: 75
Required Strength: (59-61)
Required Level: 6
+ (21 to 50)% Enhanced Damage
(16 to 25)% Chance of Crushing Blow
+ (1 to 2) to Time Strike
(6 to 10)% Bonus to Strength
Requirements + (6 to 10)%

Death's Bellringer

Maul (1)

Two-Hand Damage: (39-45) to (60-154)
Durability: 114
Required Strength: 93
Required Level: 7
25% Chance to cast level 1 Slayer when you Kill an Enemy
+ (51 to 75)% Enhanced Damage
+ (0.75 per level) to Maximum Damage (Based on Character Level)
Stun Attack
+ (6 to 10)% to Physical/Magic Spell Damage
+ (11 to 15) to Strength
+ (11 to 15) to Dexterity

Siege Breaker

Great Maul (1)

Two-Hand Damage: (48-56) to (69-80)
Durability: 138
Required Strength: 117
Required Level: 11
50% Chance to cast level 6 Shower of Rocks when you Kill an Enemy
+1 to All Skills
+ (51 to 75)% Enhanced Damage
Stun Attack
(6 to 10)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
Slows Target by (6 to 10)%
+ (51 to 100) Defense

Sunbearer

Scepter (1)

One-Hand Damage: (3-4) to (12-14)
Durability: 14
Required Dexterity: 16
Required Level: 1
+ (10 to 15) Energy Factor to Spell Damage (Automod)
3% Chance to cast level 1 Gift of Inner Fire when you Kill an Enemy
+ (21 to 40)% Enhanced Damage
+ (11 to 15) to Dexterity
(31 to 50)% Extra Gold from Monsters
Reduces all Vendor Prices (3 to 5)%
+2 to Light Radius

Carmen Alvare

Grand Scepter (1)

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

+(10 to 15) Energy Factor to Spell Damage (Automod)
15% Chance to cast level 3 Holy Trap when you Kill an Enemy
+1 to Amazon Skill Levels
+(26 to 50)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
(0.40625 per level)% to Fire Spell Damage (Based on Character Level)
(16 to 25)% Better Chance of Getting Magic Items
Requirements (-5 to -15)%

Wraithverge

War Scepter (1)

One-Hand Damage: (36-43) to (63-75)
Durability: 46
Required Dexterity: (53-48)
Required Level: 7
+(10 to 15) Energy Factor to Spell Damage (Automod)
25% Chance to cast level 12 Pain Spirit when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(8 to 10)% to Physical/Magic Spell Damage
All Resists +(11 to 25)%
(11 to 15)% Curse Length Reduction
Requirements (-16 to -25)%

Quill Rat's Sting

Javelin (1)

Throw Damage: 3 to (28-40)
One-Hand Damage: 3 to (25-36)
Durability: 32
Required Level: 1
100% Chance to cast level 1 Spike Nova when you Die
+(11 to 30)% Enhanced Damage
(11 to 25)% Piercing Attack
+(11 to 20) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity

Storm Crow

Pilum (1)

Throw Damage: (10-12) to (25-30)
One-Hand Damage: (7-9) to (20-24)
Durability: 56
Required Dexterity: 29
Required Level: 3
5% Chance to cast level 2 Doom when you Kill an Enemy
+(26 to 50)% Enhanced Damage
5% Increased Attack Speed
(5 to 10)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity

Emberstorm

Short Spear (1)

Throw Damage: (16-20) to (39-47)
One-Hand Damage: (13-15) to (30-36)
Durability: 80
Required Dexterity: 47
Required Level: 5
25% Chance to cast level 2 Catclysm when you Kill an Enemy
+(21 to 45)% Enhanced Damage
5% Faster Run/Walk
10% Increased Attack Speed
(-16 to -25) Maximum Stamina
+(11 to 20) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Ashenwind

Glaive (1)

Throw Damage: (28-34) to (62-74)
One-Hand Damage: (21-25) to (46-56)
Durability: 104
Required Dexterity: 65
Required Level: 7
5% Chance to cast level 3 Immolation on Striking
+(41 to 70)% Enhanced Damage
(15 to 20)% Piercing Attack
Fire Resist +(11 to 20)%
-1 to Light Radius
Replenishes Quantity

Level 3 Cascade Attack

Windwall

Throwing Spear (1)

Throw Damage: (31-38) to (71-87)

One-Hand Damage: (23-28) to (54-67)

Durability: 126

Required Dexterity: 83

Required Level: 10

15% Chance to cast level 2 Typhoon Sentry when you Kill an Enemy

+(30 to 60)% Enhanced Damage

5% Faster Hit Recovery

Stun Attack

Knockback

+(21 to 40) Defense vs. Missile

Damage Reduced by (2 to 4)%

Replenishes Quantity

Level 3 Cascade Attack

Silverstrike

Spear (1)

Two-Hand Damage: 3 to (27-37)

Durability: 24

Required Level: 1

25% Chance to cast level 5 Punisher when you Kill an Enemy

+(11 to 20)% Enhanced Damage

+(6 to 15) to Maximum Damage

+(21 to 45)% Damage to Undead

(7 to 15)% Bonus to Dexterity

+1 to Light Radius

Sea Summoner

Trident (1)

Two-Hand Damage: (6-7) to (24-28)

Durability: 48

Required Strength: 18

Required Dexterity: 29

Required Level: 3

15% Chance to cast level 1 Glacial Nova when you Kill an Enemy

+(21 to 40)% Enhanced Damage

Slows Target by (11 to 15)%

(3 to 5)% Bonus to Strength

(3 to 5)% Bonus to Dexterity

Cold Resist +(10 to 20)%

Goredrill

Brandistock (1)

Two-Hand Damage: (15-22) to (39-49)

Durability: 72

Required Strength: 30

Required Dexterity: 46

Required Level: 5

15% Chance to cast level 1 Blood Flash when you Kill an Enemy

+(21 to 50)% Enhanced Damage

+(6 to 10) to Minimum Damage

(11 to 15)% Chance of Open Wounds

+(6 to 15) to Dexterity

+(6 to 15) to Vitality

Fire Resist +(21 to 30)%

Darkspite

Spetum (1)

Two-Hand Damage: (12-14) to (51-57)

Durability: 96

Required Strength: 42

Required Dexterity: 63

Required Level: 7

2% Chance to cast level 5 Unholy Armor when Struck

+(16 to 30)% Enhanced Damage

+(26 to 50)% Damage to Demons

Total Character Damage Plus (21 to 30)%

Total Character Defense Plus (11 to 15)%

+2 to Light Radius

Manatide

Pike (1)

Two-Hand Damage: (22-29) to (69-82)

Durability: 120

Required Strength: 54

Required Dexterity: 80
Required Level: 10
5% Chance to cast level 1 Arcane Torrent on Striking
+(26 to 50)% Enhanced Damage
10% Faster Cast Rate
+(6 to 10) to Minimum Damage
(6 to 10)% Mana Stolen per Hit
Increase Maximum Mana (6 to 10)%
Regenerate Mana +(15 to 20)%
(9 to 15)% Bonus to Energy when using a Mana Potion

**Earthbind
Bardiche (1)**

Two-Hand Damage: 2 to (35-54)
Durability: 26
Required Strength: 17
Required Dexterity: 17
Required Level: 1
3% Chance to cast level 2 Pagan Rites when Struck
+1 to Druid Skill Levels
+(16 to 40)% Enhanced Damage
(-6 to -10)% Slower Run/Walk
+(11 to 25) to Maximum Damage
Slows Target by (21 to 25)%
Slows Attacker by (21 to 25)%

**Stormsurge
Voulge (1)**

Two-Hand Damage: 2 to (31-35)
Durability: 50
Required Strength: 33
Required Dexterity: 33
Required Level: 3
5% Chance to cast level 3 Lightning Cascade on Striking
+(16 to 30)% Enhanced Damage
+(1 to 2) Extra Lightning Cascade Targets
5% Increased Attack Speed
Adds 1-28 Lightning Damage
+(3 to 5)% to Lightning Spell Damage
Lightning Resist +(11 to 25)%

**Moonscythe
Scythe (1)**

Two-Hand Damage: 2 to (54-65)
Durability: 74
Required Strength: 49
Required Dexterity: 49
Required Level: 6
+(15 to 28) Energy Factor to Spell Damage (Automod)
5% Chance to cast level 1 Mana Sweep when you Kill an Enemy
+1 to Necromancer Skill Levels
+(21 to 45)% Enhanced Damage
5% Increased Attack Speed
10% Faster Hit Recovery
+(26 to 50)% Bonus to Summoned Minion Life
Lightning Resist +(21 to 30)%
Cold Resist +(21 to 30)%

**The Silent Judge
Halberd (1)**

Two-Hand Damage: 1 to (92-109)
Durability: 98
Required Strength: 65
Required Dexterity: 65
Required Level: 10
25% Chance to cast level 4 Time Strike on Striking
5% Chance to cast level 3 Avatar when you Kill an Enemy
5% Chance to cast level 2 Thunder Hammer on Striking
+(51 to 80)% Enhanced Damage
+(5 to 10) to Strength
+(5 to 10) to Dexterity

**Hornet Sting
Dagger (1)**

One-Hand Damage: 2 to 10
Durability: 8
Required Level: 1
5% Chance to cast level 1 Spike Nova when Struck

Indestructible
15% Increased Attack Speed
(3 to 5)% Mana Stolen per Hit
(3 to 5)% Life Stolen per Hit
Hit Causes Monster to Flee +(13 to 20)%

Manashard

Dirk (1)

One-Hand Damage: (7-9) to (10-13)
Durability: 14
Required Dexterity: 25
Required Level: 4
5% Chance to cast level 1 Hex on Striking
+1 to All Skills
+(21 to 50)% Enhanced Damage
(2 to 5)% Mana Stolen per Hit
(2 to 5)% Life Stolen per Hit
+(6 to 10)% to Spell Damage

Frostneedle

Kriss (1)

One-Hand Damage: (15-19) to (19-25)
Durability: 20
Required Dexterity: 43
Required Level: 6
15% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(41 to 80)% Enhanced Damage
Ignore Target's Defense
+(3 to 5)% to Cold Spell Damage
Cold Resist +(11 to 20)%

Drow Valor

Blade (1)

One-Hand Damage: (17-20) to (24-29)
Durability: 26
Required Dexterity: 61
Required Level: 10
+(31 to 55)% Enhanced Damage
10% Increased Attack Speed
Adds 8-16 Poison Damage over 2 seconds
+(1 to 2) to Way of the Spider (Assassin Only)
(11 to 25)% Bonus to Dexterity
+(11 to 20) to Dexterity
+(11 to 20) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (1)

Throw Damage: 6 to (22-25)
One-Hand Damage: (3-4) to (16-18)
Durability: 8
Required Dexterity: 15
Required Level: 1
+(21 to 35)% Enhanced Damage
5% Increased Attack Speed
Hit Causes Monster to Flee +(4 to 8)%
(76 to 150)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

Eagle Spirit

Flying Knife (1)

Throw Damage: (20-25) to (24-30)
One-Hand Damage: (14-18) to (19-24)
Durability: 12
Required Dexterity: 53
Required Level: 4
+(21 to 50)% Enhanced Damage
5% Increased Attack Speed
(26 to 50)% Bonus to Attack Rating
Knockback
(11 to 25)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Banshee's Chase

Balanced Knife (1)

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

Required Level: 7
5% Chance to cast level 2 Frozen Soul on Striking
+(21 to 50)% Enhanced Damage
(3 to 5)% Increased Chance of Blocking
Adds 6-15 Cold Damage
(6 to 10)% Deadly Strike
+(41 to 80) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Arreat's Aim
Throwing Axe (1)

Throw Damage: 6 to 18
One-Hand Damage: 5 to 13
Durability: 12
Required Strength: 15
Required Level: 1
25% Chance to cast level 6 Guard Tower when you Kill an Enemy
(3 to 5)% Deadly Strike
Knockback
(5 to 10)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Jalal's Claw
Balanced Axe (1)

Throw Damage: (14-17) to (72-87)
One-Hand Damage: (10-12) to (53-65)
Durability: 20
Required Strength: 77
Required Level: 6
2% Chance to cast level 4 Plague Avatar on Striking
+(31 to 60)% Enhanced Damage
5% Faster Run/Walk
5% Increased Attack Speed
(2 to 3)% Life Stolen per Hit
+(6 to 10) to all Attributes
Poison Resist +(11 to 25)%
Replenishes Quantity
Level 1 Barrage Attack

Vizjerei's Folly
Short Staff (1)

Two-Hand Damage: 2 to 14
Durability: 22
Required Level: 1
+(15 to 28) Energy Factor to Spell Damage (Automod)
+(11 to 15)% to Spell Damage
+(11 to 25) to Mana
All Resists (-11 to -20)%

The Shaman
Long Staff (1)

Two-Hand Damage: 8 to 13
Durability: 46
Required Dexterity: 17
Required Level: 3
+(15 to 28) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 5 Raven Flight when you Level-Up
+1 to Druid Skill Levels
10% Faster Cast Rate
10% Faster Hit Recovery
Increase Maximum Life (7 to 10)%
Fire Resist +(5 to 15)%
Lightning Resist +(5 to 15)%

Aerin Nexus
Gnarled Staff (1)

Two-Hand Damage: 14 to 20
Durability: 70
Required Dexterity: 34
Required Level: 4
+(15 to 28) Energy Factor to Spell Damage (Automod)
+1 to Sorceress Skill Levels
+(3 to 5)% to Spell Damage
+(4 to 15) to Energy
+(4 to 15) to Vitality
Slows Attacker by (6 to 10)%

(15 to 20)% Better Chance of Getting Magic Items

Terrorcane

Battle Staff (1)

Two-Hand Damage: (23-28) to (37-46)

Durability: 94

Required Dexterity: 51

Required Level: 6

+(15 to 28) Energy Factor to Spell Damage (Automod)

+(31 to 60)% Enhanced Damage

10% Increased Attack Speed

10% Faster Hit Recovery

(51 to 75)% Bonus to Attack Rating

Adds 6-14 Poison Damage over 3 seconds

Stun Attack

(11 to 20)% Deadly Strike

Attacker Flees after Striking +(10 to 20)%

Goldenrod

War Staff (1)

Two-Hand Damage: (35-40) to (52-61)

Durability: 118

Required Dexterity: 68

Required Level: 10

+(15 to 28) Energy Factor to Spell Damage (Automod)

+1 to All Skills

+(46 to 70)% Enhanced Damage

5% Increased Attack Speed

5% Faster Cast Rate

(7 to 10)% Bonus to Buff/Debuff/Cold Skill Duration

+(3 to 5)% to Spell Damage

(51 to 100)% Extra Gold from Monsters

The Rift Bow

Short Bow (1)

Two-Hand Damage: (6-8) to (12-14)

Required Dexterity: 15

Required Level: 1

+(11 to 35)% Enhanced Damage

(26 to 50)% Bonus to Attack Rating

(3 to 5)% Mana Stolen per Hit

(21 to 30)% Damage Taken Goes To Mana

(21 to 25)% Curse Length Reduction

Darkhunter

Hunter's Bow (1)

Two-Hand Damage: (8-10) to (14-16)

Required Dexterity: 27

Required Level: 1

25% Chance to cast level 3 Bloodstar on Striking

+(11 to 25)% Enhanced Damage

+(16 to 40)% Damage to Demons

Adds 16-32 Fire Damage

+(3 to 5)% to Fire Spell Damage

+(5 to 10) to Dexterity

Hand of Karcheus

Long Bow (1)

Two-Hand Damage: (16-19) to (23-28)

Required Dexterity: 39

Required Level: 3

2% Chance to cast level 1 Glacial Nova on Striking

+(19 to 40)% Enhanced Damage

5% Faster Run/Walk

Freezes Attacker +2

Freezes Target +2

Cold Resist +(11 to 25)%

Kashya's Ambush

Composite Bow (1)

Two-Hand Damage: (22-28) to (46-68)

Required Dexterity: 51

Required Level: 4

5% Chance to cast level 2 Phalanx when you Kill an Enemy

+(21 to 50)% Enhanced Damage

+(11 to 25) to Maximum Damage

(51 to 75)% Bonus to Attack Rating

+(5 to 10) to Dexterity

Increase Maximum Life (9 to 15)%

Total Character Defense Plus (12 to 20)%

Seraph Wing

Short Battle Bow (1)

Two-Hand Damage: (32-39) to (48-59)

Required Dexterity: 63

Required Level: 5

15% Chance to cast level 1 Rune of Ice when you Kill an Enemy

2% Chance to cast level 2 Frozen Crown on Striking

+(31 to 60)% Enhanced Damage

5% Faster Run/Walk

10% Increased Attack Speed

+(21 to 40)% Damage to Undead

All Resists +(16 to 30)%

+1 to Light Radius

Ryuuseiu Kyanon

Long Battle Bow (1)

Two-Hand Damage: (37-46) to (56-70)

Required Dexterity: 75

Required Level: 6

25% Chance to cast level 3 Immolation when you Kill an Enemy

+(29 to 60)% Enhanced Damage

10% Increased Attack Speed

5% Faster Hit Recovery

+(9 to 20) to Vitality

Fire Resist +(13 to 30)%

Attacker Takes Fire Damage of (11 to 30)

Serpent Angel

Short War Bow (1)

Two-Hand Damage: (45-55) to (69-84)

Required Dexterity: 87

Required Level: 8

15% Chance to cast level 1 Dark Power when you Kill an Enemy

+(31 to 60)% Enhanced Damage

(3 to 5)% Mana Stolen per Hit

(5 to 10)% Deadly Strike

(-11 to -20) to Mana

Cold Resist +(6 to 10)%

Poison Resist +(6 to 15)%

Harp of Vengeance

Long War Bow (1)

Two-Hand Damage: (53-64) to (114-160)

Required Dexterity: 99

Required Level: 11

15% Chance to cast level 1 Arrow on Striking

+(41 to 70)% Enhanced Damage

5% Faster Run/Walk

10% Increased Attack Speed

+(31 to 60) to Maximum Damage

Adds 10-72 Fire Damage

(2 to 3)% Life Stolen per Hit

(-5 to -10) to Vitality

Fire Resist +(21 to 30)%

Level 1 Death Metal (25 Charges)

Flamebreath

Light Crossbow (1)

Two-Hand Damage: (22-27) to (32-39)

Required Strength: 40

Required Level: 3

25% Chance to cast level 3 Blink when you Kill an Enemy

+(31 to 60)% Enhanced Damage

15% Increased Attack Speed

(21 to 40)% Bonus to Attack Rating

Adds (21-40)-(41-80) Fire Damage

Fire Resist +(21 to 30)%

The Barracuda

Crossbow (1)

Two-Hand Damage: (32-37) to (48-56)

Required Strength: 66

Required Level: 5

15% Chance to cast level 2 Bloodlust when you Kill an Enemy

+(21 to 30)% Bonus Damage to Bloodlust

+(21 to 40)% Enhanced Damage

+(11 to 15)% Bonus Elemental Damage to Bloodlust

10% Increased Attack Speed

Adds (11-20)-(21-50) Fire Damage
Fire Resist +(11 to 20)%

Thunder Machine

Heavy Crossbow (1)

Two-Hand Damage: (58-71) to (106-153)

Required Strength: 91

Required Level: 8

+(31 to 60)% Enhanced Damage

+(21 to 50) to Maximum Damage

Adds 1-(41-80) Lightning Damage

(3 to 5)% Chance of Crushing Blow

+(1 to 2) to Blindside

Knockback

(11 to 15)% Bonus to Strength

+(11 to 20) to Strength

Larzuk's Bombard

Repeating Crossbow (1)

Two-Hand Damage: (60-77) to (94-120)

Required Strength: 103

Required Level: 11

25% Chance to cast level 5 Apocalypse when you Kill an Enemy

+(41 to 80)% Enhanced Damage

15% Increased Attack Speed

(3 to 5)% Chance of Crushing Blow

(11 to 15)% Deadly Strike

(11 to 15)% Bonus to Strength

+(8.75 per level) Defense (Based on Character Level)

Total Character Defense Plus (11 to 15)%

+(4 to 5)% to Experience Gained

Amazon

Sky Sweeper

Stag Bow (1)

Two-Hand Damage: (32-37) to (49-57)

(Amazon Only)

Required Dexterity: 78

Required Level: 6

3% Chance to cast level 1 Cascade on Striking

+1 to Amazon Skill Levels

+(31 to 50)% Enhanced Damage

Adds 1-(21-40) Lightning Damage

(3 to 5)% Mana Stolen per Hit

Lightning Absorb (3 to 5)%

+(11 to 15) Mana after each Kill

Level 1 Cold Fear (5 Charges)

Thorncaster

Reflex Bow (1)

Two-Hand Damage: (46-59) to (71-91)

(Amazon Only)

Required Dexterity: 103

Required Level: 11

25% Chance to cast level 2 Spike Nova when you Kill an Enemy

15% Chance to cast level 2 Spore Shot when Struck

+(41 to 80)% Enhanced Damage

Adds (13-19)-(19-38) Poison Damage over 2 seconds

Knockback

Poison Resist +(41 to 50)%

Level 1 Charm (5 Charges)

Ghost Anchor

Maiden Spear (1)

Two-Hand Damage: (17-20) to (74-85)

Durability: 64

(Amazon Only)

Required Strength: (19-18)

Required Dexterity: (47-45)

Required Level: 7

Indestructible

+(31 to 50)% Enhanced Damage

Stun Attack

+(1 to 2) to Arcane Strike

Slows Target by (21 to 25)%

Requirements (-16 to -20)%

Ethereal (Cannot be repaired)

Gryphon's Claw

Maiden Pike (1)

Two-Hand Damage: (24-27) to (103-117)

Durability: 80

(Amazon Only)

Required Strength: 43

Required Dexterity: 87

Required Level: 10

50% Chance to cast level 4 Flash on Attack

+1 to Amazon Skill Levels

+(121 to 150)% Enhanced Damage

10% Increased Attack Speed

Adds 1-(51-100) Lightning Damage

Stun Attack

+2 to Defensive Harmony (Amazon Only)

+(16 to 25) to Strength

+(16 to 25) to Dexterity

Slows Attacker by (21 to 25)%

Storm Cloud

Maiden Javelin (1)

Throw Damage: (49-74) to (66-79)

One-Hand Damage: (42-65) to (50-66)

Durability: 84

(Amazon Only)

Required Strength: 43

Required Dexterity: 87

Required Level: 10

25% Chance to cast level 3 Flurry of Javelins when Struck

+(41 to 70)% Enhanced Damage

10% Increased Attack Speed

+(21 to 40) to Minimum Damage

Adds 1-(51-100) Lightning Damage

+(3 to 5)% to Lightning Spell Damage

Slows Target by (11 to 15)%

Attacker Takes Lightning Damage of (51 to 100)

Replenishes Quantity

Level 3 Cascade Attack



Assassin

The Ripper

Katar (1)

One-Hand Damage: 2 to (12-191)

Durability: 10

(Assassin Only)

Required Level: 1

3% Chance to cast level 4 Starburst on Striking

+(1.5 per level) to Maximum Damage (Based on Character Level)

(26 to 50)% Bonus to Attack Rating

+(3 to 5)% to Physical/Magic Spell Damage

(21 to 25)% Chance of Open Wounds



Earthrend

Wrist Blade (1)

One-Hand Damage: (8-10) to (14-17)

Durability: 20

(Assassin Only)

Required Dexterity: 20

Required Level: 2

3% Chance to cast level 4 Pagan Rites on Attack

+(21 to 45)% Enhanced Damage

Stun Attack

(7 to 10)% Chance of Crushing Blow

(16 to 25)% Deadly Strike



Vizjun's Justice

Hatchet Hands (1)

One-Hand Damage: (15-19) to (22-27)

Durability: 29

(Assassin Only)

Required Dexterity: 29

Required Level: 4

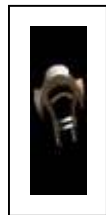
+(11 to 25)% Bonus to Poison Skill Duration

+(31 to 60)% Enhanced Damage

+(6 to 10)% to Poison Spell Damage

+(1 to 2) to Way of the Spider (Assassin Only)

(3 to 5)% Bonus to Dexterity



Noblebane

Cestus (1)

One-Hand Damage: (22-25) to (44-63)

Durability: 38

(Assassin Only)

Required Dexterity: 39

Required Level: 5

2% Chance to cast level 5 Vanquish when you Kill an Enemy

+(31 to 50)% Enhanced Damage

(5 to 10)% Increased Chance of Blocking

+(16 to 30) to Maximum Damage

+(-6 to -15)% Target Defense

+(1 to 2) to Light Radius

(21 to 25)% Curse Length Reduction

Harpy's Strike

Claws (1)

One-Hand Damage: (27-33) to (36-43)

Durability: 48

(Assassin Only)

Required Dexterity: 48

Required Level: 6

15% Chance to cast level 2 Charm when you Kill an Enemy

+(1 to 2) to Assassin Skill Levels

+(26 to 50)% Enhanced Damage

15% Faster Run/Walk

10% Increased Attack Speed

(4 to 5)% Life Stolen per Hit

+(1 to 2) to Cautious Strike

(11 to 15)% Bonus to Dexterity

Mermaid's Song

Blade Talons (1)

One-Hand Damage: (47-61) to (64-82)

Durability: 65

(Assassin Only)

Required Dexterity: 84

Required Level: 11

3% Chance to cast level 2 Charm when Struck

+(41 to 80)% Enhanced Damage

+(11 to 15)% to Cold Spell Damage

+(5 per level) Defense vs. Missile (Based on Character Level)

+(2 to 3) to Frozen Soul

(11 to 15)% Bonus to Dexterity

Half Freeze Duration

The Atom Splitter

Scissors Katar (1)

One-Hand Damage: (42-54) to (56-72)

Durability: 66

(Assassin Only)

Required Dexterity: 68

Required Level: 12

25% Chance to cast level 5 Apocalypse on Attack

25% Chance to cast level 8 Cataclysm when you Kill an Enemy

+(41 to 80)% Enhanced Damage

Adds (51-101)-(101-152) Poison Damage over 4 seconds

+(6 to 10)% to Fire Spell Damage

+(6 to 10)% to Poison Spell Damage

Fire Resist +(21 to 30)%

Poison Resist +(21 to 30)%



Barbarian



Bloodrage

Spatha (1)

One-Hand Damage: (20-25) to (37-163)

Durability: 66

(Barbarian Only)

Required Strength: 41

Required Level: 7

+(31 to 60)% Enhanced Damage

+(1.0625 per level) to Maximum Damage (Based on Character Level)

+(6 to 10)% Damage to Demons

(6 to 10)% Life Stolen per Hit

+(1 to 4) to Blood Flash

Hellreaper

Backsword (1)

One-Hand Damage: (32-39) to (42-51)

Durability: 87



(Barbarian Only)
Required Strength: 55
Required Level: 6
3% Chance to cast level 2 Nightmare on Attack
+1 to Barbarian Skill Levels
+(41 to 70)% Enhanced Damage
Adds (3-5)-(21-60) Cold Damage
(9 to 15)% Mana Stolen per Hit
(6 to 10)% Bonus to Strength

Claw of the Spirit Wolf

Ida (1)

One-Hand Damage: (42-54) to (54-70)
Durability: 108
(Barbarian Only)
Required Strength: 68
Required Level: 7
15% Chance to cast level 2 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(41 to 80)% Enhanced Damage
5% Increased Attack Speed
5% Faster Cast Rate
+(11 to 20)% Bonus to Summoned Minion Damage
(11 to 15)% Bonus to Dexterity
(11 to 15)% Bonus to Energy
+(31 to 60)% Damage when using a Healing Potion

Bul Kathos' Teaching

Bronze Sword (1)

One-Hand Damage: (47-61) to (63-81)
Durability: 122
(Barbarian Only)
Required Strength: 82
Required Level: 12
+(41 to 80)% Enhanced Damage
(3 to 5)% Mana Stolen per Hit
(3 to 5)% Life Stolen per Hit
+(1 to 2) to Blood Tide Totem
(11 to 15)% Bonus to All Attributes
+(1 to 2)% to Defense per Socketed Rune

Skeld's Battlesong

Kriegsmesser (1)

One-Hand Damage: (60-80) to (101-156)
Durability: 126
(Barbarian Only)
Required Strength: 96
Required Level: 13
2% Chance to cast level 4 Hunting Banshee when you Kill an Enemy
+(51 to 100)% Enhanced Damage
5% Faster Run/Walk
10% Increased Attack Speed
+(21 to 50) to Maximum Damage
+(1 to 2) to Cold Blood
Attacker Flees after Striking +(3 to 5)%
(3 to 5)% Chance of Uninterruptable Attack



Druid

Firestreak

Compound Bow (1)

Two-Hand Damage: (27-31) to (51-71)
(Druid Only)
Required Dexterity: 57
Required Level: 5
2% Chance to cast level 1 Gift of Inner Fire when you Kill an Enemy
+(31 to 50)% Enhanced Damage
+(11 to 25) to Maximum Damage
Adds (11-20)-(21-40) Fire Damage
+1 to Light Radius

Magma Spitter

Serpent Bow (1)

Two-Hand Damage: (39-47) to (54-66)
(Druid Only)
Required Dexterity: 71
Required Level: 6
33% Chance to cast level 3 Immolation when you Kill an Enemy
+(41 to 70)% Enhanced Damage
Adds (11-40)-(41-70) Fire Damage
Slows Target by (6 to 10)%



(11 to 15)% Bonus to Dexterity
+(11 to 20) to Dexterity

Gift of the Spiritbeast

Maple Bow (1)

Two-Hand Damage: (66-94) to (67-95)

(Druid Only)

Required Dexterity: 84

Required Level: 7

100% Chance to cast level 3 Vanquish when you Kill an Enemy

+(21 to 40)% Bonus Elemental Damage to Vanquish

+(41 to 70)% Enhanced Damage

+(11 to 15)% Bonus Elemental Damage to Mark of the Wild

+(21 to 40) to Minimum Damage

+(11 to 15) to Dexterity

Manastorm

Viper Bow (1)

Two-Hand Damage: (58-70) to (86-102)

(Druid Only)

Required Dexterity: 98

Required Level: 9

10% Chance to cast level 2 Mana Coil on Striking

+1 to Druid Skill Levels

+(51 to 80)% Enhanced Damage

10% Increased Attack Speed

Total Character Damage Plus (31 to 40)%

Increase Maximum Mana (21 to 25)%

Glor-An-Fhaidha's Branch

Recurve Bow (1)

Two-Hand Damage: (63-79) to (104-216)

(Druid Only)

Required Dexterity: 111

Required Level: 12

+(51 to 90)% Enhanced Damage

+(0.8125 per level) to Maximum Damage (Based on Character Level)

+(51 to 100) Defense

+(1.0625 per level) to Energy (Based on Character Level)

Replenish Life +(16 to 30)

All Resists +(11 to 15)%

Poison Length Reduced by (11 to 15)%

Necromancer

Mind Probe

Wand (1)

One-Hand Damage: 1 to 5

Durability: 12

(Necromancer Only)

Required Level: 1

+(10 to 15) Energy Factor to Spell Damage (Automod)

(7 to 10)% Mana Stolen per Hit

+(101 to 150) to Mana

Regenerate Mana +(16 to 20)%

Level 1 Mana Coil (5 Charges)

Shadowmaster

Yew Wand (1)

One-Hand Damage: 5 to 12

Durability: 36

(Necromancer Only)

Required Dexterity: 12

Required Level: 3

+(10 to 15) Energy Factor to Spell Damage (Automod)

+1 to Necromancer Skill Levels

+(2 to 3) Extra Shadow Minions

5% Faster Cast Rate

+(11 to 15)% Bonus to Summoned Minion Life

Rathma's Charm

Bone Wand (1)

One-Hand Damage: 9 to 19

Durability: 60

(Necromancer Only)

Required Dexterity: 18

Required Level: 5

+(10 to 15) Energy Factor to Spell Damage (Automod)

+(1 to 2) to Necromancer Skill Levels

+(2 to 3) to Demon Blood (Necromancer Only)

+(2 to 3) to Blood Tide Totem (Necromancer Only)

(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Energy
Increase Maximum Life (11 to 15)%
Fire Resist +(21 to 30)%
Cold Resist +(21 to 30)%

Dragonspine

Grim Wand (1)

One-Hand Damage: 16 to 32
Durability: 108
(Necromancer Only)
Required Dexterity: 30
Required Level: 11
+(10 to 15) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Necromancer Skill Levels
Adds 5-40 Fire Damage
+(3 to 5)% to Fire Spell Damage
+(2 to 3) to Barb Wire (Necromancer Only)
+(1 to 2) to Inner Fire
+(0.5625 per level) to Strength (Based on Character Level)
+(0.28125 per level) to Vitality (Based on Character Level)
Fire Absorb (3 to 5)%

Blisterdart

Needle Crossbow (1)

Two-Hand Damage: (21-27) to (29-36)
(Necromancer Only)
Required Strength: 28
Required Level: 7
+(21 to 50)% Enhanced Damage
+(7 to 15)% to Fire Spell Damage
+(7 to 15)% to Poison Spell Damage
+(2 to 4) to Way of the Spider
+(4 to 10) to Strength
Damage Reduced by (3 to 5)%

Bonethorn

Dart Thrower (1)

Two-Hand Damage: (37-47) to (59-229)
(Necromancer Only)
Required Strength: 46
Required Level: 6
+(31 to 65)% Enhanced Damage
15% Increased Attack Speed
+(1.375 per level) to Maximum Damage (Based on Character Level)
(3 to 5)% Chance of Crushing Blow
(6 to 10)% Deadly Strike
(11 to 15)% Chance of Open Wounds

Mageslayer

Stinger Crossbow (1)

Two-Hand Damage: (69-88) to (90-115)
(Necromancer Only)
Required Strength: 63
Required Level: 9
+(41 to 80)% Enhanced Damage
(4 to 7)% Mana Stolen per Hit
Knockback
+(11 to 15) to Strength
+(11 to 15) to Vitality
Decrease Maximum Mana (-11 to -15)%
All Resists +(21 to 30)%
(11 to 15)% Curse Length Reduction

Nymyr's Shadow

Trebuchet (1)

Two-Hand Damage: (70-94) to (130-197)
(Necromancer Only)
Required Strength: 72
Required Level: 12
5% Chance to cast level 1 Doom when you Kill an Enemy
+1 to Necromancer Skill Levels
+(51 to 100)% Enhanced Damage
10% Increased Attack Speed
5% Faster Hit Recovery
+(31 to 65) to Maximum Damage
+(1 to 2) to Radiance
Knockback
(31 to 60)% Better Chance of Getting Magic Items

Paladin



**Mad King's Spine
Bonebreaker (1)**
One-Hand Damage: (10-12) to (24-28)
Durability: 37
(Paladin Only)
Required Strength: 31
Required Level: 4
15% Chance to cast level 2 Dark Power when you Kill an Enemy
+(21 to 40)% Enhanced Damage
20% Increased Attack Speed
(7 to 10)% Life Stolen per Hit
(11 to 15)% Chance of Crushing Blow
Drain Life (-11 to -20)



**Hand of Naz
Goedendag (1)**
One-Hand Damage: (22-27) to (61-99)
Durability: 53
(Paladin Only)
Required Strength: 46
Required Level: 6
50% Chance to cast level 2 Summon Lamia when you Kill an Enemy
+(31 to 60)% Enhanced Damage
10% Increased Attack Speed
10% Faster Block Rate
+(21 to 50) to Maximum Damage
Ignore Target's Defense
(6 to 10)% Chance of Crushing Blow



**Will of Zakarum
Angel Star (1)**
One-Hand Damage: (31-39) to (62-79)
Durability: 69
(Paladin Only)
Required Strength: 62
Required Level: 8
4% Chance to cast level 4 Bloodstar when Struck
+(41 to 80)% Enhanced Damage
5% Increased Attack Speed
(6 to 10)% Increased Chance of Blocking
Adds (21-40)-(41-90) Fire Damage
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Vitality
Total Character Defense Plus (6 to 10)%

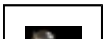


**Malleus Maleficarum
Hand of God (1)**
Two-Hand Damage: (54-70) to (70-90)
Durability: 151
(Paladin Only)
Required Strength: 152
Required Level: 12
25% Chance to cast level 2 Bloodstorm when you Kill an Enemy
+(1 to 2) to Paladin Skill Levels
+(41 to 80)% Enhanced Damage
+(5 to 10)% to Fire Spell Damage
+(5 to 10)% to Physical/Magic Spell Damage
(11 to 15)% Chance of Crushing Blow
(11 to 15)% Bonus to Strength

Sorceress



**Manaflare
Eagle Orb (1)**
One-Hand Damage: 1 to 10
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 1
+(10 to 15) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 20 Mana Sweep when you Die
+1 to Sorceress Skill Levels
+(1 to 2) to Mana Coil (Sorceress Only)
+(41 to 80) to Mana
Magic Damage Reduced by (2 to 4)



**Warp Crystal
Sacred Globe (1)**

One-Hand Damage: 6 to 9
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 3
+(10 to 15) Energy Factor to Spell Damage (Automod)
5% Chance to cast level 1 Teleport when Struck
10% Faster Run/Walk
10% Faster Cast Rate
+(6 to 10) to Energy
+(51 to 100) Maximum Stamina

The Foculus

Smoked Sphere (1)

One-Hand Damage: 10 to 15
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 4
+(10 to 15) Energy Factor to Spell Damage (Automod)
2% Chance to cast level 2 Blast Wave when Struck
+(1 to 2) to Sorceress Skill Levels
+(6 to 10)% to Fire Spell Damage
+(6 to 10) to all Attributes
+(26 to 50) to Life
Replenish Life +(11 to 20)
Fire Resist +(16 to 25)%

The Allseeing Eye

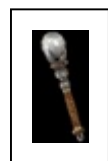
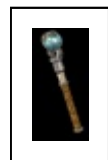
Clasped Orb (1)

One-Hand Damage: 13 to 21
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 6
+(10 to 15) Energy Factor to Spell Damage (Automod)
+1 to Sorceress Skill Levels
(6 to 10)% Increased Chance of Blocking
+(2.5 per level) to Mana (Based on Character Level)
All Resists +(11 to 15)%
Total Character Defense Plus (8 to 10)%
Level 1 Blink (15 Charges)

Stone of the Skatsim

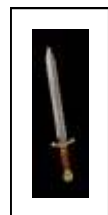
Jared's Stone (1)

One-Hand Damage: 18 to 27
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 10
+(10 to 15) Energy Factor to Spell Damage (Automod)
+(1 to 2) to All Skills
10% Faster Cast Rate
+(6 to 10)% to Fire Spell Damage
+(6 to 10)% to Lightning Spell Damage
+(2 to 4) to Rune of Fire
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
+(16 to 25) Mana after each Kill
+(16 to 25) Life after each Kill



TIER 2 WEAPONS

General



Grimspike

Short Sword (2)

One-Hand Damage: (16-20) to (33-45)
Durability: 16
Required Strength: 11
Required Level: 10
+(41 to 70)% Enhanced Damage
+(11 to 18) to Maximum Damage
(11 to 15)% Deadly Strike
(11 to 16)% Bonus to Strength
(-21 to -30) to Life

Al Nair

Scimitar (2)

One-Hand Damage: (25-27) to (32-35)

Durability: 30

Required Strength: (34-30)

Required Level: 11

12% Chance to cast level 4 Fire Fountain when you Kill an Enemy

+(21 to 30)% Enhanced Damage

10% Increased Attack Speed

10% Faster Cast Rate

10% Faster Hit Recovery

+(6 to 8)% to Fire Spell Damage

Requirements (-21 to -30)%

Inferno

Saber (2)

One-Hand Damage: (39-46) to (49-57)

Durability: 44

Required Strength: 60

Required Level: 13

20% Chance to cast level 4 Immolation when you Kill an Enemy

+(41 to 65)% Enhanced Damage

10% Increased Attack Speed

(76 to 101)% Bonus to Attack Rating

(0.375 per level)% to Fire Spell Damage (Based on Character Level)

(16 to 20)% Chance of Open Wounds

Bone

Falchion (2)

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

Durability: 58

Required Strength: 76

Required Level: 15

50% Chance to cast level 4 Frozen Soul on Striking

+1 to Paladin Skill Levels

+(51 to 75)% Enhanced Damage

10% Increased Attack Speed

10% Faster Cast Rate

+(6 to 8) to Strength

+(16 to 25) Mana after each Kill

Plaguemourn

Broad Sword (2)

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

Durability: 72

Required Strength: 92

Required Level: 15

7% Chance to cast level 2 Plague Avatar on Striking

+(51 to 80)% Enhanced Damage

+(16 to 25) to Maximum Damage

+(11 to 15)% to Poison Spell Damage

Poison Resist +(31 to 40)%

Damage Reduced by (4 to 5)%

Lachdanan's Will

Long Sword (2)

One-Hand Damage: (86-105) to (110-134)

Durability: 86

Required Strength: 109

Required Level: 17

13% Chance to cast level 1 Time Strike on Striking

13% Chance to cast level 2 Retribute when Struck

+(81 to 120)% Enhanced Damage

5% Increased Attack Speed

5% Faster Block Rate

(6 to 9)% Increased Chance of Blocking

+(11 to 16) to Strength

Aurumvorax

War Sword (2)

One-Hand Damage: (90-106) to (150-344)

Durability: 100

Required Strength: 125

Required Level: 21

+(71 to 100)% Enhanced Damage

5% Increased Attack Speed

+(1.75 per level) to Maximum Damage (Based on Character Level)

(11 to 14)% Deadly Strike

+(21 to 33) Life after each Kill

(-26 to -35)% Less Gold from Monsters





The Raven

Two-Handed Sword (2)

One-Hand Damage: (18-21) to (25-29)
Two-Hand Damage: (21-24) to (25-29)
Durability: 28
Required Strength: 44
Required Level: 9
55% Chance to cast level 3 Time Strike on Striking
3% Chance to cast level 2 Dark Power when you Kill an Enemy
+(41 to 65)% Enhanced Damage
(11 to 14)% Deadly Strike
+(51 to 75) to Life
+(51 to 75) to Mana



Lavafrost

Claymore (2)

One-Hand Damage: (33-40) to (43-52)
Two-Hand Damage: (40-49) to (47-57)
Durability: 42
Required Strength: 65
Required Level: 12
2% Chance to cast level 4 Pandemonium on Striking
+(41 to 70)% Enhanced Damage
+(6 to 8)% to Fire Spell Damage
+(6 to 8)% to Cold Spell Damage
Fire Resist +(21 to 30)%
Cold Resist +(21 to 30)%
Total Character Defense Plus (6 to 8)%
Half Freeze Duration



Quietus

Giant Sword (2)

One-Hand Damage: 33 to 43
Two-Hand Damage: 45 to 48
Durability: 56
Required Strength: (73-64)
Required Level: 14
+1 to All Skills
+(51 to 75)% Bonus to Poison Skill Duration
10% Faster Cast Rate
Adds 24-48 Cold Damage
(6 to 8)% Mana Stolen per Hit
+(6 to 9)% to Cold Spell Damage
Requirements (-16 to -26)%



Fleshdoom

Bastard Sword (2)

One-Hand Damage: (64-77) to (84-100)
Two-Hand Damage: (89-106) to (95-113)
Durability: 70
Required Strength: 109
Required Level: 15
5% Chance to cast level 1 Death Coil on Striking
+(51 to 80)% Enhanced Damage
(11 to 15)% Deadly Strike
+(26 to 40) to Vitality
Increase Maximum Life (16 to 20)%
Damage Reduced by (6 to 8)
+(16 to 25) Life after each Kill



Demon song

Flamberge (2)

One-Hand Damage: (78-93) to (138-377)
Two-Hand Damage: (111-133) to (153-395)
Durability: 84
Required Strength: 130
Required Level: 17
4% Chance to cast level 6 Elemental on Striking
+(51 to 80)% Enhanced Damage
15% Increased Attack Speed
+(2.125 per level) to Maximum Damage (Based on Character Level)
+(5 per level) to Life (Based on Character Level)
Fire Resist +(26 to 35)%
+(26 to 35) Life after each Kill



The Reconciler

Great Sword (2)

One-Hand Damage: (102-120) to (133-156)
Two-Hand Damage: (145-170) to (153-180)
Durability: 98

Required Strength: 152
Required Level: 21
+(71 to 100)% Enhanced Damage
Stun Attack
(11 to 15)% Deadly Strike
+(16 to 25) to Strength
+(16 to 25) to Dexterity
(51 to 75)% Extra Gold from Monsters
Level 2 Guard Tower (30 Charges)

**Worldstone Shard
Crystal Sword (2)**

One-Hand Damage: (43-48) to (54-61)
Durability: 40
Required Dexterity: 81
Required Level: 21
+(16 to 21) Energy Factor to Spell Damage (Automod)
6% Chance to cast level 2 Supernova on Striking
100% Chance to cast level 6 Lightning Cascade when you Kill an Enemy
+(61 to 80)% Enhanced Damage
15% Increased Attack Speed
+(6 to 7)% to Spell Damage
All Resists +(21 to 30)%
Requirements -25%



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

One-Hand Damage: (15-18) to (27-32)
Durability: 22
Required Strength: 11
Required Level: 9
2% Chance to cast level 2 Poison Flash on Striking
+(51 to 80)% Enhanced Damage
(31 to 40)% Deadly Strike
Poison Resist +(31 to 50)%



**Throatseeker
Axe (2)**

One-Hand Damage: (33-39) to (57-68)
Durability: 36
Required Strength: 52
Required Level: 12
30% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(51 to 80)% Enhanced Damage
10% Increased Attack Speed
(4 to 5)% Life Stolen per Hit
Increase Maximum Life (16 to 20)%
+(21 to 30) Life after each Kill



**Moonbender's Wing
Double Axe (2)**

One-Hand Damage: (49-59) to (84-100)
Durability: 50
Required Strength: (63-60)
Required Level: 14
20% Chance to cast level 1 Teleport on Striking
20% Chance to cast level 1 Teleport when Struck
+(51 to 80)% Enhanced Damage
(11 to 18)% Bonus to Dexterity
(11 to 18)% Bonus to Energy
Total Character Defense Plus (11 to 14)%
Requirements (-16 to -20)%



**Snowhammer
Military Pick (2)**

One-Hand Damage: (71-84) to (128-150)
Durability: 64
Required Strength: 100
Required Level: 16
30% Chance to cast level 8 Doom Serpents when you Kill an Enemy
+(71 to 100)% Enhanced Damage
15% Increased Attack Speed
Adds 12-34 Cold Damage
+(6 to 7)% to Cold Spell Damage
Freezes Target +4
Cold Resist +(11 to 17)%



Nimmenjuushin

War Axe (2)

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

Durability: 78

Required Strength: 125

Required Level: 20

12% Chance to cast level 1 Claw Tornado on Striking

+(81 to 110)% Enhanced Damage

+(11 to 14)% Bonus Damage to Mark of the Wild

+(21 to 36) to Maximum Damage

(51 to 75)% Duration Bonus to Mark of the Wild

(4 to 5)% Life Stolen per Hit

(16 to 20)% Bonus to Strength

Thunderclap**Large Axe (2)**

Two-Hand Damage: 14 to 18

Durability: 28

Required Strength: 34

Required Level: 9

+(11 to 16) Crafting Points

20% Chance to cast level 5 Supernova when you Kill an Enemy

5% Chance to cast level 3 Flash on Striking

25% Increased Attack Speed

(0.4375 per level)% to Lightning Spell Damage (Based on Character Level)

Lightning Resist +(16 to 20)%

The Defiler**Broad Axe (2)**

Two-Hand Damage: (53-65) to (57-68)

Durability: 44

Required Strength: 63

Required Level: 12

100% Chance to cast level 10 Gamma Field when you Die

+(51 to 80)% Enhanced Damage

15% Increased Attack Speed

10% Faster Hit Recovery

+(11 to 15) to Minimum Damage

(31 to 45)% Duration Bonus to Mark of the Wild

Poison Length Reduced by (16 to 20)%

Skullhammer**Battle Axe (2)**

Two-Hand Damage: (64-76) to (104-233)

Durability: 60

Required Strength: 91

Required Level: 14

+(61 to 90)% Enhanced Damage

+(1.0625 per level) to Maximum Damage (Based on Character Level)

Stun Attack

(16 to 25)% Chance of Crushing Blow

(26 to 30)% Chance of Open Wounds

+(21 to 30) to Strength

Lex Ferarum**Great Axe (2)**

Two-Hand Damage: (92-108) to (128-150)

Durability: 76

Required Strength: 119

Required Level: 16

100% Chance to cast level 8 Gift of the Wild when you Kill an Enemy

+(71 to 100)% Enhanced Damage

+(11 to 15) to Strength

+(11 to 15) to Dexterity

+(16 to 25) Life after each Kill

(81 to 120)% Extra Gold from Monsters

(21 to 30)% Better Chance of Getting Magic Items

Griswold's Revenge**Giant Axe (2)**

Two-Hand Damage: (99-112) to (137-154)

Durability: 92

Required Strength: 148

Required Level: 20

+(26 to 40) Crafting Points

Indestructible

6% Chance to cast level 2 Rust Storm on Striking

+(51 to 70)% Enhanced Damage

(21 to 31)% Bonus to Strength

+(21 to 30) Life after each Kill



Branch of a Million Splinters

Club (2)

One-Hand Damage: (22-27) to (47-62)
Durability: 8
Required Strength: 11
Required Level: 9
14% Chance to cast level 2 Spike Nova when you Kill an Enemy
+(101 to 150)% Enhanced Damage
+(11 to 17) to Maximum Damage
(6 to 8)% Life Stolen per Hit
(16 to 19)% Chance of Open Wounds



Skullbat

Spiked Club (2)

One-Hand Damage: (25-28) to (45-51)
Durability: 24
Required Strength: (35-33)
Required Level: 12
+(41 to 60)% Enhanced Damage
Stun Attack
Knockback
(-26 to -40) to Mana
Requirements (-16 to -20)%



Koth's Lesson

Mace (2)

One-Hand Damage: (32-36) to (57-64)
Durability: 40
Required Strength: 59
Required Level: 14
4% Chance to cast level 2 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(26 to 40)% Enhanced Damage
+(21 to 30)% Bonus Damage to Bloodlust
+(11 to 15)% Bonus Elemental Damage to Bloodlust
+(61 to 90)% Damage to Undead
Fire Resist +(21 to 30)%
Poison Resist +(11 to 17)%



Lychnus Lyaei

Morning Star (2)

One-Hand Damage: (49-56) to (90-102)
Durability: 56
Required Strength: 75
Required Level: 16
12% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(51 to 70)% Enhanced Damage
+(11 to 16) to Strength
(21 to 30)% Bonus to Vitality when using a Healing Potion
+(11 to 16) Life after each Kill
+3 to Light Radius



Hellscourge

Flail (2)

One-Hand Damage: (66-78) to (124-146)
Durability: 72
Required Strength: 91
Required Level: 20
30% Chance to cast level 3 Bloodstorm when you Kill an Enemy
+(71 to 100)% Enhanced Damage
10% Increased Attack Speed
(16 to 20)% Chance of Open Wounds
+(11 to 15) to Strength
Fire Resist +(31 to 40)%
Level 2 Death Coil (5 Charges)



The Warthog

War Hammer (2)

One-Hand Damage: (36-43) to (63-75)
Durability: 75
Required Strength: (96-100)
Required Level: 14
+(51 to 80)% Enhanced Damage
(26 to 35)% Chance of Crushing Blow
+(3 to 4) to Time Strike
(11 to 15)% Bonus to Strength
Requirements +(11 to 15)%

Death's Bellringer

Maul (2)

Two-Hand Damage: (70-80) to (114-232)

Durability: 114

Required Strength: 136

Required Level: 16

25% Chance to cast level 4 Slayer when you Kill an Enemy

+(76 to 100)% Enhanced Damage

+(1 per level) to Maximum Damage (Based on Character Level)

Stun Attack

+(11 to 15)% to Physical/Magic Spell Damage

+(16 to 20) to Strength

+(16 to 20) to Dexterity

Siege Breaker

Great Maul (2)

Two-Hand Damage: (86-98) to (119-136)

Durability: 138

Required Strength: 170

Required Level: 20

50% Chance to cast level 8 Shower of Rocks when you Kill an Enemy

+1 to All Skills

+(76 to 100)% Enhanced Damage

Stun Attack

(11 to 15)% Chance of Crushing Blow

(16 to 20)% Deadly Strike

Slows Target by (11 to 15)%

+(101 to 150) Defense



Sunbearer

Scepter (2)

One-Hand Damage: (15-17) to (21-23)

Durability: 14

Required Dexterity: 32

Required Level: 9

+(16 to 21) Energy Factor to Spell Damage (Automod)

6% Chance to cast level 1 Gift of Inner Fire when you Kill an Enemy

+(41 to 60)% Enhanced Damage

+(16 to 20) to Dexterity

(51 to 70)% Extra Gold from Monsters

Reduces all Vendor Prices (6 to 8)%

+2 to Light Radius



Carmen Alvare

Grand Scepter (2)

One-Hand Damage: (39-45) to (61-71)

Durability: 30

Required Dexterity: (53-47)

Required Level: 13

+(16 to 21) Energy Factor to Spell Damage (Automod)

20% Chance to cast level 4 Holy Trap when you Kill an Enemy

+1 to Amazon Skill Levels

+(51 to 75)% Enhanced Damage

10% Increased Attack Speed

10% Faster Cast Rate

(0.4375 per level)% to Fire Spell Damage (Based on Character Level)

(26 to 35)% Better Chance of Getting Magic Items

Requirements (-16 to -26)%



Wraithverge

War Scepter (2)

One-Hand Damage: (72-84) to (115-134)

Durability: 46

Required Dexterity: (71-62)

Required Level: 17

+(16 to 21) Energy Factor to Spell Damage (Automod)

30% Chance to cast level 16 Pain Spirit when you Kill an Enemy

+(81 to 110)% Enhanced Damage

+(11 to 13)% to Physical/Magic Spell Damage

All Resists +(26 to 40)%

(16 to 20)% Curse Length Reduction

Requirements (-26 to -35)%



Quill Rat's Sting

Javelin (2)

Throw Damage: (15-18) to (44-57)

One-Hand Damage: (11-13) to (39-51)

Durability: 32



Required Dexterity: 11
Required Level: 9
100% Chance to cast level 1 Spike Nova when you Die
+(31 to 50)% Enhanced Damage
(26 to 40)% Piercing Attack
+(21 to 30) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity

Storm Crow

Pilum (2)

Throw Damage: (28-33) to (51-59)
One-Hand Damage: (22-26) to (37-43)
Durability: 56
Required Dexterity: 49
Required Level: 12
6% Chance to cast level 4 Doom when you Kill an Enemy
+(51 to 75)% Enhanced Damage
10% Increased Attack Speed
(11 to 16)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity

Emberstorm

Short Spear (2)

Throw Damage: (37-44) to (74-86)
One-Hand Damage: (29-34) to (55-64)
Durability: 80
Required Dexterity: 73
Required Level: 14
30% Chance to cast level 4 Cataclysm when you Kill an Enemy
+(46 to 70)% Enhanced Damage
10% Faster Run/Walk
20% Increased Attack Speed
(-26 to -35) Maximum Stamina
+(21 to 30) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Ashenwind

Glaive (2)

Throw Damage: (56-66) to (111-130)
One-Hand Damage: (41-48) to (85-100)
Durability: 104
Required Dexterity: 98
Required Level: 16
6% Chance to cast level 4 Immolation on Striking
+(71 to 100)% Enhanced Damage
(21 to 26)% Piercing Attack
Fire Resist +(21 to 30)%
-1 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Windwall

Throwing Spear (2)

Throw Damage: (62-74) to (128-152)
One-Hand Damage: (46-55) to (98-116)
Durability: 126
Required Dexterity: 122
Required Level: 20
20% Chance to cast level 3 Typhoon Sentry when you Kill an Enemy
+(61 to 91)% Enhanced Damage
5% Faster Hit Recovery
Stun Attack
Knockback
+(41 to 60) Defense vs. Missile
Damage Reduced by (5 to 7)%
Replenishes Quantity
Level 3 Cascade Attack

Silverstrike

Spear (2)

Two-Hand Damage: (13-14) to (40-51)
Durability: 24
Required Strength: 11
Required Dexterity: 11
Required Level: 9
30% Chance to cast level 6 Punisher when you Kill an Enemy
+(21 to 30)% Enhanced Damage

+(16 to 25) to Maximum Damage
+(46 to 70)% Damage to Undead
(16 to 24)% Bonus to Dexterity
+1 to Light Radius

Sea Summoner

Trident (2)

Two-Hand Damage: (21-23) to (49-55)
Durability: 48
Required Strength: 34
Required Dexterity: 49
Required Level: 12
20% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(41 to 60)% Enhanced Damage
Slows Target by (16 to 20)%
(6 to 8)% Bonus to Strength
(6 to 8)% Bonus to Dexterity
Cold Resist +(21 to 31)%

Goredrill

Brandistock (2)

Two-Hand Damage: (36-45) to (78-93)
Durability: 72
Required Strength: 51
Required Dexterity: 72
Required Level: 14
20% Chance to cast level 1 Blood Flash when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(11 to 15) to Minimum Damage
(16 to 20)% Chance of Open Wounds
+(16 to 25) to Dexterity
+(16 to 25) to Vitality
Fire Resist +(31 to 40)%

Darkspite

Spetum (2)

Two-Hand Damage: (27-30) to (89-98)
Durability: 96
Required Strength: 67
Required Dexterity: 95
Required Level: 16
2% Chance to cast level 7 Unholy Armor when Struck
+(31 to 45)% Enhanced Damage
+(51 to 75)% Damage to Demons
Total Character Damage Plus (31 to 40)%
Total Character Defense Plus (16 to 20)%
+2 to Light Radius

Manatide

Pike (2)

Two-Hand Damage: (48-58) to (122-141)
Durability: 120
Required Strength: 83
Required Dexterity: 118
Required Level: 20
7% Chance to cast level 2 Arcane Torrent on Striking
+(51 to 75)% Enhanced Damage
20% Faster Cast Rate
+(11 to 15) to Minimum Damage
(11 to 15)% Mana Stolen per Hit
Increase Maximum Mana (11 to 15)%
Regenerate Mana +(21 to 26)%
(16 to 22)% Bonus to Energy when using a Mana Potion

Earthbind

Bardiche (2)

Two-Hand Damage: (15-18) to (49-68)
Durability: 26
Required Strength: 33
Required Dexterity: 33
Required Level: 8
4% Chance to cast level 3 Pagan Rites when Struck
+1 to Druid Skill Levels
+(41 to 65)% Enhanced Damage
(-11 to -15)% Slower Run/Walk
+(26 to 40) to Maximum Damage
Slows Target by (26 to 30)%
Slows Attacker by (26 to 30)%

Stormsurge

Voulge (2)

Two-Hand Damage: (13-14) to (55-60)

Durability: 50

Required Strength: 55

Required Dexterity: 55

Required Level: 13

8% Chance to cast level 4 Lightning Cascade on Striking

+(31 to 45)% Enhanced Damage

+(1 to 2) Extra Lightning Cascade Targets

5% Increased Attack Speed

Adds 1-37 Lightning Damage

+(6 to 8)% to Lightning Spell Damage

Lightning Resist +(26 to 40)%

Moonscythe**Scythe (2)**

Two-Hand Damage: (14-17) to (99-115)

Durability: 74

Required Strength: 76

Required Dexterity: 76

Required Level: 15

+(29 to 42) Energy Factor to Spell Damage (Automod)

10% Chance to cast level 2 Mana Sweep when you Kill an Enemy

+(1 to 2) to Necromancer Skill Levels

+(46 to 70)% Enhanced Damage

5% Increased Attack Speed

20% Faster Hit Recovery

+(51 to 75)% Bonus to Summoned Minion Life

Lightning Resist +(31 to 40)%

Cold Resist +(31 to 40)%

The Silent Judge**Halberd (2)**

Two-Hand Damage: (18-21) to (162-188)

Durability: 98

Required Strength: 98

Required Dexterity: 98

Required Level: 19

30% Chance to cast level 5 Time Strike on Striking

5% Chance to cast level 4 Avatar when you Kill an Enemy

8% Chance to cast level 2 Thunder Hammer on Striking

+(81 to 110)% Enhanced Damage

+(11 to 16) to Strength

+(11 to 16) to Dexterity

Hornet Sting**Dagger (2)**

One-Hand Damage: 11 to 12

Durability: 8

Required Dexterity: 11

Required Level: 8

7% Chance to cast level 1 Spike Nova when Struck

Indestructible

20% Increased Attack Speed

(6 to 8)% Mana Stolen per Hit

(6 to 8)% Life Stolen per Hit

Hit Causes Monster to Flee +(21 to 28)%

Manashard**Dirk (2)**

One-Hand Damage: (24-28) to (30-36)

Durability: 14

Required Dexterity: 44

Required Level: 13

7% Chance to cast level 1 Hex on Striking

+1 to All Skills

+(51 to 80)% Enhanced Damage

(6 to 9)% Mana Stolen per Hit

(6 to 9)% Life Stolen per Hit

+(11 to 15)% to Spell Damage

Frostneedle**Kriss (2)**

One-Hand Damage: (38-46) to (48-59)

Durability: 20

Required Dexterity: 68

Required Level: 15

20% Chance to cast level 1 Glacial Nova when you Kill an Enemy

+(81 to 120)% Enhanced Damage

Ignore Target's Defense



+(6 to 8)% to Cold Spell Damage
Cold Resist +(21 to 30)%

Drow Valor

Blade (2)

One-Hand Damage: (40-46) to (51-59)
Durability: 26
Required Dexterity: 92
Required Level: 19
+(56 to 80)% Enhanced Damage
15% Increased Attack Speed
Adds 19-36 Poison Damage over 2 seconds
+(1 to 3) to Way of the Spider (Assassin Only)
(26 to 40)% Bonus to Dexterity
+(21 to 30) to Dexterity
+(21 to 30) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (2)

Throw Damage: (19-21) to (20-22)
One-Hand Damage: (14-16) to (16-18)
Durability: 8
Required Dexterity: 30
Required Level: 8
+(36 to 50)% Enhanced Damage
5% Increased Attack Speed
Hit Causes Monster to Flee +(9 to 13)%
(151 to 225)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

Eagle Spirit

Flying Knife (2)

Throw Damage: (43-52) to (52-63)
One-Hand Damage: (33-39) to (39-46)
Durability: 12
Required Dexterity: 82
Required Level: 13
+(51 to 80)% Enhanced Damage
10% Increased Attack Speed
(51 to 75)% Bonus to Attack Rating
Knockback
(26 to 40)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Banshee's Chase

Balanced Knife (2)

Throw Damage: (67-81) to (83-99)
One-Hand Damage: (51-61) to (61-73)
Durability: 16
Required Dexterity: 133
Required Level: 16
6% Chance to cast level 4 Frozen Soul on Striking
+(51 to 80)% Enhanced Damage
(6 to 8)% Increased Chance of Blocking
Adds 12-30 Cold Damage
(11 to 15)% Deadly Strike
+(81 to 120) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Arreat's Aim

Throwing Axe (2)

Throw Damage: 12 to 15
One-Hand Damage: 9 to 12
Durability: 12
Required Strength: 30
Required Level: 8
30% Chance to cast level 8 Guard Tower when you Kill an Enemy
(6 to 8)% Deadly Strike
Knockback
(11 to 16)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Jalal's Claw

Balanced Axe (2)

Throw Damage: (33-39) to (132-155)
One-Hand Damage: (25-30) to (99-117)
Durability: 20
Required Strength: 114
Required Level: 15
2% Chance to cast level 5 Plague Avatar on Striking
+(61 to 90)% Enhanced Damage
10% Faster Run/Walk
10% Increased Attack Speed
(4 to 5)% Life Stolen per Hit
+(11 to 15) to all Attributes
Poison Resist +(26 to 40)%
Replenishes Quantity
Level 1 Barrage Attack

Vizjerei's Folly
Short Staff (2)

Two-Hand Damage: 11 to 14
Durability: 22
Required Dexterity: 11
Required Level: 8
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(16 to 20)% to Spell Damage
+(26 to 40) to Mana
All Resists (-21 to -30)%

The Shaman
Long Staff (2)

Two-Hand Damage: 18 to 25
Durability: 46
Required Dexterity: 33
Required Level: 12
+(29 to 42) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 7 Raven Flight when you Level-Up
+(1 to 2) to Druid Skill Levels
15% Faster Cast Rate
15% Faster Hit Recovery
Increase Maximum Life (11 to 14)%
Fire Resist +(16 to 26)%
Lightning Resist +(16 to 26)%

Aerin Nexus
Gnarled Staff (2)

Two-Hand Damage: 26 to 35
Durability: 70
Required Dexterity: 56
Required Level: 14
+(29 to 42) Energy Factor to Spell Damage (Automod)
+1 to Sorceress Skill Levels
+(6 to 8)% to Spell Damage
+(16 to 27) to Energy
+(16 to 27) to Vitality
Slows Attacker by (11 to 15)%
(21 to 26)% Better Chance of Getting Magic Items

Terrorcane
Battle Staff (2)

Two-Hand Damage: (53-62) to (74-87)
Durability: 94
Required Dexterity: 79
Required Level: 16
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(61 to 90)% Enhanced Damage
15% Increased Attack Speed
15% Faster Hit Recovery
(76 to 100)% Bonus to Attack Rating
Adds 13-29 Poison Damage over 4 seconds
Stun Attack
(21 to 30)% Deadly Strike
Attacker Flees after Striking +(21 to 31)%

Goldenrod
War Staff (2)

Two-Hand Damage: (66-76) to (95-109)
Durability: 118
Required Dexterity: 102
Required Level: 19
+(29 to 42) Energy Factor to Spell Damage (Automod)
+1 to All Skills
+(71 to 95)% Enhanced Damage

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



The Rift Bow
Short Bow (2)
Two-Hand Damage: (14-17) to (19-22)
Required Dexterity: 30
Required Level: 8
+(36 to 60)% Enhanced Damage
(51 to 75)% Bonus to Attack Rating
(6 to 8)% Mana Stolen per Hit
(31 to 40)% Damage Taken Goes To Mana
(26 to 30)% Curse Length Reduction



Darkhunter
Hunter's Bow (2)
Two-Hand Damage: (22-25) to (31-35)
Required Dexterity: 46
Required Level: 11
30% Chance to cast level 4 Bloodstar on Striking
+(26 to 40)% Enhanced Damage
+(41 to 65)% Damage to Demons
Adds 24-48 Fire Damage
+(6 to 8)% to Fire Spell Damage
+(11 to 16) to Dexterity



Hand of Karcheus
Long Bow (2)
Two-Hand Damage: (36-42) to (49-56)
Required Dexterity: 63
Required Level: 13
2% Chance to cast level 1 Glacial Nova on Striking
+(41 to 62)% Enhanced Damage
5% Faster Run/Walk
Freezes Attacker +2
Freezes Target +2
Cold Resist +(26 to 40)%



Kashya's Ambush
Composite Bow (2)
Two-Hand Damage: (49-59) to (95-122)
Required Dexterity: 79
Required Level: 13
6% Chance to cast level 3 Phalanx when you Kill an Enemy
+(51 to 80)% Enhanced Damage
+(26 to 40) to Maximum Damage
(76 to 100)% Bonus to Attack Rating
+(11 to 16) to Dexterity
Increase Maximum Life (16 to 22)%
Total Character Defense Plus (21 to 29)%



Seraph Wing
Short Battle Bow (2)
Two-Hand Damage: (64-76) to (93-110)
Required Dexterity: 95
Required Level: 15
20% Chance to cast level 2 Rune of Ice when you Kill an Enemy
2% Chance to cast level 4 Frozen Crown on Striking
+(61 to 90)% Enhanced Damage
10% Faster Run/Walk
15% Increased Attack Speed
+(41 to 60)% Damage to Undead
All Resists +(31 to 45)%
+1 to Light Radius



Ryuuseiu Kyanon
Long Battle Bow (2)
Two-Hand Damage: (75-90) to (109-130)
Required Dexterity: 111
Required Level: 16
30% Chance to cast level 4 Immolation when you Kill an Enemy
+(61 to 92)% Enhanced Damage
15% Increased Attack Speed
5% Faster Hit Recovery
+(21 to 32) to Vitality
Fire Resist +(31 to 48)%

Attacker Takes Fire Damage of (31 to 50)

**Serpent Angel
Short War Bow (2)**

Two-Hand Damage: (86-102) to (125-148)

Required Dexterity: 127

Required Level: 17

20% Chance to cast level 1 Dark Power when you Kill an Enemy

+(61 to 90)% Enhanced Damage

(6 to 8)% Mana Stolen per Hit

(11 to 16)% Deadly Strike

(-21 to -30) to Mana

Cold Resist +(11 to 15)%

Poison Resist +(16 to 25)%

Harp of Vengeance

Long War Bow (2)

Two-Hand Damage: (100-118) to (209-264)

Required Dexterity: 144

Required Level: 20

20% Chance to cast level 1 Arrow on Striking

+(71 to 100)% Enhanced Damage

10% Faster Run/Walk

15% Increased Attack Speed

+(61 to 90) to Maximum Damage

Adds 13-96 Fire Damage

(4 to 5)% Life Stolen per Hit

(-11 to -16) to Vitality

Fire Resist +(31 to 40)%

Level 1 Death Metal (35 Charges)

Flamebreath

Light Crossbow (2)

Two-Hand Damage: (51-60) to (69-81)

Required Strength: 66

Required Level: 13

25% Chance to cast level 5 Blink when you Kill an Enemy

+(61 to 90)% Enhanced Damage

20% Increased Attack Speed

(41 to 60)% Bonus to Attack Rating

Adds (41-60)-(81-120) Fire Damage

Fire Resist +(31 to 40)%

The Barracuda

Crossbow (2)

Two-Hand Damage: (62-70) to (88-100)

Required Strength: 99

Required Level: 15

20% Chance to cast level 4 Bloodlust when you Kill an Enemy

+(31 to 40)% Bonus Damage to Bloodlust

+(41 to 60)% Enhanced Damage

+(16 to 20)% Bonus Elemental Damage to Bloodlust

15% Increased Attack Speed

Adds (21-30)-(51-80) Fire Damage

Fire Resist +(21 to 30)%

Thunder Machine

Heavy Crossbow (2)

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

Required Strength: 133

Required Level: 17

+(61 to 90)% Enhanced Damage

+(51 to 80) to Maximum Damage

Adds 1-(81-120) Lightning Damage

(6 to 8)% Chance of Crushing Blow

+(3 to 4) to Blindside

Knockback

(16 to 20)% Bonus to Strength

+(21 to 30) to Strength

Larzuk's Bombard

Repeating Crossbow (2)

Two-Hand Damage: (121-147) to (181-219)

Required Strength: 151

Required Level: 20

30% Chance to cast level 10 Apocalypse when you Kill an Enemy

+(81 to 120)% Enhanced Damage

20% Increased Attack Speed

(6 to 8)% Chance of Crushing Blow

(16 to 20)% Deadly Strike

(16 to 20)% Bonus to Strength
+(11 per level) Defense (Based on Character Level)
Total Character Defense Plus (16 to 20)%
+(6 to 7)% to Experience Gained

Amazon



Sky Sweeper Stag Bow (2)

Two-Hand Damage: (60-68) to (89-100)
(Amazon Only)
Required Dexterity: 116
Required Level: 16
3% Chance to cast level 1 Cascade on Striking
+(1 to 2) to Amazon Skill Levels
+(51 to 70)% Enhanced Damage
Adds 1-(41-60) Lightning Damage
(6 to 8)% Mana Stolen per Hit
Lightning Absorb (6 to 8)%
+(16 to 20) Mana after each Kill
Level 2 Cold Fear (10 Charges)



Thorncaster Reflex Bow (2)

Two-Hand Damage: (92-112) to (135-164)
(Amazon Only)
Required Dexterity: 151
Required Level: 20
30% Chance to cast level 4 Spike Nova when you Kill an Enemy
20% Chance to cast level 4 Spore Shot when Struck
+(81 to 120)% Enhanced Damage
Adds (29-38)-(57-86) Poison Damage over 3 seconds
Knockback
Poison Resist +(51 to 60)%
Level 3 Charm (10 Charges)



Ghost Anchor Maiden Spear (2)

Two-Hand Damage: (40-45) to (133-150)
Durability: 64
(Amazon Only)
Required Strength: (31-30)
Required Dexterity: (71-67)
Required Level: 16
Indestructible
+(51 to 70)% Enhanced Damage
Stun Attack
+(3 to 4) to Arcane Strike
Slows Target by (26 to 30)%
Requirements (-21 to -25)%
Ethereal (Cannot be repaired)



Gryphon's Claw Maiden Pike (2)

Two-Hand Damage: (52-58) to (175-196)
Durability: 80
(Amazon Only)
Required Strength: 63
Required Dexterity: 126
Required Level: 20
50% Chance to cast level 8 Flash on Attack
+1 to Amazon Skill Levels
+(151 to 180)% Enhanced Damage
10% Increased Attack Speed
Adds 1-(101-150) Lightning Damage
Stun Attack
+3 to Defensive Harmony (Amazon Only)
+(26 to 35) to Strength
+(26 to 35) to Dexterity
Slows Attacker by (26 to 30)%



Storm Cloud Maiden Javelin (2)

Throw Damage: (97-126) to (117-138)
One-Hand Damage: (83-110) to (90-111)
Durability: 84
(Amazon Only)
Required Strength: 64

Required Dexterity: 128
Required Level: 20
30% Chance to cast level 4 Flurry of Javelins when Struck
+(71 to 100)% Enhanced Damage
10% Increased Attack Speed
+(41 to 60) to Minimum Damage
Adds 1-(101-150) Lightning Damage
+(6 to 8)% to Lightning Spell Damage
Slows Target by (16 to 20)%
Attacker Takes Lightning Damage of (101 to 150)
Replenishes Quantity
Level 3 Cascade Attack

Assassin



The Ripper

Katar (2)

One-Hand Damage: 10 to (33-253)
Durability: 10
(Assassin Only)
Required Level: 10
4% Chance to cast level 5 Starburst on Striking
+(2 per level) to Maximum Damage (Based on Character Level)
(51 to 75)% Bonus to Attack Rating
+(6 to 8)% to Physical/Magic Spell Damage
(26 to 30)% Chance of Open Wounds



Earthrend

Wrist Blade (2)

One-Hand Damage: (26-30) to (33-39)
Durability: 20
(Assassin Only)
Required Dexterity: 35
Required Level: 11
3% Chance to cast level 5 Pagan Rites on Attack
+(46 to 70)% Enhanced Damage
Stun Attack
(11 to 14)% Chance of Crushing Blow
(26 to 35)% Deadly Strike



Vizjun's Justice

Hatchet Hands (2)

One-Hand Damage: (38-45) to (48-57)
Durability: 29
(Assassin Only)
Required Dexterity: 48
Required Level: 13
+(26 to 40)% Bonus to Poison Skill Duration
+(61 to 90)% Enhanced Damage
+(11 to 15)% to Poison Spell Damage
+(1 to 2) to Way of the Spider (Assassin Only)
(6 to 8)% Bonus to Dexterity



Noblebane

Cestus (2)

One-Hand Damage: (45-51) to (86-107)
Durability: 38
(Assassin Only)
Required Dexterity: 60
Required Level: 15
2% Chance to cast level 7 Vanquish when you Kill an Enemy
+(51 to 70)% Enhanced Damage
(11 to 16)% Increased Chance of Blocking
+(31 to 45) to Maximum Damage
+(-16 to -25)% Target Defense
+(1 to 2) to Light Radius
(26 to 30)% Curse Length Reduction



Harpy's Strike

Claws (2)

One-Hand Damage: (52-61) to (69-80)
Durability: 48
(Assassin Only)
Required Dexterity: 73
Required Level: 15
17% Chance to cast level 2 Charm when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
+(51 to 75)% Enhanced Damage
15% Faster Run/Walk
10% Increased Attack Speed
(6 to 7)% Life Stolen per Hit

+(3 to 4) to Cautious Strike
(16 to 20)% Bonus to Dexterity

Mermaid's Song

Blade Talons (2)

One-Hand Damage: (94-114) to (121-147)

Durability: 65

(Assassin Only)

Required Dexterity: 121

Required Level: 21

3% Chance to cast level 4 Charm when Struck

+(81 to 120)% Enhanced Damage

+(16 to 20)% to Cold Spell Damage

+(6 per level) Defense vs. Missile (Based on Character Level)

+(4 to 5) to Frozen Soul

(16 to 20)% Bonus to Dexterity

Half Freeze Duration

The Atom Splitter

Scissors Katar (2)

One-Hand Damage: (83-101) to (104-127)

Durability: 66

(Assassin Only)

Required Dexterity: 100

Required Level: 21

30% Chance to cast level 7 Apocalypse on Attack

30% Chance to cast level 11 Cataclysm when you Kill an Enemy

+(81 to 120)% Enhanced Damage

Adds (152-227)-(227-302) Poison Damage over 6 seconds

+(11 to 15)% to Fire Spell Damage

+(11 to 15)% to Poison Spell Damage

Fire Resist +(31 to 40)%

Poison Resist +(31 to 40)%



Barbarian

Bloodrage

Spatha (2)

One-Hand Damage: (51-60) to (81-226)

Durability: 66

(Barbarian Only)

Required Strength: 67

Required Level: 14

+(61 to 90)% Enhanced Damage

+(1.25 per level) to Maximum Damage (Based on Character Level)

+(11 to 15)% Damage to Demons

(11 to 15)% Life Stolen per Hit

+(5 to 8) to Blood Flash

Hellreaper

Backsword (2)

One-Hand Damage: (68-80) to (83-98)

Durability: 87

(Barbarian Only)

Required Strength: 85

Required Level: 16

5% Chance to cast level 8 Nightmare on Attack

+(1 to 2) to Barbarian Skill Levels

+(71 to 100)% Enhanced Damage

Adds (6-8)-(61-100) Cold Damage

(16 to 22)% Mana Stolen per Hit

(11 to 15)% Bonus to Strength

Claw of the Spirit Wolf

Ida (2)

One-Hand Damage: (85-103) to (110-134)

Durability: 108

(Barbarian Only)

Required Strength: 103

Required Level: 16

17% Chance to cast level 6 Gift of the Wild when you Kill an Enemy

+(1 to 2) to Barbarian Skill Levels

+(81 to 120)% Enhanced Damage

15% Increased Attack Speed

15% Faster Cast Rate

+(21 to 30)% Bonus to Summoned Minion Damage

(16 to 20)% Bonus to Dexterity

(16 to 20)% Bonus to Energy

+(61 to 90)% Damage when using a Healing Potion



Bul Kathos' Teaching

Bronze Sword (2)

One-Hand Damage: (99-120) to (126-153)

Durability: 122

(Barbarian Only)

Required Strength: 123

Required Level: 18

+(81 to 120)% Enhanced Damage

(6 to 8)% Mana Stolen per Hit

(6 to 8)% Life Stolen per Hit

+(1 to 4) to Blood Tide Totem

(16 to 20)% Bonus to All Attributes

+(3 to 4)% to Defense per Socketed Rune

Skeld's Battlesong**Kriegsmesser (2)**

One-Hand Damage: (122-152) to (205-272)

Durability: 126

(Barbarian Only)

Required Strength: 141

Required Level: 22

2% Chance to cast level 12 Hunting Banshee when you Kill an Enemy

+(101 to 150)% Enhanced Damage

10% Faster Run/Walk

15% Increased Attack Speed

+(51 to 80) to Maximum Damage

+(2 to 5) to Cold Blood

Attacker Flees after Striking +(6 to 8)%

(6 to 8)% Chance of Uninterruptable Attack



Druid**Firestreak****Compound Bow (2)**

Two-Hand Damage: (55-62) to (99-123)

(Druid Only)

Required Dexterity: 89

Required Level: 14

2% Chance to cast level 2 Gift of Inner Fire when you Kill an Enemy

+(51 to 70)% Enhanced Damage

+(26 to 40) to Maximum Damage

Adds (21-30)-(41-60) Fire Damage

+2 to Light Radius

**Magma Spitter****Serpent Bow (2)**

Two-Hand Damage: (76-90) to (106-124)

(Druid Only)

Required Dexterity: 107

Required Level: 16

33% Chance to cast level 8 Immolation when you Kill an Enemy

+(71 to 100)% Enhanced Damage

Adds (41-70)-(71-100) Fire Damage

Slows Target by (11 to 15)%

(16 to 20)% Bonus to Dexterity

+(21 to 30) to Dexterity

**Gift of the Spiritbeast****Maple Bow (2)**

Two-Hand Damage: (131-166) to (132-167)

(Druid Only)

Required Dexterity: 125

Required Level: 17

100% Chance to cast level 7 Vanquish when you Kill an Enemy

+(41 to 60)% Bonus Elemental Damage to Vanquish

+(71 to 100)% Enhanced Damage

+(16 to 20)% Bonus Elemental Damage to Mark of the Wild

+(41 to 60) to Minimum Damage

+(16 to 20) to Dexterity

**Manastorm****Viper Bow (2)**

Two-Hand Damage: (110-128) to (152-176)

(Druid Only)

Required Dexterity: 143

Required Level: 18

12% Chance to cast level 4 Mana Coil on Striking

+(1 to 2) to Druid Skill Levels

+(81 to 110)% Enhanced Damage

15% Increased Attack Speed

Total Character Damage Plus (41 to 50)%

Increase Maximum Mana (26 to 30)%



Glor-An-Fhaidha's Branch

Recurve Bow (2)

Two-Hand Damage: (126-151) to (203-363)
(Druid Only)
Required Dexterity: 162
Required Level: 21
+(91 to 130)% Enhanced Damage
+(1.25 per level) to Maximum Damage (Based on Character Level)
+(101 to 150) Defense
+(1.25 per level) to Energy (Based on Character Level)
Replenish Life +(31 to 45)
All Resists +(16 to 20)%
Poison Length Reduced by (16 to 20)%



Necromancer

Mind Probe

Wand (2)

One-Hand Damage: 7 to 12
Durability: 12
(Necromancer Only)
Required Level: 9
+(16 to 21) Energy Factor to Spell Damage (Automod)
(11 to 14)% Mana Stolen per Hit
+(151 to 200) to Mana
Regenerate Mana +(21 to 25)%
Level 2 Mana Coil (10 Charges)



Shadowmaster

Yew Wand (2)

One-Hand Damage: 12 to 21
Durability: 36
(Necromancer Only)
Required Dexterity: 21
Required Level: 12
+(16 to 21) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Necromancer Skill Levels
+(4 to 5) Extra Shadow Minions
5% Faster Cast Rate
+(16 to 20)% Bonus to Summoned Minion Life



Rathma's Charm

Bone Wand (2)

One-Hand Damage: 17 to 30
Durability: 60
(Necromancer Only)
Required Dexterity: 29
Required Level: 14
+(16 to 21) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Necromancer Skill Levels
+(2 to 3) to Demon Blood (Necromancer Only)
+(2 to 3) to Blood Tide Totem (Necromancer Only)
(16 to 20)% Bonus to Strength
(16 to 20)% Bonus to Energy
Increase Maximum Life (16 to 20)%
Fire Resist +(31 to 40)%
Cold Resist +(31 to 40)%



Dragonspine

Grim Wand (2)

One-Hand Damage: 26 to 48
Durability: 108
(Necromancer Only)
Required Dexterity: 45
Required Level: 20
+(16 to 21) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Necromancer Skill Levels
Adds 10-80 Fire Damage
+(6 to 8)% to Fire Spell Damage
+(2 to 4) to Barb Wire (Necromancer Only)
+(1 to 3) to Inner Fire
+(0.75 per level) to Strength (Based on Character Level)
+(0.375 per level) to Vitality (Based on Character Level)
Fire Absorb (6 to 8)%



Blisterdart

Needle Crossbow (2)

Two-Hand Damage: (52-63) to (63-75)



(Necromancer Only)
Required Strength: 46
Required Level: 14
+(51 to 80)% Enhanced Damage
+(16 to 24)% to Fire Spell Damage
+(16 to 24)% to Poison Spell Damage
+(5 to 7) to Way of the Spider
+(11 to 17) to Strength
Damage Reduced by (6 to 8)%

**Bonethorn
Dart Thrower (2)**

Two-Hand Damage: (79-96) to (126-304)
(Necromancer Only)
Required Strength: 69
Required Level: 16
+(66 to 100)% Enhanced Damage
20% Increased Attack Speed
+(1.5 per level) to Maximum Damage (Based on Character Level)
(6 to 8)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
(16 to 20)% Chance of Open Wounds

**Mageslayer
Stinger Crossbow (2)**

Two-Hand Damage: (139-169) to (171-208)
(Necromancer Only)
Required Strength: 93
Required Level: 18
+(81 to 120)% Enhanced Damage
(8 to 11)% Mana Stolen per Hit
Knockback
+(16 to 20) to Strength
+(16 to 20) to Vitality
Decrease Maximum Mana (-16 to -20)%
All Resists +(31 to 40)%
(16 to 20)% Curse Length Reduction

**Nymyr's Shadow
Trebuchet (2)**

Two-Hand Damage: (146-182) to (264-347)
(Necromancer Only)
Required Strength: 105
Required Level: 21
10% Chance to cast level 7 Doom when you Kill an Enemy
+2 to Necromancer Skill Levels
+(101 to 150)% Enhanced Damage
20% Increased Attack Speed
10% Faster Hit Recovery
+(66 to 100) to Maximum Damage
+(3 to 4) to Radiance
Knockback
(61 to 90)% Better Chance of Getting Magic Items



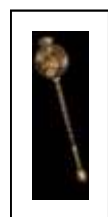
Paladin

**Mad King's Spine
Bonebreaker (2)**

One-Hand Damage: (31-35) to (49-55)
Durability: 37
(Paladin Only)
Required Strength: 54
Required Level: 13
20% Chance to cast level 6 Dark Power when you Kill an Enemy
+(41 to 60)% Enhanced Damage
40% Increased Attack Speed
(11 to 14)% Life Stolen per Hit
(16 to 20)% Chance of Crushing Blow
Drain Life (-21 to -30)

**Hand of Naz
Goedendag (2)**

One-Hand Damage: (51-60) to (131-175)
Durability: 53
(Paladin Only)
Required Strength: 76
Required Level: 15
50% Chance to cast level 7 Summon Lamia when you Kill an Enemy
+(61 to 90)% Enhanced Damage
15% Increased Attack Speed
15% Faster Block Rate



+(51 to 80) to Maximum Damage
Ignore Target's Defense
(11 to 15)% Chance of Crushing Blow

Will of Zakarum

Angel Star (2)

One-Hand Damage: (72-87) to (119-145)
Durability: 69
(Paladin Only)
Required Strength: 97
Required Level: 17
5% Chance to cast level 10 Bloodstar when Struck
+(81 to 120)% Enhanced Damage
10% Increased Attack Speed
(11 to 15)% Increased Chance of Blocking
Adds (41-60)-(91-140) Fire Damage
(16 to 20)% Bonus to Strength
(16 to 20)% Bonus to Vitality
Total Character Defense Plus (11 to 15)%

Malleus Maleficarum

Hand of God (2)

Two-Hand Damage: (108-131) to (133-162)
Durability: 151
(Paladin Only)
Required Strength: 221
Required Level: 21
30% Chance to cast level 7 Bloodstorm when you Kill an Enemy
+(1 to 2) to Paladin Skill Levels
+(81 to 120)% Enhanced Damage
+(11 to 16)% to Fire Spell Damage
+(11 to 16)% to Physical/Magic Spell Damage
(16 to 20)% Chance of Crushing Blow
(16 to 20)% Bonus to Strength



Sorceress

Manaflare

Eagle Orb (2)

One-Hand Damage: 8 to 10
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 8
+(16 to 21) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 25 Mana Sweep when you Die
+1 to Sorceress Skill Levels
+(1 to 2) to Mana Coil (Sorceress Only)
+(81 to 120) to Mana
Magic Damage Reduced by (5 to 7)

Warp Crystal

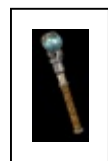
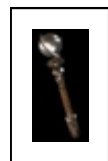
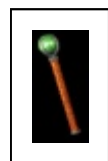
Sacred Globe (2)

One-Hand Damage: 13 to 18
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 12
+(16 to 21) Energy Factor to Spell Damage (Automod)
6% Chance to cast level 1 Teleport when Struck
15% Faster Run/Walk
15% Faster Cast Rate
+(11 to 15) to Energy
+(101 to 150) Maximum Stamina

The Foculus

Smoked Sphere (2)

One-Hand Damage: 19 to 26
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 14
+(16 to 21) Energy Factor to Spell Damage (Automod)
2% Chance to cast level 4 Blast Wave when Struck
+(1 to 2) to Sorceress Skill Levels
+(11 to 15)% to Fire Spell Damage
+(11 to 15) to all Attributes
+(51 to 75) to Life
Replenish Life +(21 to 30)
Fire Resist +(26 to 35)%





**The Allseeing Eye
Clasped Orb (2)**
One-Hand Damage: 24 to 34
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 16
+(16 to 21) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Sorceress Skill Levels
(11 to 15)% Increased Chance of Blocking
+(3 per level) to Mana (Based on Character Level)
All Resists +(16 to 20)%
Total Character Defense Plus (11 to 13)%
Level 2 Blink (20 Charges)

**Stone of the Skatsim
Jared's Stone (2)**
One-Hand Damage: 29 to 42
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 19
+(16 to 21) Energy Factor to Spell Damage (Automod)
+(1 to 2) to All Skills
15% Faster Cast Rate
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Lightning Spell Damage
+(3 to 6) to Rune of Fire
Fire Resist +(41 to 50)%
Lightning Resist +(41 to 50)%
+(26 to 35) Mana after each Kill
+(26 to 35) Life after each Kill

TIER 3 WEAPONS

General



**Grimspike
Short Sword (3)**
One-Hand Damage: (41-48) to (66-82)
Durability: 16
Required Strength: 25
Required Level: 19
+(71 to 100)% Enhanced Damage
+(19 to 26) to Maximum Damage
(16 to 20)% Deadly Strike
(17 to 22)% Bonus to Strength
(-31 to -40) to Life



**Al Nair
Scimitar (3)**
One-Hand Damage: (43-46) to (52-56)
Durability: 30
Required Strength: (47-41)
Required Level: 20
14% Chance to cast level 6 Fire Fountain when you Kill an Enemy
+(31 to 40)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
+(9 to 11)% to Fire Spell Damage
Requirements (-31 to -40)%



**InfernoLash
Saber (3)**
One-Hand Damage: (69-79) to (84-96)
Durability: 44
Required Strength: 91
Required Level: 22
25% Chance to cast level 5 Immolation when you Kill an Enemy
+(66 to 90)% Enhanced Damage
15% Increased Attack Speed
(102 to 127)% Bonus to Attack Rating
(0.40625 per level)% to Fire Spell Damage (Based on Character Level)
(21 to 25)% Chance of Open Wounds

Bone Gasher

Falchion (3)

One-Hand Damage: (89-102) to (110-126)
 Durability: 58
 Required Strength: 113
 Required Level: 24
 50% Chance to cast level 6 Frozen Soul on Striking
 +1 to Paladin Skill Levels
 +(76 to 100)% Enhanced Damage
 15% Increased Attack Speed
 15% Faster Cast Rate
 +(9 to 11) to Strength
 +(26 to 35) Mana after each Kill

Plaguemourn**Broad Sword (3)**

One-Hand Damage: (108-125) to (159-190)
 Durability: 72
 Required Strength: 135
 Required Level: 25
 8% Chance to cast level 3 Plague Avatar on Striking
 +(81 to 110)% Enhanced Damage
 +(26 to 35) to Maximum Damage
 +(16 to 20)% to Poison Spell Damage
 Poison Resist +(41 to 50)%
 Damage Reduced by (6 to 7)%

Lachdanan's Will**Long Sword (3)**

One-Hand Damage: (150-176) to (185-218)
 Durability: 86
 Required Strength: 157
 Required Level: 26
 16% Chance to cast level 2 Time Strike on Striking
 16% Chance to cast level 2 Retribute when Struck
 +(121 to 160)% Enhanced Damage
 10% Increased Attack Speed
 10% Faster Block Rate
 (10 to 13)% Increased Chance of Blocking
 +(17 to 22) to Strength

Aurumvorax**War Sword (3)**

One-Hand Damage: (148-170) to (240-430)
 Durability: 100
 Required Strength: 178
 Required Level: 30
 +(101 to 130)% Enhanced Damage
 10% Increased Attack Speed
 +(1.8125 per level) to Maximum Damage (Based on Character Level)
 (15 to 18)% Deadly Strike
 +(34 to 46) Life after each Kill
 (-36 to -45)% Less Gold from Monsters

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

One-Hand Damage: (41-47) to (51-58)
 Two-Hand Damage: (46-53) to (51-58)
 Durability: 28
 Required Strength: 69
 Required Level: 19
 60% Chance to cast level 4 Time Strike on Striking
 4% Chance to cast level 2 Dark Power when you Kill an Enemy
 +(66 to 90)% Enhanced Damage
 (15 to 18)% Deadly Strike
 +(76 to 100) to Life
 +(76 to 100) to Mana

Lavafrost**Claymore (3)**

One-Hand Damage: (64-76) to (78-92)
 Two-Hand Damage: (78-92) to (83-98)
 Durability: 42
 Required Strength: 98
 Required Level: 21
 3% Chance to cast level 5 Pandemonium on Striking
 +(71 to 100)% Enhanced Damage
 +(9 to 11)% to Fire Spell Damage
 +(9 to 11)% to Cold Spell Damage
 Fire Resist +(31 to 40)%
 Cold Resist +(31 to 40)%

Total Character Defense Plus (9 to 11)%
Half Freeze Duration

Quietus

Giant Sword (3)

One-Hand Damage: 50 to 63
Two-Hand Damage: 65 to 70
Durability: 56
Required Strength: (92-80)
Required Level: 23
+(1 to 2) to All Skills
+(76 to 100)% Bonus to Poison Skill Duration
15% Faster Cast Rate
Adds 36-72 Cold Damage
(9 to 11)% Mana Stolen per Hit
+(10 to 13)% to Cold Spell Damage
Requirements (-27 to -37)%

Fleshdoom

Bastard Sword (3)

One-Hand Damage: (114-132) to (142-165)
Two-Hand Damage: (150-174) to (159-184)
Durability: 70
Required Strength: 157
Required Level: 24
6% Chance to cast level 2 Death Coil on Striking
+(81 to 110)% Enhanced Damage
(16 to 20)% Deadly Strike
+(41 to 55) to Vitality
Increase Maximum Life (21 to 25)%
Damage Reduced by (9 to 11)
+(26 to 35) Life after each Kill

Demonsong

Flamberge (3)

One-Hand Damage: (132-153) to (230-474)
Two-Hand Damage: (181-209) to (253-501)
Durability: 84
Required Strength: 186
Required Level: 26
5% Chance to cast level 7 Elemental on Striking
+(81 to 110)% Enhanced Damage
20% Increased Attack Speed
+(2.3125 per level) to Maximum Damage (Based on Character Level)
+(5.25 per level) to Life (Based on Character Level)
Fire Resist +(36 to 45)%
+(36 to 45) Life after each Kill

The Reconciler

Great Sword (3)

One-Hand Damage: (168-193) to (215-246)
Two-Hand Damage: (229-262) to (245-280)
Durability: 98
Required Strength: 215
Required Level: 29
+(101 to 130)% Enhanced Damage
Stun Attack
(16 to 20)% Deadly Strike
+(26 to 35) to Strength
+(26 to 35) to Dexterity
(76 to 100)% Extra Gold from Monsters
Level 3 Guard Tower (35 Charges)

Worldstone Shard

Crystal Sword (3)

One-Hand Damage: (76-84) to (92-102)
Durability: 40
Required Dexterity: 109
Required Level: 30
+(22 to 27) Energy Factor to Spell Damage (Automod)
8% Chance to cast level 3 Supernova on Striking
100% Chance to cast level 8 Lightning Cascade when you Kill an Enemy
+(81 to 100)% Enhanced Damage
20% Increased Attack Speed
+(8 to 9)% to Spell Damage
All Resists +(31 to 40)%
Requirements -30%

Wererat's Bite**Hand Axe (3)**

One-Hand Damage: (38-44) to (56-65)
Durability: 22
Required Strength: 25
Required Level: 19
3% Chance to cast level 2 Poison Flash on Striking
+(81 to 110)% Enhanced Damage
(41 to 50)% Deadly Strike
Poison Resist +(51 to 70)%

Throatseeker**Axe (3)**

One-Hand Damage: (63-73) to (101-117)
Durability: 36
Required Strength: 80
Required Level: 22
35% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(81 to 110)% Enhanced Damage
15% Increased Attack Speed
(6 to 7)% Life Stolen per Hit
Increase Maximum Life (21 to 25)%
+(31 to 40) Life after each Kill

Moonbender's Wing**Double Axe (3)**

One-Hand Damage: (86-100) to (142-165)
Durability: 50
Required Strength: (89-84)
Required Level: 24
25% Chance to cast level 1 Teleport on Striking
25% Chance to cast level 1 Teleport when Struck
+(81 to 110)% Enhanced Damage
(19 to 26)% Bonus to Dexterity
(19 to 26)% Bonus to Energy
Total Character Defense Plus (15 to 18)%
Requirements (-21 to -25)%

Snowhammer**Military Pick (3)**

One-Hand Damage: (124-142) to (207-236)
Durability: 64
Required Strength: 146
Required Level: 26
35% Chance to cast level 11 Doom Serpents when you Kill an Enemy
+(101 to 130)% Enhanced Damage
20% Increased Attack Speed
Adds 16-46 Cold Damage
+(8 to 9)% to Cold Spell Damage
Freezes Target +5
Cold Resist +(18 to 24)%

Nimmenjuushin**War Axe (3)**

One-Hand Damage: (156-177) to (294-344)
Durability: 78
Required Strength: 178
Required Level: 29
14% Chance to cast level 1 Claw Tornado on Striking
+(111 to 140)% Enhanced Damage
+(15 to 18)% Bonus Damage to Mark of the Wild
+(37 to 52) to Maximum Damage
(76 to 100)% Duration Bonus to Mark of the Wild
(6 to 7)% Life Stolen per Hit
(21 to 25)% Bonus to Strength

Thunderclap**Large Axe (3)**

Two-Hand Damage: 25 to 31
Durability: 28
Required Strength: 56
Required Level: 18
+(17 to 22) Crafting Points
25% Chance to cast level 6 Supernova when you Kill an Enemy
6% Chance to cast level 4 Flash on Striking
35% Increased Attack Speed
(0.46875 per level)% to Lightning Spell Damage (Based on Character Level)
Lightning Resist +(21 to 25)%

The Defiler

Broad Axe (3)

Two-Hand Damage: (92-108) to (101-117)

Durability: 44

Required Strength: 95

Required Level: 22

100% Chance to cast level 15 Gamma Field when you Die

+(81 to 110)% Enhanced Damage

20% Increased Attack Speed

15% Faster Hit Recovery

+(16 to 20) to Minimum Damage

(46 to 60)% Duration Bonus to Mark of the Wild

Poison Length Reduced by (21 to 25)%

Skullhammer**Battle Axe (3)**

Two-Hand Damage: (112-129) to (177-308)

Durability: 60

Required Strength: 133

Required Level: 24

+(91 to 120)% Enhanced Damage

+(1.125 per level) to Maximum Damage (Based on Character Level)

Stun Attack

(26 to 35)% Chance of Crushing Blow

(31 to 35)% Chance of Open Wounds

+(31 to 40) to Strength

Lex Ferarum**Great Axe (3)**

Two-Hand Damage: (152-174) to (207-236)

Durability: 76

Required Strength: 171

Required Level: 25

100% Chance to cast level 12 Gift of the Wild when you Kill an Enemy

+(101 to 130)% Enhanced Damage

+(16 to 20) to Strength

+(16 to 20) to Dexterity

+(26 to 35) Life after each Kill

(121 to 160)% Extra Gold from Monsters

(31 to 40)% Better Chance of Getting Magic Items

Griswold's Revenge**Giant Axe (3)**

Two-Hand Damage: (155-172) to (208-231)

Durability: 92

Required Strength: 209

Required Level: 29

+(41 to 55) Crafting Points

Indestructible

7% Chance to cast level 2 Rust Storm on Striking

+(71 to 90)% Enhanced Damage

(32 to 42)% Bonus to Strength

+(31 to 40) Life after each Kill

Branch of a Million Splinters**Club (3)**

One-Hand Damage: (52-63) to (95-117)

Durability: 8

Required Strength: 25

Required Level: 18

18% Chance to cast level 3 Spike Nova when you Kill an Enemy

+(151 to 200)% Enhanced Damage

+(18 to 24) to Maximum Damage

(9 to 11)% Life Stolen per Hit

(20 to 23)% Chance of Open Wounds

Skullbat**Spiked Club (3)**

One-Hand Damage: (48-54) to (78-88)

Durability: 24

Required Strength: (52-50)

Required Level: 21

+(61 to 80)% Enhanced Damage

Stun Attack

Knockback

(-41 to -55) to Mana

Requirements (-21 to -25)%

Koth's Lesson**Mace (3)**

One-Hand Damage: (54-60) to (94-103)

Durability: 40
Required Strength: 89
Required Level: 23
6% Chance to cast level 3 Bloodlust when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(41 to 55)% Enhanced Damage
+(31 to 40)% Bonus Damage to Bloodlust
+(16 to 20)% Bonus Elemental Damage to Bloodlust
+(91 to 120)% Damage to Undead
Fire Resist +(31 to 40)%
Poison Resist +(18 to 24)%

Lychnus Lyaei
Morning Star (3)

One-Hand Damage: (80-89) to (143-159)
Durability: 56
Required Strength: 111
Required Level: 25
14% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(71 to 90)% Enhanced Damage
+(17 to 22) to Strength
(31 to 40)% Bonus to Vitality when using a Healing Potion
+(17 to 22) Life after each Kill
+4 to Light Radius

Hellscurge
Flail (3)

One-Hand Damage: (112-128) to (198-227)
Durability: 72
Required Strength: 133
Required Level: 29
35% Chance to cast level 4 Bloodstorm when you Kill an Enemy
+(101 to 130)% Enhanced Damage
15% Increased Attack Speed
(21 to 25)% Chance of Open Wounds
+(16 to 20) to Strength
Fire Resist +(41 to 50)%
Level 3 Death Coil (10 Charges)

The Warthog
War Hammer (3)

One-Hand Damage: (65-75) to (106-123)
Durability: 75
Required Strength: (149-154)
Required Level: 24
+(81 to 110)% Enhanced Damage
(36 to 45)% Chance of Crushing Blow
+(5 to 6) to Time Strike
(16 to 20)% Bonus to Strength
Requirements +(16 to 20)%

Death's Bellringer
Maul (3)

Two-Hand Damage: (114-128) to (185-323)
Durability: 114
Required Strength: 196
Required Level: 25
25% Chance to cast level 7 Slayer when you Kill an Enemy
+(101 to 125)% Enhanced Damage
+(1.25 per level) to Maximum Damage (Based on Character Level)
Stun Attack
+(16 to 20)% to Physical/Magic Spell Damage
+(21 to 25) to Strength
+(21 to 25) to Dexterity

Siege Breaker
Great Maul (3)

Two-Hand Damage: (136-153) to (182-204)
Durability: 138
Required Strength: 240
Required Level: 29
50% Chance to cast level 10 Shower of Rocks when you Kill an Enemy
+(1 to 2) to All Skills
+(101 to 125)% Enhanced Damage
Stun Attack
(16 to 20)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
Slows Target by (16 to 20)%
+(151 to 200) Defense



Sunbearer Scepter (3)
One-Hand Damage: (33-37) to (43-48)
Durability: 14
Required Dexterity: 53
Required Level: 18
+(22 to 27) Energy Factor to Spell Damage (Automod)
9% Chance to cast level 2 Gift of Inner Fire when you Kill an Enemy
+(61 to 80)% Enhanced Damage
+(21 to 25) to Dexterity
(71 to 90)% Extra Gold from Monsters
Reduces all Vendor Prices (9 to 11)%
+3 to Light Radius



Carmen Alvarez Grand Scepter (3)
One-Hand Damage: (68-78) to (103-118)
Durability: 30
Required Dexterity: (70-60)
Required Level: 23
+(22 to 27) Energy Factor to Spell Damage (Automod)
25% Chance to cast level 5 Holy Trap when you Kill an Enemy
+(1 to 2) to Amazon Skill Levels
+(76 to 100)% Enhanced Damage
15% Increased Attack Speed
15% Faster Cast Rate
(0.46875 per level)% to Fire Spell Damage (Based on Character Level)
(36 to 45)% Better Chance of Getting Magic Items
Requirements (-27 to -37)%



Wraithverge War Scepter (3)
One-Hand Damage: (122-139) to (187-213)
Durability: 46
Required Dexterity: (89-77)
Required Level: 26
+(22 to 27) Energy Factor to Spell Damage (Automod)
35% Chance to cast level 20 Pain Spirit when you Kill an Enemy
+(111 to 140)% Enhanced Damage
+(14 to 16)% to Physical/Magic Spell Damage
All Resists +(41 to 55)%
(21 to 25)% Curse Length Reduction
Requirements (-36 to -45)%



Quill Rat's Sting Javelin (3)
Throw Damage: (33-37) to (77-92)
One-Hand Damage: (25-28) to (67-80)
Durability: 32
Required Dexterity: 25
Required Level: 18
100% Chance to cast level 1 Spike Nova when you Die
+(51 to 70)% Enhanced Damage
(41 to 55)% Piercing Attack
+(31 to 40) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity



Storm Crow Pilum (3)
Throw Damage: (54-62) to (88-100)
One-Hand Damage: (40-46) to (66-76)
Durability: 56
Required Dexterity: 76
Required Level: 21
7% Chance to cast level 6 Doom when you Kill an Enemy
+(76 to 100)% Enhanced Damage
15% Increased Attack Speed
(17 to 22)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity



Emberstorm Short Spear (3)
Throw Damage: (68-78) to (121-138)
One-Hand Damage: (53-60) to (92-105)
Durability: 80
Required Dexterity: 109

Required Level: 23
35% Chance to cast level 6 Cataclysm when you Kill an Enemy
+(71 to 95)% Enhanced Damage
15% Faster Run/Walk
30% Increased Attack Speed
(-36 to -45) Maximum Stamina
+(31 to 40) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

**Ashenwind
Glaive (3)**

Throw Damage: (98-112) to (182-209)
One-Hand Damage: (74-85) to (138-158)
Durability: 104
Required Dexterity: 142
Required Level: 25
7% Chance to cast level 5 Immolation on Striking
+(101 to 130)% Enhanced Damage
(27 to 32)% Piercing Attack
Fire Resist +(31 to 40)%
-1 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

**Windwall
Throwing Spear (3)**

Throw Damage: (107-124) to (207-239)
One-Hand Damage: (80-93) to (157-182)
Durability: 126
Required Dexterity: 175
Required Level: 29
25% Chance to cast level 3 Typhoon Sentry when you Kill an Enemy
+(92 to 122)% Enhanced Damage
10% Faster Hit Recovery
Stun Attack
Knockback
+(61 to 80) Defense vs. Missile
Damage Reduced by (8 to 10)%
Replenishes Quantity
Level 3 Cascade Attack

**Silverstrike
Spear (3)**

Two-Hand Damage: (27-29) to (67-79)
Durability: 24
Required Strength: 25
Required Dexterity: 25
Required Level: 18
35% Chance to cast level 7 Punisher when you Kill an Enemy
+(31 to 40)% Enhanced Damage
+(26 to 35) to Maximum Damage
+(71 to 95)% Damage to Undead
(25 to 33)% Bonus to Dexterity
+1 to Light Radius

**Sea Summoner
Trident (3)**

Two-Hand Damage: (41-46) to (85-95)
Durability: 48
Required Strength: 56
Required Dexterity: 76
Required Level: 21
25% Chance to cast level 2 Glacial Nova when you Kill an Enemy
+(61 to 80)% Enhanced Damage
Slows Target by (21 to 25)%
(9 to 11)% Bonus to Strength
(9 to 11)% Bonus to Dexterity
Cold Resist +(32 to 42)%

**Goredrill
Brandistock (3)**

Two-Hand Damage: (68-80) to (133-155)
Durability: 72
Required Strength: 78
Required Dexterity: 107
Required Level: 23
25% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(81 to 110)% Enhanced Damage
+(16 to 20) to Minimum Damage

(21 to 25)% Chance of Open Wounds
+(26 to 35) to Dexterity
+(26 to 35) to Vitality
Fire Resist +(41 to 50)%

**Darkspite
Spetum (3)**

Two-Hand Damage: (49-54) to (137-150)
Durability: 96
Required Strength: 100
Required Dexterity: 138
Required Level: 25
3% Chance to cast level 9 Unholy Armor when Struck
+(46 to 60)% Enhanced Damage
+(76 to 100)% Damage to Demons
Total Character Damage Plus (41 to 50)%
Total Character Defense Plus (21 to 25)%
+3 to Light Radius

**Manatide
Pike (3)**

Two-Hand Damage: (81-94) to (193-220)
Durability: 120
Required Strength: 122
Required Dexterity: 169
Required Level: 29
9% Chance to cast level 3 Arcane Torrent on Striking
+(76 to 100)% Enhanced Damage
30% Faster Cast Rate
+(16 to 20) to Minimum Damage
(16 to 20)% Mana Stolen per Hit
Increase Maximum Mana (16 to 20)%
Regenerate Mana +(27 to 32)%
(23 to 29)% Bonus to Energy when using a Mana Potion

**Earthbind
Bardiche (3)**

Two-Hand Damage: (34-39) to (87-108)
Durability: 26
Required Strength: 54
Required Dexterity: 54
Required Level: 17
5% Chance to cast level 3 Pagan Rites when Struck
+1 to Druid Skill Levels
+(66 to 90)% Enhanced Damage
(-16 to -20)% Slower Run/Walk
+(41 to 55) to Maximum Damage
Slows Target by (31 to 35)%
Slows Attacker by (31 to 35)%

**Stormsurge
Voulge (3)**

Two-Hand Damage: (29-31) to (89-97)
Durability: 50
Required Strength: 84
Required Dexterity: 84
Required Level: 22
11% Chance to cast level 5 Lightning Cascade on Striking
+(46 to 60)% Enhanced Damage
+(2 to 3) Extra Lightning Cascade Targets
10% Increased Attack Speed
Adds 1-49 Lightning Damage
+(9 to 11)% to Lightning Spell Damage
Lightning Resist +(41 to 55)%

**Moonscythe
Scythe (3)**

Two-Hand Damage: (34-39) to (159-181)
Durability: 74
Required Strength: 113
Required Dexterity: 113
Required Level: 24
+(43 to 56) Energy Factor to Spell Damage (Automod)
15% Chance to cast level 2 Mana Sweep when you Kill an Enemy
+(2 to 3) to Necromancer Skill Levels
+(71 to 95)% Enhanced Damage
10% Increased Attack Speed
30% Faster Hit Recovery
+(76 to 100)% Bonus to Summoned Minion Life
Lightning Resist +(41 to 50)%

Cold Resist +(41 to 50)%

The Silent Judge

Halberd (3)

Two-Hand Damage: (40-45) to (255-290)

Durability: 98

Required Strength: 142

Required Dexterity: 142

Required Level: 28

35% Chance to cast level 6 Time Strike on Striking

10% Chance to cast level 5 Avatar when you Kill an Enemy

11% Chance to cast level 3 Thunder Hammer on Striking

+(111 to 140)% Enhanced Damage

+(17 to 22) to Strength

+(17 to 22) to Dexterity

Hornet Sting

Dagger (3)

One-Hand Damage: 21 to 24

Durability: 8

Required Dexterity: 25

Required Level: 18

9% Chance to cast level 1 Spike Nova when Struck

Indestructible

25% Increased Attack Speed

(9 to 11)% Mana Stolen per Hit

(9 to 11)% Life Stolen per Hit

Hit Causes Monster to Flee +(29 to 36)%

Manashard

Dirk (3)

One-Hand Damage: (48-56) to (57-67)

Durability: 14

Required Dexterity: 69

Required Level: 22

9% Chance to cast level 2 Hex on Striking

+(1 to 2) to All Skills

+(81 to 110)% Enhanced Damage

(10 to 13)% Mana Stolen per Hit

(10 to 13)% Life Stolen per Hit

+(16 to 20)% to Spell Damage

Frostneedle

Kriss (3)

One-Hand Damage: (77-91) to (90-106)

Durability: 20

Required Dexterity: 102

Required Level: 24

25% Chance to cast level 1 Glacial Nova when you Kill an Enemy

+(121 to 160)% Enhanced Damage

Ignore Target's Defense

+(9 to 11)% to Cold Spell Damage

Cold Resist +(31 to 40)%

Drow Valor

Blade (3)

One-Hand Damage: (72-82) to (88-100)

Durability: 26

Required Dexterity: 135

Required Level: 28

+(81 to 105)% Enhanced Damage

20% Increased Attack Speed

Adds 42-80 Poison Damage over 4 seconds

+(2 to 4) to Way of the Spider (Assassin Only)

(41 to 55)% Bonus to Dexterity

+(31 to 40) to Dexterity

+(31 to 40) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (3)

Throw Damage: (37-41) to (42-46)

One-Hand Damage: (30-33) to (31-34)

Durability: 8

Required Dexterity: 51

Required Level: 18

+(51 to 65)% Enhanced Damage

10% Increased Attack Speed

Hit Causes Monster to Flee +(14 to 18)%

(226 to 300)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

Eagle Spirit

Flying Knife (3)

Throw Damage: (83-96) to (94-109)
One-Hand Damage: (63-73) to (70-81)
Durability: 12
Required Dexterity: 120
Required Level: 23
+(81 to 110)% Enhanced Damage
15% Increased Attack Speed
(76 to 100)% Bonus to Attack Rating
Knockback
(41 to 55)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Banshee's Chase

Balanced Knife (3)

Throw Damage: (119-138) to (137-159)
One-Hand Damage: (90-104) to (104-121)
Durability: 16
Required Dexterity: 189
Required Level: 26
7% Chance to cast level 6 Frozen Soul on Striking
+(81 to 110)% Enhanced Damage
(9 to 11)% Increased Chance of Blocking
Adds 18-45 Cold Damage
(16 to 20)% Deadly Strike
+(121 to 160) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Arreat's Aim

Throwing Axe (3)

Throw Damage: 22 to 28
One-Hand Damage: 17 to 21
Durability: 12
Required Strength: 51
Required Level: 17
35% Chance to cast level 10 Guard Tower when you Kill an Enemy
(9 to 11)% Deadly Strike
Knockback
(17 to 22)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Jalal's Claw

Balanced Axe (3)

Throw Damage: (68-79) to (210-241)
One-Hand Damage: (49-57) to (156-180)
Durability: 20
Required Strength: 164
Required Level: 24
3% Chance to cast level 6 Plague Avatar on Striking
+(91 to 120)% Enhanced Damage
15% Faster Run/Walk
15% Increased Attack Speed
(6 to 7)% Life Stolen per Hit
+(16 to 20) to all Attributes
Poison Resist +(41 to 55)%
Replenishes Quantity
Level 1 Barrage Attack

Vizjerei's Folly

Short Staff (3)

Two-Hand Damage: 21 to 25
Durability: 22
Required Dexterity: 25
Required Level: 17
+(43 to 56) Energy Factor to Spell Damage (Automod)
+(21 to 25)% to Spell Damage
+(41 to 55) to Mana
All Resists (-31 to -40)%

The Shaman

Long Staff (3)

Two-Hand Damage: 30 to 38

Durability: 46

Required Dexterity: 54

Required Level: 21

+(43 to 56) Energy Factor to Spell Damage (Automod)

100% Chance to cast level 9 Raven Flight when you Level-Up

+(1 to 2) to Druid Skill Levels

20% Faster Cast Rate

20% Faster Hit Recovery

Increase Maximum Life (15 to 18)%

Fire Resist +(27 to 37)%

Lightning Resist +(27 to 37)%

Aerin Nexus

Gnarled Staff (3)

Two-Hand Damage: 39 to 52

Durability: 70

Required Dexterity: 85

Required Level: 23

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(1 to 2) to Sorceress Skill Levels

+(9 to 11)% to Spell Damage

+(28 to 39) to Energy

+(28 to 39) to Vitality

Slows Attacker by (16 to 20)%

(27 to 32)% Better Chance of Getting Magic Items

Terrorcane

Battle Staff (3)

Two-Hand Damage: (91-105) to (126-145)

Durability: 94

Required Dexterity: 116

Required Level: 25

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(91 to 120)% Enhanced Damage

20% Increased Attack Speed

20% Faster Hit Recovery

(101 to 125)% Bonus to Attack Rating

Adds 24-54 Poison Damage over 5 seconds

Stun Attack

(31 to 40)% Deadly Strike

Attacker Flees after Striking +(32 to 42)%

Goldenrod

War Staff (3)

Two-Hand Damage: (109-123) to (150-169)

Durability: 118

Required Dexterity: 147

Required Level: 29

+(43 to 56) Energy Factor to Spell Damage (Automod)

+(1 to 2) to All Skills

+(96 to 120)% Enhanced Damage

15% Increased Attack Speed

15% Faster Cast Rate

(15 to 18)% Bonus to Buff/Debuff/Cold Skill Duration

+(9 to 11)% to Spell Damage

(151 to 200)% Extra Gold from Monsters

The Rift Bow

Short Bow (3)

Two-Hand Damage: (33-38) to (40-46)

Required Dexterity: 51

Required Level: 17

+(61 to 85)% Enhanced Damage

(76 to 100)% Bonus to Attack Rating

(9 to 11)% Mana Stolen per Hit

(41 to 50)% Damage Taken Goes To Mana

(31 to 35)% Curse Length Reduction

Darkhunter

Hunter's Bow (3)

Two-Hand Damage: (42-46) to (53-58)

Required Dexterity: 73

Required Level: 20

35% Chance to cast level 5 Bloodstar on Striking

+(41 to 55)% Enhanced Damage

+(66 to 90)% Damage to Demons

Adds 36-72 Fire Damage

+(9 to 11)% to Fire Spell Damage

+(17 to 22) to Dexterity

Hand of Karcheus

Long Bow (3)

Two-Hand Damage: (63-71) to (86-97)

Required Dexterity: 95

Required Level: 22

3% Chance to cast level 1 Glacial Nova on Striking

+(63 to 84)% Enhanced Damage

10% Faster Run/Walk

Freezes Attacker +3

Freezes Target +3

Cold Resist +(41 to 55)%

Kashya's Ambush

Composite Bow (3)

Two-Hand Damage: (86-100) to (162-195)

Required Dexterity: 116

Required Level: 23

7% Chance to cast level 4 Phalanx when you Kill an Enemy

+(81 to 110)% Enhanced Damage

+(41 to 55) to Maximum Damage

(101 to 125)% Bonus to Attack Rating

+(17 to 22) to Dexterity

Increase Maximum Life (23 to 29)%

Total Character Defense Plus (30 to 38)%

Seraph Wing

Short Battle Bow (3)

Two-Hand Damage: (112-129) to (152-175)

Required Dexterity: 138

Required Level: 24

25% Chance to cast level 3 Rune of Ice when you Kill an Enemy

3% Chance to cast level 6 Frozen Crown on Striking

+(91 to 120)% Enhanced Damage

15% Faster Run/Walk

20% Increased Attack Speed

+(61 to 80)% Damage to Undead

All Resists +(46 to 60)%

+1 to Light Radius

Ryuuseiu Kyanon

Long Battle Bow (3)

Two-Hand Damage: (127-147) to (181-210)

Required Dexterity: 160

Required Level: 25

35% Chance to cast level 5 Immolation when you Kill an Enemy

+(93 to 124)% Enhanced Damage

20% Increased Attack Speed

10% Faster Hit Recovery

+(33 to 44) to Vitality

Fire Resist +(49 to 66)%

Attacker Takes Fire Damage of (51 to 70)

Serpent Angel

Short War Bow (3)

Two-Hand Damage: (143-164) to (202-233)

Required Dexterity: 182

Required Level: 28

25% Chance to cast level 1 Dark Power when you Kill an Enemy

+(91 to 120)% Enhanced Damage

(9 to 11)% Mana Stolen per Hit

(17 to 22)% Deadly Strike

(-31 to -40) to Mana

Cold Resist +(16 to 20)%

Poison Resist +(26 to 35)%

Harp of Vengeance

Long War Bow (3)

Two-Hand Damage: (162-186) to (326-389)

Required Dexterity: 204

Required Level: 30

25% Chance to cast level 1 Arrow on Striking

+(101 to 130)% Enhanced Damage

15% Faster Run/Walk

20% Increased Attack Speed

+(91 to 120) to Maximum Damage

Adds 17-128 Fire Damage

(6 to 7)% Life Stolen per Hit

(-17 to -22) to Vitality

Fire Resist +(41 to 50)%

Level 2 Death Metal (45 Charges)



Flamebreath

Light Crossbow (3)

Two-Hand Damage: (91-105) to (126-145)

Required Strength: 99

Required Level: 22

25% Chance to cast level 7 Blink when you Kill an Enemy

+(91 to 120)% Enhanced Damage

25% Increased Attack Speed

(61 to 80)% Bonus to Attack Rating

Adds (61-80)-(121-160) Fire Damage

Fire Resist +(41 to 50)%



The Barracuda

Crossbow (3)

Two-Hand Damage: (103-115) to (141-158)

Required Strength: 144

Required Level: 24

25% Chance to cast level 6 Bloodlust when you Kill an Enemy

+(41 to 50)% Bonus Damage to Bloodlust

+(61 to 80)% Enhanced Damage

+(21 to 25)% Bonus Elemental Damage to Bloodlust

20% Increased Attack Speed

Adds (31-40)-(81-110) Fire Damage

Fire Resist +(31 to 40)%



Thunder Machine

Heavy Crossbow (3)

Two-Hand Damage: (185-213) to (331-398)

Required Strength: 191

Required Level: 28

+(91 to 120)% Enhanced Damage

+(81 to 110) to Maximum Damage

Adds 1-(121-160) Lightning Damage

(9 to 11)% Chance of Crushing Blow

+(5 to 6) to Blindside

Knockback

(21 to 25)% Bonus to Strength

+(31 to 40) to Strength



Larzuk's Bombard

Repeating Crossbow (3)

Two-Hand Damage: (205-241) to (296-348)

Required Strength: 214

Required Level: 30

35% Chance to cast level 15 Apocalypse when you Kill an Enemy

+(121 to 160)% Enhanced Damage

25% Increased Attack Speed

(9 to 11)% Chance of Crushing Blow

(21 to 25)% Deadly Strike

(21 to 25)% Bonus to Strength

+(13.25 per level) Defense (Based on Character Level)

Total Character Defense Plus (21 to 25)%

+(8 to 9)% to Experience Gained

Amazon



Sky Sweeper

Stag Bow (3)

Two-Hand Damage: (97-108) to (138-153)

(Amazon Only)

Required Dexterity: 168

Required Level: 25

4% Chance to cast level 1 Cascade on Striking

+(1 to 2) to Amazon Skill Levels

+(71 to 90)% Enhanced Damage

Adds 1-(61-80) Lightning Damage

(9 to 11)% Mana Stolen per Hit

Lightning Absorb (9 to 11)%

+(21 to 25) Mana after each Kill

Level 3 Cold Fear (15 Charges)



Thorncaster

Reflex Bow (3)

Two-Hand Damage: (154-182) to (223-262)

(Amazon Only)

Required Dexterity: 214

Required Level: 30

35% Chance to cast level 6 Spike Nova when you Kill an Enemy
25% Chance to cast level 6 Spore Shot when Struck
+(121 to 160)% Enhanced Damage
Adds (51-63)-(114-152) Poison Damage over 4 seconds
Knockback
Poison Resist +(61 to 70)%
Level 5 Charm (15 Charges)

**Ghost Anchor
Maiden Spear (3)**

Two-Hand Damage: (74-82) to (207-230)
Durability: 64
(Amazon Only)
Required Strength: (45-43)
Required Dexterity: (99-94)
Required Level: 25
Indestructible
+(71 to 90)% Enhanced Damage
Stun Attack
+(5 to 6) to Arcane Strike
Slows Target by (31 to 35)%
Requirements (-26 to -30)%
Ethereal (Cannot be repaired)

**Gryphon's Claw
Maiden Pike (3)**

Two-Hand Damage: (89-99) to (266-294)
Durability: 80
(Amazon Only)
Required Strength: 90
Required Dexterity: 180
Required Level: 29
50% Chance to cast level 12 Flash on Attack
+(1 to 2) to Amazon Skill Levels
+(181 to 210)% Enhanced Damage
15% Increased Attack Speed
Adds 1-(151-200) Lightning Damage
Stun Attack
+4 to Defensive Harmony (Amazon Only)
+(36 to 45) to Strength
+(36 to 45) to Dexterity
Slows Attacker by (31 to 35)%

**Storm Cloud
Maiden Javelin (3)**

Throw Damage: (157-190) to (186-213)
One-Hand Damage: (133-162) to (142-163)
Durability: 84
(Amazon Only)
Required Strength: 91
Required Dexterity: 183
Required Level: 29
35% Chance to cast level 5 Flurry of Javelins when Struck
+(101 to 130)% Enhanced Damage
15% Increased Attack Speed
+(61 to 80) to Minimum Damage
Adds 1-(151-200) Lightning Damage
+(9 to 11)% to Lightning Spell Damage
Slows Target by (21 to 25)%
Attacker Takes Lightning Damage of (151 to 200)
Replenishes Quantity
Level 3 Cascade Attack

Assassin

**The Ripper
Katar (3)**

One-Hand Damage: 20 to (71-324)
Durability: 10
(Assassin Only)
Required Dexterity: 20
Required Level: 19
5% Chance to cast level 6 Starburst on Striking
+(2.5 per level) to Maximum Damage (Based on Character Level)
(76 to 100)% Bonus to Attack Rating
+(9 to 11)% to Physical/Magic Spell Damage
(31 to 35)% Chance of Open Wounds

Earthrend

Wrist Blade (3)

One-Hand Damage: (47-54) to (58-66)
Durability: 20
(Assassin Only)
Required Dexterity: 55
Required Level: 20
4% Chance to cast level 6 Pagan Rites on Attack
+(71 to 95)% Enhanced Damage
Stun Attack
(15 to 18)% Chance of Crushing Blow
(36 to 45)% Deadly Strike

Vizjun's Justice

Hatchet Hands (3)

One-Hand Damage: (68-79) to (84-96)
Durability: 29
(Assassin Only)
Required Dexterity: 72
Required Level: 22
+(41 to 55)% Bonus to Poison Skill Duration
+(91 to 120)% Enhanced Damage
+(16 to 20)% to Poison Spell Damage
+(2 to 3) to Way of the Spider (Assassin Only)
(9 to 11)% Bonus to Dexterity

Noblebane

Cestus (3)

One-Hand Damage: (75-83) to (138-162)
Durability: 38
(Assassin Only)
Required Dexterity: 90
Required Level: 24
3% Chance to cast level 9 Vanquish when you Kill an Enemy
+(71 to 90)% Enhanced Damage
(17 to 22)% Increased Chance of Blocking
+(46 to 60) to Maximum Damage
+(-26 to -35)% Target Defense
+(2 to 3) to Light Radius
(31 to 35)% Curse Length Reduction

Harpy's Strike

Claws (3)

One-Hand Damage: (91-104) to (112-128)
Durability: 48
(Assassin Only)
Required Dexterity: 108
Required Level: 25
19% Chance to cast level 3 Charm when you Kill an Enemy
+(2 to 3) to Assassin Skill Levels
+(76 to 100)% Enhanced Damage
20% Faster Run/Walk
15% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
+(5 to 6) to Cautious Strike
(21 to 25)% Bonus to Dexterity

Mermaid's Song

Blade Talons (3)

One-Hand Damage: (161-189) to (205-241)
Durability: 65
(Assassin Only)
Required Dexterity: 172
Required Level: 29
4% Chance to cast level 6 Charm when Struck
+(121 to 160)% Enhanced Damage
+(21 to 25)% to Cold Spell Damage
+(7 per level) Defense vs. Missile (Based on Character Level)
+(6 to 7) to Frozen Soul
(21 to 25)% Bonus to Dexterity
Half Freeze Duration

The Atom Splitter

Scissors Katar (3)

One-Hand Damage: (141-166) to (176-208)
Durability: 66
(Assassin Only)
Required Dexterity: 142
Required Level: 30
35% Chance to cast level 9 Apocalypse on Attack
35% Chance to cast level 14 Cataclysm when you Kill an Enemy



+(121 to 160)% Enhanced Damage
Adds (302-402)-(403-503) Poison Damage over 8 seconds
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Poison Spell Damage
Fire Resist +(41 to 50)%
Poison Resist +(41 to 50)%

Barbarian



Bloodrage

Spatha (3)

One-Hand Damage: (91-105) to (145-301)
Durability: 66
(Barbarian Only)
Required Strength: 102
Required Level: 23
+(91 to 120)% Enhanced Damage
+(1.4375 per level) to Maximum Damage (Based on Character Level)
+(16 to 20)% Damage to Demons
(16 to 20)% Life Stolen per Hit
+(9 to 12) to Blood Flash



Hellreaper

Backsword (3)

One-Hand Damage: (118-135) to (146-167)
Durability: 87
(Barbarian Only)
Required Strength: 127
Required Level: 25
7% Chance to cast level 14 Nightmare on Attack
+(1 to 2) to Barbarian Skill Levels
+(101 to 130)% Enhanced Damage
Adds (9-11)-(101-140) Cold Damage
(23 to 29)% Mana Stolen per Hit
(16 to 20)% Bonus to Strength



Claw of the Spirit Wolf

Ida (3)

One-Hand Damage: (152-179) to (187-220)
Durability: 108
(Barbarian Only)
Required Strength: 152
Required Level: 26
19% Chance to cast level 10 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(121 to 160)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
+(31 to 40)% Bonus to Summoned Minion Damage
(21 to 25)% Bonus to Dexterity
(21 to 25)% Bonus to Energy
+(91 to 120)% Damage when using a Healing Potion



Bul Kathos' Teaching

Bronze Sword (3)

One-Hand Damage: (172-202) to (214-252)
Durability: 122
(Barbarian Only)
Required Strength: 177
Required Level: 27
+(121 to 160)% Enhanced Damage
(9 to 11)% Mana Stolen per Hit
(9 to 11)% Life Stolen per Hit
+(2 to 6) to Blood Tide Totem
(21 to 25)% Bonus to All Attributes
+(5 to 6)% to Defense per Socketed Rune



Skeld's Battlesong

Kriegsmesser (3)

One-Hand Damage: (213-255) to (349-431)
Durability: 126
(Barbarian Only)
Required Strength: 201
Required Level: 31
3% Chance to cast level 20 Hunting Banshee when you Kill an Enemy
+(151 to 200)% Enhanced Damage
15% Faster Run/Walk
20% Increased Attack Speed
+(81 to 110) to Maximum Damage
+(3 to 8) to Cold Blood
Attacker Flees after Striking +(9 to 11)%

(9 to 11)% Chance of Uninterruptable Attack

Druid



Firestreak

Compound Bow (3)

Two-Hand Damage: (92-102) to (164-191)

(Druid Only)

Required Dexterity: 131

Required Level: 24

3% Chance to cast level 3 Gift of Inner Fire when you Kill an Enemy

+(71 to 90)% Enhanced Damage

+(41 to 55) to Maximum Damage

Adds (31-40)-(61-80) Fire Damage

+3 to Light Radius



Magma Spitter

Serpent Bow (3)

Two-Hand Damage: (132-151) to (172-197)

(Druid Only)

Required Dexterity: 155

Required Level: 25

33% Chance to cast level 13 Immolation when you Kill an Enemy

+(101 to 130)% Enhanced Damage

Adds (71-100)-(101-130) Fire Damage

Slows Target by (16 to 20)%

(21 to 25)% Bonus to Dexterity

+(31 to 40) to Dexterity



Gift of the Spiritbeast

Maple Bow (3)

Two-Hand Damage: (209-250) to (210-251)

(Druid Only)

Required Dexterity: 180

Required Level: 26

100% Chance to cast level 11 Vanquish when you Kill an Enemy

+(61 to 80)% Bonus Elemental Damage to Vanquish

+(101 to 130)% Enhanced Damage

+(21 to 25)% Bonus Elemental Damage to Mark of the Wild

+(61 to 80) to Minimum Damage

+(21 to 25) to Dexterity



Manastorm

Viper Bow (3)

Two-Hand Damage: (177-201) to (240-273)

(Druid Only)

Required Dexterity: 205

Required Level: 29

14% Chance to cast level 6 Mana Coil on Striking

+(2 to 3) to Druid Skill Levels

+(111 to 140)% Enhanced Damage

20% Increased Attack Speed

Total Character Damage Plus (51 to 60)%

Increase Maximum Mana (31 to 35)%



Glor-An-Fhaidha's Branch

Recurve Bow (3)

Two-Hand Damage: (210-245) to (343-542)

(Druid Only)

Required Dexterity: 230

Required Level: 31

+(131 to 170)% Enhanced Damage

+(1.6875 per level) to Maximum Damage (Based on Character Level)

+(151 to 200) Defense

+(1.4375 per level) to Energy (Based on Character Level)

Replenish Life +(46 to 60)

All Resists +(21 to 25)%

Poison Length Reduced by (21 to 25)%

Necromancer



Mind Probe

Wand (3)

One-Hand Damage: 14 to 20

Durability: 12

(Necromancer Only)

Required Dexterity: 12

Required Level: 18

+(22 to 27) Energy Factor to Spell Damage (Automod)

(15 to 18)% Mana Stolen per Hit

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

Shadowmaster

Yew Wand (3)

One-Hand Damage: 20 to 32
Durability: 36
(Necromancer Only)
Required Dexterity: 33
Required Level: 21
+(22 to 27) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Necromancer Skill Levels
+(6 to 7) Extra Shadow Minions
10% Faster Cast Rate
+(21 to 25)% Bonus to Summoned Minion Life

Rathma's Charm

Bone Wand (3)

One-Hand Damage: 26 to 44
Durability: 60
(Necromancer Only)
Required Dexterity: 44
Required Level: 23
+(22 to 27) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Necromancer Skill Levels
+(3 to 4) to Demon Blood (Necromancer Only)
+(3 to 4) to Blood Tide Totem (Necromancer Only)
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Energy
Increase Maximum Life (21 to 25)%
Fire Resist +(41 to 50)%
Cold Resist +(41 to 50)%

Dragonspine

Grim Wand (3)

One-Hand Damage: 37 to 66
Durability: 108
(Necromancer Only)
Required Dexterity: 66
Required Level: 29
+(22 to 27) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Necromancer Skill Levels
Adds 15-120 Fire Damage
+(9 to 11)% to Fire Spell Damage
+(3 to 4) to Barb Wire (Necromancer Only)
+(2 to 3) to Inner Fire
+(0.9375 per level) to Strength (Based on Character Level)
+(0.46875 per level) to Vitality (Based on Character Level)
Fire Absorb (9 to 11)%

Blisterdart

Needle Crossbow (3)

Two-Hand Damage: (94-109) to (117-136)
(Necromancer Only)
Required Strength: 69
Required Level: 23
+(81 to 110)% Enhanced Damage
+(25 to 33)% to Fire Spell Damage
+(25 to 33)% to Poison Spell Damage
+(8 to 10) to Way of the Spider
+(18 to 24) to Strength
Damage Reduced by (9 to 11)%

Bonethorn

Dart Thrower (3)

Two-Hand Damage: (140-164) to (214-399)
(Necromancer Only)
Required Strength: 100
Required Level: 25
+(101 to 135)% Enhanced Damage
25% Increased Attack Speed
+(1.625 per level) to Maximum Damage (Based on Character Level)
(9 to 11)% Chance of Crushing Blow
(16 to 20)% Deadly Strike
(21 to 25)% Chance of Open Wounds

Mageslayer

Stinger Crossbow (3)

Two-Hand Damage: (234-275) to (287-338)

(Necromancer Only)
 Required Strength: 133
 Required Level: 29
 +(121 to 160)% Enhanced Damage
 (12 to 15)% Mana Stolen per Hit
 Knockback
 +(21 to 25) to Strength
 +(21 to 25) to Vitality
 Decrease Maximum Mana (-21 to -25)%
 All Resists +(41 to 50)%
 (21 to 25)% Curse Length Reduction

**Nymyr's Shadow
 Trebuchet (3)**

Two-Hand Damage: (256-306) to (434-534)
 (Necromancer Only)
 Required Strength: 149
 Required Level: 31
 15% Chance to cast level 13 Doom when you Kill an Enemy
 +3 to Necromancer Skill Levels
 +(151 to 200)% Enhanced Damage
 30% Increased Attack Speed
 15% Faster Hit Recovery
 +(101 to 135) to Maximum Damage
 +(5 to 6) to Radiance
 Knockback
 (91 to 120)% Better Chance of Getting Magic Items



Paladin

**Mad King's Spine
 Bonebreaker (3)**

One-Hand Damage: (59-66) to (85-95)
 Durability: 37
 (Paladin Only)
 Required Strength: 87
 Required Level: 22
 25% Chance to cast level 10 Dark Power when you Kill an Enemy
 +(61 to 80)% Enhanced Damage
 60% Increased Attack Speed
 (15 to 18)% Life Stolen per Hit
 (21 to 25)% Chance of Crushing Blow
 Drain Life (-31 to -40)



**Hand of Naz
 Goedendag (3)**

One-Hand Damage: (91-105) to (220-270)
 Durability: 53
 (Paladin Only)
 Required Strength: 115
 Required Level: 24
 50% Chance to cast level 12 Summon Lamia when you Kill an Enemy
 +(91 to 120)% Enhanced Damage
 20% Increased Attack Speed
 20% Faster Block Rate
 +(81 to 110) to Maximum Damage
 Ignore Target's Defense
 (16 to 20)% Chance of Crushing Blow



**Will of Zakarum
 Angel Star (3)**

One-Hand Damage: (128-150) to (203-239)
 Durability: 69
 (Paladin Only)
 Required Strength: 144
 Required Level: 26
 6% Chance to cast level 16 Bloodstar when Struck
 +(121 to 160)% Enhanced Damage
 15% Increased Attack Speed
 (16 to 20)% Increased Chance of Blocking
 Adds (61-80)-(141-190) Fire Damage
 (21 to 25)% Bonus to Strength
 (21 to 25)% Bonus to Vitality
 Total Character Defense Plus (16 to 20)%



**Malleus Maleficarum
 Hand of God (3)**

Two-Hand Damage: (185-218) to (221-260)
 Durability: 151
 (Paladin Only)
 Required Strength: 312



Required Level: 30
35% Chance to cast level 12 Bloodstorm when you Kill an Enemy
+(1 to 3) to Paladin Skill Levels
+(121 to 160)% Enhanced Damage
+(17 to 22)% to Fire Spell Damage
+(17 to 22)% to Physical/Magic Spell Damage
(21 to 25)% Chance of Crushing Blow
(21 to 25)% Bonus to Strength

Sorceress

**Manaflare
Eagle Orb (3)**
One-Hand Damage: 15 to 18
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 17
+(22 to 27) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 30 Mana Sweep when you Die
+(1 to 2) to Sorceress Skill Levels
+(1 to 3) to Mana Coil (Sorceress Only)
+(121 to 160) to Mana
Magic Damage Reduced by (8 to 10)

**Warp Crystal
Sacred Globe (3)**
One-Hand Damage: 22 to 28
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 21
+(22 to 27) Energy Factor to Spell Damage (Automod)
7% Chance to cast level 1 Teleport when Struck
20% Faster Run/Walk
20% Faster Cast Rate
+(16 to 20) to Energy
+(151 to 200) Maximum Stamina

**The Foculus
Smoked Sphere (3)**
One-Hand Damage: 29 to 39
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 23
+(22 to 27) Energy Factor to Spell Damage (Automod)
3% Chance to cast level 6 Blast Wave when Struck
+(2 to 3) to Sorceress Skill Levels
+(16 to 20)% to Fire Spell Damage
+(16 to 20) to all Attributes
+(76 to 100) to Life
Replenish Life +(31 to 40)
Fire Resist +(36 to 45)%

**The Allseeing Eye
Clasped Orb (3)**
One-Hand Damage: 36 to 49
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 25
+(22 to 27) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Sorceress Skill Levels
(16 to 20)% Increased Chance of Blocking
+(3.5 per level) to Mana (Based on Character Level)
All Resists +(21 to 25)%
Total Character Defense Plus (14 to 16)%
Level 3 Blink (25 Charges)

**Stone of the Skatsim
Jared's Stone (3)**
One-Hand Damage: 42 to 57
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 29
+(22 to 27) Energy Factor to Spell Damage (Automod)
+(2 to 3) to All Skills
20% Faster Cast Rate
+(16 to 20)% to Fire Spell Damage

+(16 to 20)% to Lightning Spell Damage
+(4 to 8) to Rune of Fire
Fire Resist +(51 to 60)%
Lightning Resist +(51 to 60)%
+(36 to 45) Mana after each Kill
+(36 to 45) Life after each Kill

TIER 4 WEAPONS

General



**Grimspike
Short Sword (4)**
One-Hand Damage: (72-82) to (113-132)
Durability: 16
Required Strength: 44
Required Level: 28
+(101 to 130)% Enhanced Damage
+(27 to 34) to Maximum Damage
(21 to 25)% Deadly Strike
(23 to 28)% Bonus to Strength
(-41 to -50) to Life



**Al Nair
Scimitar (4)**
One-Hand Damage: (67-72) to (80-85)
Durability: 30
Required Strength: (60-51)
Required Level: 30
16% Chance to cast level 8 Fire Fountain when you Kill an Enemy
+(41 to 50)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
20% Faster Hit Recovery
+(12 to 14)% to Fire Spell Damage
Requirements (-41 to -50)%



**Infernolash
Saber (4)**
One-Hand Damage: (112-126) to (133-150)
Durability: 44
Required Strength: 133
Required Level: 32
30% Chance to cast level 6 Immolation when you Kill an Enemy
+(91 to 115)% Enhanced Damage
20% Increased Attack Speed
(128 to 153)% Bonus to Attack Rating
(0.4375 per level)% to Fire Spell Damage (Based on Character Level)
(26 to 30)% Chance of Open Wounds



**Bone Gasher
Falchion (4)**
One-Hand Damage: (138-155) to (168-189)
Durability: 58
Required Strength: 162
Required Level: 33
50% Chance to cast level 8 Frozen Soul on Striking
+(1 to 2) to Paladin Skill Levels
+(101 to 125)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
+(12 to 14) to Strength
+(36 to 45) Mana after each Kill



**Plaguemourn
Broad Sword (4)**
One-Hand Damage: (168-192) to (242-280)
Durability: 72
Required Strength: 192
Required Level: 34
9% Chance to cast level 3 Plague Avatar on Striking
+(111 to 140)% Enhanced Damage
+(36 to 45) to Maximum Damage
+(21 to 25)% to Poison Spell Damage
Poison Resist +(51 to 60)%
Damage Reduced by (8 to 9)%

Lachdanan's Will

Long Sword (4)

One-Hand Damage: (234-270) to (289-333)
Durability: 86
Required Strength: 221
Required Level: 35
19% Chance to cast level 2 Time Strike on Striking
19% Chance to cast level 3 Retribute when Struck
+(161 to 200)% Enhanced Damage
10% Increased Attack Speed
10% Faster Block Rate
(14 to 17)% Increased Chance of Blocking
+(23 to 28) to Strength

Aurumvorax

War Sword (4)

One-Hand Damage: (228-257) to (354-539)
Durability: 100
Required Strength: 251
Required Level: 40
+(131 to 160)% Enhanced Damage
10% Increased Attack Speed
+(1.875 per level) to Maximum Damage (Based on Character Level)
(19 to 22)% Deadly Strike
+(47 to 59) Life after each Kill
(-46 to -55)% Less Gold from Monsters

The Raven

Two-Handed Sword (4)

One-Hand Damage: (70-79) to (85-96)
Two-Hand Damage: (76-86) to (84-94)
Durability: 28
Required Strength: 103
Required Level: 28
65% Chance to cast level 5 Time Strike on Striking
5% Chance to cast level 3 Dark Power when you Kill an Enemy
+(91 to 115)% Enhanced Damage
(19 to 22)% Deadly Strike
+(101 to 125) to Life
+(101 to 125) to Mana

Lavafrost

Claymore (4)

One-Hand Damage: (106-121) to (130-149)
Two-Hand Damage: (126-144) to (136-156)
Durability: 42
Required Strength: 143
Required Level: 31
3% Chance to cast level 6 Pandemonium on Striking
+(101 to 130)% Enhanced Damage
+(12 to 14)% to Fire Spell Damage
+(12 to 14)% to Cold Spell Damage
Fire Resist +(41 to 50)%
Cold Resist +(41 to 50)%
Total Character Defense Plus (12 to 14)%
Half Freeze Duration

Quietus

Giant Sword (4)

One-Hand Damage: 68 to 84
Two-Hand Damage: 86 to 92
Durability: 56
Required Strength: (112-94)
Required Level: 32
+(1 to 2) to All Skills
+(101 to 125)% Bonus to Poison Skill Duration
20% Faster Cast Rate
Adds 54-108 Cold Damage
(12 to 14)% Mana Stolen per Hit
+(14 to 17)% to Cold Spell Damage
Requirements (-38 to -48)%

Fleshdoom

Bastard Sword (4)

One-Hand Damage: (175-199) to (219-249)
Two-Hand Damage: (227-259) to (242-276)
Durability: 70
Required Strength: 221
Required Level: 34
7% Chance to cast level 2 Death Coil on Striking

+(111 to 140)% Enhanced Damage
(21 to 25)% Deadly Strike
+(56 to 70) to Vitality
Increase Maximum Life (26 to 30)%
Damage Reduced by (12 to 14)
+(36 to 45) Life after each Kill

**Demonsong
Flamberge (4)**

One-Hand Damage: (206-235) to (344-592)
Two-Hand Damage: (272-309) to (380-633)
Durability: 84
Required Strength: 261
Required Level: 35
6% Chance to cast level 8 Elemental on Striking
+(111 to 140)% Enhanced Damage
25% Increased Attack Speed
+(2.5 per level) to Maximum Damage (Based on Character Level)
+(5.5 per level) to Life (Based on Character Level)
Fire Resist +(46 to 55)%
+(46 to 55) Life after each Kill

**The Reconciler
Great Sword (4)**

One-Hand Damage: (254-286) to (318-358)
Two-Hand Damage: (339-382) to (362-408)
Durability: 98
Required Strength: 300
Required Level: 39
+(131 to 160)% Enhanced Damage
Stun Attack
(21 to 25)% Deadly Strike
+(36 to 45) to Strength
+(36 to 45) to Dexterity
(101 to 125)% Extra Gold from Monsters
Level 4 Guard Tower (40 Charges)

**Worldstone Shard
Crystal Sword (4)**

One-Hand Damage: (114-125) to (138-151)
Durability: 40
Required Dexterity: 143
Required Level: 39
+(28 to 33) Energy Factor to Spell Damage (Automod)
10% Chance to cast level 4 Supernova on Striking
100% Chance to cast level 10 Lightning Cascade when you Kill an Enemy
+(101 to 120)% Enhanced Damage
25% Increased Attack Speed
+(10 to 11)% to Spell Damage
All Resists +(41 to 50)%
Requirements -35%

**Wererat's Bite
Hand Axe (4)**

One-Hand Damage: (71-81) to (94-108)
Durability: 22
Required Strength: 44
Required Level: 28
3% Chance to cast level 3 Poison Flash on Striking
+(111 to 140)% Enhanced Damage
(51 to 60)% Deadly Strike
Poison Resist +(71 to 90)%

**Throatseeker
Axe (4)**

One-Hand Damage: (105-120) to (158-180)
Durability: 36
Required Strength: 118
Required Level: 31
40% Chance to cast level 4 Blood Flash when you Kill an Enemy
+(111 to 140)% Enhanced Damage
20% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
Increase Maximum Life (26 to 30)%
+(41 to 50) Life after each Kill

**Moonbender's Wing
Double Axe (4)**

One-Hand Damage: (141-160) to (221-252)
Durability: 50
Required Strength: (119-113)
Required Level: 33
30% Chance to cast level 1 Teleport on Striking
30% Chance to cast level 1 Teleport when Struck
+(111 to 140)% Enhanced Damage
(27 to 34)% Bonus to Dexterity
(27 to 34)% Bonus to Energy
Total Character Defense Plus (19 to 22)%
Requirements (-26 to -30)%

Snowhammer
Military Pick (4)

One-Hand Damage: (189-213) to (307-345)
Durability: 64
Required Strength: 207
Required Level: 35
40% Chance to cast level 14 Doom Serpents when you Kill an Enemy
+(131 to 160)% Enhanced Damage
25% Increased Attack Speed
Adds 21-61 Cold Damage
+(10 to 11)% to Cold Spell Damage
Freezes Target +6
Cold Resist +(25 to 31)%

Nimmenjuushin
War Axe (4)

One-Hand Damage: (233-261) to (431-491)
Durability: 78
Required Strength: 251
Required Level: 39
16% Chance to cast level 1 Claw Tornado on Striking
+(141 to 170)% Enhanced Damage
+(19 to 22)% Bonus Damage to Mark of the Wild
+(53 to 68) to Maximum Damage
(101 to 125)% Duration Bonus to Mark of the Wild
(8 to 9)% Life Stolen per Hit
(26 to 30)% Bonus to Strength

Thunderclap
Large Axe (4)

Two-Hand Damage: 38 to 45
Durability: 28
Required Strength: 86
Required Level: 28
+(23 to 28) Crafting Points
30% Chance to cast level 7 Supernova when you Kill an Enemy
7% Chance to cast level 5 Flash on Striking
45% Increased Attack Speed
(0.5 per level)% to Lightning Spell Damage (Based on Character Level)
Lightning Resist +(26 to 30)%

The Defiler
Broad Axe (4)

Two-Hand Damage: (145-166) to (158-180)
Durability: 44
Required Strength: 138
Required Level: 31
100% Chance to cast level 20 Gamma Field when you Die
+(111 to 140)% Enhanced Damage
25% Increased Attack Speed
20% Faster Hit Recovery
+(21 to 25) to Minimum Damage
(61 to 75)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (26 to 30)%

Skullhammer
Battle Axe (4)

Two-Hand Damage: (176-200) to (271-404)
Durability: 60
Required Strength: 189
Required Level: 33
+(121 to 150)% Enhanced Damage
+(1.1875 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(36 to 45)% Chance of Crushing Blow
(36 to 40)% Chance of Open Wounds
+(41 to 50) to Strength

Lex Ferarum

Great Axe (4)

Two-Hand Damage: (233-262) to (307-345)
Durability: 76
Required Strength: 241
Required Level: 35
100% Chance to cast level 16 Gift of the Wild when you Kill an Enemy
+(131 to 160)% Enhanced Damage
+(21 to 25) to Strength
+(21 to 25) to Dexterity
+(36 to 45) Life after each Kill
(161 to 200)% Extra Gold from Monsters
(41 to 50)% Better Chance of Getting Magic Items

Griswold's Revenge

Giant Axe (4)

Two-Hand Damage: (223-245) to (299-329)
Durability: 92
Required Strength: 293
Required Level: 38
+(56 to 70) Crafting Points
Indestructible
8% Chance to cast level 3 Rust Storm on Striking
+(91 to 110)% Enhanced Damage
(43 to 53)% Bonus to Strength
+(41 to 50) Life after each Kill

Branch of a Million Splinters

Club (4)

One-Hand Damage: (102-119) to (157-185)
Durability: 8
Required Strength: 44
Required Level: 27
22% Chance to cast level 4 Spike Nova when you Kill an Enemy
+(201 to 250)% Enhanced Damage
+(25 to 31) to Maximum Damage
(12 to 14)% Life Stolen per Hit
(24 to 27)% Chance of Open Wounds

Skullbat

Spiked Club (4)

One-Hand Damage: (79-88) to (121-134)
Durability: 24
Required Strength: (74-70)
Required Level: 31
+(81 to 100)% Enhanced Damage
Stun Attack
Knockback
(-56 to -70) to Mana
Requirements (-26 to -30)%

Koth's Lesson

Mace (4)

One-Hand Damage: (85-93) to (138-151)
Durability: 40
Required Strength: 130
Required Level: 33
8% Chance to cast level 4 Bloodlust when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(56 to 70)% Enhanced Damage
+(41 to 50)% Bonus Damage to Bloodlust
+(21 to 25)% Bonus Elemental Damage to Bloodlust
+(121 to 150)% Damage to Undead
Fire Resist +(41 to 50)%
Poison Resist +(25 to 31)%

Lychnus Lyaei

Morning Star (4)

One-Hand Damage: (124-136) to (208-228)
Durability: 56
Required Strength: 160
Required Level: 35
16% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(91 to 110)% Enhanced Damage
+(23 to 28) to Strength
(41 to 50)% Bonus to Vitality when using a Healing Potion
+(23 to 28) Life after each Kill
+4 to Light Radius

Hellscurge

Flail (4)

One-Hand Damage: (170-192) to (297-335)
 Durability: 72
 Required Strength: 189
 Required Level: 38
 40% Chance to cast level 5 Bloodstorm when you Kill an Enemy
 +(131 to 160)% Enhanced Damage
 20% Increased Attack Speed
 (26 to 30)% Chance of Open Wounds
 +(21 to 25) to Strength
 Fire Resist +(51 to 60)%
 Level 4 Death Coil (10 Charges)

The Warthog**War Hammer (4)**

One-Hand Damage: (105-120) to (164-187)
 Durability: 75
 Required Strength: (225-232)
 Required Level: 33
 +(111 to 140)% Enhanced Damage
 (46 to 55)% Chance of Crushing Blow
 +(7 to 8) to Time Strike
 (21 to 25)% Bonus to Strength
 Requirements +(21 to 25)%

**Death's Bellringer****Maul (4)**

Two-Hand Damage: (169-187) to (278-430)
 Durability: 114
 Required Strength: 277
 Required Level: 35
 25% Chance to cast level 10 Slayer when you Kill an Enemy
 +(126 to 150)% Enhanced Damage
 +(1.5 per level) to Maximum Damage (Based on Character Level)
 Stun Attack
 +(21 to 25)% to Physical/Magic Spell Damage
 +(26 to 30) to Strength
 +(26 to 30) to Dexterity

**Siege Breaker****Great Maul (4)**

Two-Hand Damage: (196-217) to (266-295)
 Durability: 138
 Required Strength: 336
 Required Level: 38
 50% Chance to cast level 12 Shower of Rocks when you Kill an Enemy
 +(1 to 2) to All Skills
 +(126 to 150)% Enhanced Damage
 Stun Attack
 (21 to 25)% Chance of Crushing Blow
 (26 to 30)% Deadly Strike
 Slows Target by (21 to 25)%
 +(201 to 250) Defense

**Sunbearer****Scepter (4)**

One-Hand Damage: (61-68) to (72-80)
 Durability: 14
 Required Dexterity: 81
 Required Level: 27
 +(28 to 33) Energy Factor to Spell Damage (Automod)
 12% Chance to cast level 2 Gift of Inner Fire when you Kill an Enemy
 +(81 to 100)% Enhanced Damage
 +(26 to 30) to Dexterity
 (91 to 110)% Extra Gold from Monsters
 Reduces all Vendor Prices (12 to 14)%
 +3 to Light Radius

**Carmen Alvare****Grand Scepter (4)**

One-Hand Damage: (112-126) to (156-175)
 Durability: 30
 Required Dexterity: (86-72)
 Required Level: 32
 +(28 to 33) Energy Factor to Spell Damage (Automod)
 30% Chance to cast level 6 Holy Trap when you Kill an Enemy
 +(1 to 2) to Amazon Skill Levels
 +(101 to 125)% Enhanced Damage



20% Increased Attack Speed
20% Faster Cast Rate
(0.5 per level)% to Fire Spell Damage (Based on Character Level)
(46 to 55)% Better Chance of Getting Magic Items
Requirements (-38 to -48)%

Wraithverge

War Scepter (4)

One-Hand Damage: (183-205) to (284-318)
Durability: 46
Required Dexterity: (107-89)
Required Level: 35
+(28 to 33) Energy Factor to Spell Damage (Automod)
40% Chance to cast level 24 Pain Spirit when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(17 to 19)% to Physical/Magic Spell Damage
All Resists +(56 to 70)%
(26 to 30)% Curse Length Reduction
Requirements (-46 to -55)%

Quill Rat's Sting

Javelin (4)

Throw Damage: (59-66) to (116-133)
One-Hand Damage: (44-49) to (99-114)
Durability: 32
Required Dexterity: 44
Required Level: 27
100% Chance to cast level 1 Spike Nova when you Die
+(71 to 90)% Enhanced Damage
(56 to 70)% Piercing Attack
+(41 to 50) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity

Storm Crow

Pilum (4)

Throw Damage: (90-101) to (138-155)
One-Hand Damage: (68-76) to (104-117)
Durability: 56
Required Dexterity: 113
Required Level: 30
8% Chance to cast level 8 Doom when you Kill an Enemy
+(101 to 125)% Enhanced Damage
20% Increased Attack Speed
(23 to 28)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity

Emberstorm

Short Spear (4)

Throw Damage: (109-123) to (184-206)
One-Hand Damage: (82-92) to (139-156)
Durability: 80
Required Dexterity: 157
Required Level: 33
40% Chance to cast level 8 Cataclysm when you Kill an Enemy
+(96 to 120)% Enhanced Damage
20% Faster Run/Walk
40% Increased Attack Speed
(-46 to -55) Maximum Stamina
+(41 to 50) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Ashenwind

Glaive (4)

Throw Damage: (154-174) to (272-306)
One-Hand Damage: (115-130) to (205-231)
Durability: 104
Required Dexterity: 202
Required Level: 34
8% Chance to cast level 6 Immolation on Striking
+(131 to 160)% Enhanced Damage
(33 to 38)% Piercing Attack
Fire Resist +(41 to 50)%
-2 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Windwall

Throwing Spear (4)

Throw Damage: (169-192) to (312-354)
One-Hand Damage: (129-146) to (234-265)
Durability: 126
Required Dexterity: 246
Required Level: 38
30% Chance to cast level 4 Typhoon Sentry when you Kill an Enemy
+(123 to 153)% Enhanced Damage
10% Faster Hit Recovery
Stun Attack
Knockback
+(81 to 100) Defense vs. Missile
Damage Reduced by (11 to 13)%
Replenishes Quantity
Level 3 Cascade Attack

Silverstrike

Spear (4)

Two-Hand Damage: (47-51) to (102-115)
Durability: 24
Required Strength: 44
Required Dexterity: 44
Required Level: 27
40% Chance to cast level 8 Punisher when you Kill an Enemy
+(41 to 50)% Enhanced Damage
+(36 to 45) to Maximum Damage
+(96 to 120)% Damage to Undead
(34 to 42)% Bonus to Dexterity
+2 to Light Radius

Sea Summoner

Trident (4)

Two-Hand Damage: (70-78) to (132-146)
Durability: 48
Required Strength: 86
Required Dexterity: 113
Required Level: 30
30% Chance to cast level 2 Glacial Nova when you Kill an Enemy
+(81 to 100)% Enhanced Damage
Slows Target by (26 to 30)%
(12 to 14)% Bonus to Strength
(12 to 14)% Bonus to Dexterity
Cold Resist +(43 to 53)%

Goredrill

Brandistock (4)

Two-Hand Damage: (111-128) to (206-235)
Durability: 72
Required Strength: 116
Required Dexterity: 155
Required Level: 32
30% Chance to cast level 2 Blood Flash when you Kill an Enemy
+(111 to 140)% Enhanced Damage
+(21 to 25) to Minimum Damage
(26 to 30)% Chance of Open Wounds
+(36 to 45) to Dexterity
+(36 to 45) to Vitality
Fire Resist +(51 to 60)%

Darkspite

Spetum (4)

Two-Hand Damage: (78-85) to (196-213)
Durability: 96
Required Strength: 145
Required Dexterity: 197
Required Level: 34
3% Chance to cast level 11 Unholy Armor when Struck
+(61 to 75)% Enhanced Damage
+(101 to 125)% Damage to Demons
Total Character Damage Plus (51 to 60)%
Total Character Defense Plus (26 to 30)%
+3 to Light Radius

Manatide

Pike (4)

Two-Hand Damage: (127-144) to (289-324)
Durability: 120
Required Strength: 175
Required Dexterity: 239
Required Level: 38



11% Chance to cast level 4 Arcane Torrent on Striking
+(101 to 125)% Enhanced Damage
40% Faster Cast Rate
+(21 to 25) to Minimum Damage
(21 to 25)% Mana Stolen per Hit
Increase Maximum Mana (21 to 25)%
Regenerate Mana +(33 to 38)%
(30 to 36)% Bonus to Energy when using a Mana Potion

Earthbind

Bardiche (4)

Two-Hand Damage: (64-73) to (138-162)
Durability: 26
Required Strength: 84
Required Dexterity: 84
Required Level: 26
6% Chance to cast level 4 Pagan Rites when Struck
+(1 to 2) to Druid Skill Levels
+(91 to 115)% Enhanced Damage
(-21 to -25)% Slower Run/Walk
+(56 to 70) to Maximum Damage
Slows Target by (36 to 40)%
Slows Attacker by (36 to 40)%

Stormsurge

Voulge (4)

Two-Hand Damage: (53-57) to (133-145)
Durability: 50
Required Strength: 123
Required Dexterity: 123
Required Level: 31
14% Chance to cast level 6 Lightning Cascade on Striking
+(61 to 75)% Enhanced Damage
+(2 to 3) Extra Lightning Cascade Targets
10% Increased Attack Speed
Adds 1-66 Lightning Damage
+(12 to 14)% to Lightning Spell Damage
Lightning Resist +(56 to 70)%

Moonscythe

Scythe (4)

Two-Hand Damage: (62-70) to (237-266)
Durability: 74
Required Strength: 162
Required Dexterity: 162
Required Level: 33
+(57 to 70) Energy Factor to Spell Damage (Automod)
20% Chance to cast level 3 Mana Sweep when you Kill an Enemy
+(2 to 4) to Necromancer Skill Levels
+(96 to 120)% Enhanced Damage
10% Increased Attack Speed
40% Faster Hit Recovery
+(101 to 125)% Bonus to Summoned Minion Life
Lightning Resist +(51 to 60)%
Cold Resist +(51 to 60)%

The Silent Judge

Halberd (4)

Two-Hand Damage: (74-83) to (375-421)
Durability: 98
Required Strength: 202
Required Dexterity: 202
Required Level: 37
40% Chance to cast level 7 Time Strike on Striking
10% Chance to cast level 6 Avatar when you Kill an Enemy
14% Chance to cast level 3 Thunder Hammer on Striking
+(141 to 170)% Enhanced Damage
+(23 to 28) to Strength
+(23 to 28) to Dexterity

Hornet Sting

Dagger (4)

One-Hand Damage: 34 to 36
Durability: 8
Required Dexterity: 44
Required Level: 27
11% Chance to cast level 2 Spike Nova when Struck
Indestructible

30% Increased Attack Speed
(12 to 14)% Mana Stolen per Hit
(12 to 14)% Life Stolen per Hit
Hit Causes Monster to Flee +(37 to 44)%

Manashard

Dirk (4)

One-Hand Damage: (86-98) to (99-112)
Durability: 14
Required Dexterity: 103
Required Level: 31
11% Chance to cast level 2 Hex on Striking
+(1 to 2) to All Skills
+(111 to 140)% Enhanced Damage
(14 to 17)% Mana Stolen per Hit
(14 to 17)% Life Stolen per Hit
+(21 to 25)% to Spell Damage

Frostneedle

Kriss (4)

One-Hand Damage: (127-147) to (151-174)
Durability: 20
Required Dexterity: 148
Required Level: 33
30% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(161 to 200)% Enhanced Damage
Ignore Target's Defense
+(12 to 14)% to Cold Spell Damage
Cold Resist +(41 to 50)%

Drow Valor

Blade (4)

One-Hand Damage: (115-128) to (135-151)
Durability: 26
Required Dexterity: 192
Required Level: 38
+(106 to 130)% Enhanced Damage
25% Increased Attack Speed
Adds 94-180 Poison Damage over 5 seconds
+(2 to 5) to Way of the Spider (Assassin Only)
(56 to 70)% Bonus to Dexterity
+(41 to 50) to Dexterity
+(41 to 50) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (4)

Throw Damage: (63-68) to (66-72)
One-Hand Damage: (48-52) to (49-54)
Durability: 8
Required Dexterity: 79
Required Level: 27
+(66 to 80)% Enhanced Damage
10% Increased Attack Speed
Hit Causes Monster to Flee +(19 to 23)%
(301 to 375)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

Eagle Spirit

Flying Knife (4)

Throw Damage: (130-148) to (151-172)
One-Hand Damage: (99-112) to (116-132)
Durability: 12
Required Dexterity: 172
Required Level: 32
+(111 to 140)% Enhanced Damage
20% Increased Attack Speed
(101 to 125)% Bonus to Attack Rating
Knockback
(56 to 70)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Banshee's Chase

Balanced Knife (4)

Throw Damage: (183-208) to (213-242)
One-Hand Damage: (137-156) to (158-180)
Durability: 16
Required Dexterity: 266
Required Level: 35

8% Chance to cast level 8 Frozen Soul on Striking
+(111 to 140)% Enhanced Damage
(12 to 14)% Increased Chance of Blocking
Adds 24-60 Cold Damage
(21 to 25)% Deadly Strike
+(161 to 200) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Arreat's Aim
Throwing Axe (4)

Throw Damage: 35 to 40
One-Hand Damage: 26 to 30
Durability: 12
Required Strength: 79
Required Level: 27
40% Chance to cast level 12 Guard Tower when you Kill an Enemy
(12 to 14)% Deadly Strike
Knockback
(23 to 28)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Jalal's Claw
Balanced Axe (4)

Throw Damage: (110-125) to (316-357)
One-Hand Damage: (83-95) to (238-270)
Durability: 20
Required Strength: 231
Required Level: 34
3% Chance to cast level 7 Plague Avatar on Striking
+(121 to 150)% Enhanced Damage
20% Faster Run/Walk
20% Increased Attack Speed
(8 to 9)% Life Stolen per Hit
+(21 to 25) to all Attributes
Poison Resist +(56 to 70)%
Replenishes Quantity
Level 1 Barrage Attack

Vizjerei's Folly
Short Staff (4)

Two-Hand Damage: 34 to 38
Durability: 22
Required Dexterity: 44
Required Level: 27
+(57 to 70) Energy Factor to Spell Damage (Automod)
+(26 to 30)% to Spell Damage
+(56 to 70) to Mana
All Resists (-41 to -50)%

The Shaman
Long Staff (4)

Two-Hand Damage: 44 to 54
Durability: 46
Required Dexterity: 84
Required Level: 30
+(57 to 70) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 11 Raven Flight when you Level-Up
+(2 to 3) to Druid Skill Levels
25% Faster Cast Rate
25% Faster Hit Recovery
Increase Maximum Life (19 to 22)%
Fire Resist +(38 to 48)%
Lightning Resist +(38 to 48)%

Aerin Nexus
Gnarled Staff (4)

Two-Hand Damage: 56 to 72
Durability: 70
Required Dexterity: 125
Required Level: 32
+(57 to 70) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Sorceress Skill Levels
+(12 to 14)% to Spell Damage
+(40 to 51) to Energy
+(40 to 51) to Vitality
Slows Attacker by (21 to 25)%

(33 to 38)% Better Chance of Getting Magic Items

Terrorcane

Battle Staff (4)

Two-Hand Damage: (145-165) to (194-220)
Durability: 94
Required Dexterity: 167
Required Level: 34
+(57 to 70) Energy Factor to Spell Damage (Automod)
+(121 to 150)% Enhanced Damage
25% Increased Attack Speed
25% Faster Hit Recovery
(126 to 150)% Bonus to Attack Rating
Adds 43-97 Poison Damage over 6 seconds
Stun Attack
(41 to 50)% Deadly Strike
Attacker Flees after Striking +(43 to 53)%

Goldenrod

War Staff (4)

Two-Hand Damage: (163-181) to (223-247)
Durability: 118
Required Dexterity: 209
Required Level: 38
+(57 to 70) Energy Factor to Spell Damage (Automod)
+(1 to 2) to All Skills
+(121 to 145)% Enhanced Damage
20% Increased Attack Speed
20% Faster Cast Rate
(19 to 22)% Bonus to Buff/Debuff/Cold Skill Duration
+(12 to 14)% to Spell Damage
(201 to 250)% Extra Gold from Monsters

The Rift Bow

Short Bow (4)

Two-Hand Damage: (63-71) to (70-79)
Required Dexterity: 79
Required Level: 26
+(86 to 110)% Enhanced Damage
(101 to 125)% Bonus to Attack Rating
(12 to 14)% Mana Stolen per Hit
(51 to 60)% Damage Taken Goes To Mana
(36 to 40)% Curse Length Reduction

Darkhunter

Hunter's Bow (4)

Two-Hand Damage: (68-74) to (85-93)
Required Dexterity: 108
Required Level: 30
40% Chance to cast level 6 Bloodstar on Striking
+(56 to 70)% Enhanced Damage
+(91 to 115)% Damage to Demons
Adds 54-108 Fire Damage
+(12 to 14)% to Fire Spell Damage
+(23 to 28) to Dexterity

Hand of Karcheus

Long Bow (4)

Two-Hand Damage: (103-115) to (135-150)
Required Dexterity: 138
Required Level: 31
3% Chance to cast level 1 Glacial Nova on Striking
+(85 to 106)% Enhanced Damage
10% Faster Run/Walk
Freezes Attacker +3
Freezes Target +3
Cold Resist +(56 to 70)%

Kashya's Ambush

Composite Bow (4)

Two-Hand Damage: (141-160) to (245-286)
Required Dexterity: 167
Required Level: 32
8% Chance to cast level 5 Phalanx when you Kill an Enemy
+(111 to 140)% Enhanced Damage
+(56 to 70) to Maximum Damage
(126 to 150)% Bonus to Attack Rating
+(23 to 28) to Dexterity
Increase Maximum Life (30 to 36)%

Total Character Defense Plus (39 to 47)%

Seraph Wing

Short Battle Bow (4)

Two-Hand Damage: (172-195) to (234-265)

Required Dexterity: 197

Required Level: 33

30% Chance to cast level 4 Rune of Ice when you Kill an Enemy

3% Chance to cast level 8 Frozen Crown on Striking

+(121 to 150)% Enhanced Damage

20% Faster Run/Walk

25% Increased Attack Speed

+(81 to 100)% Damage to Undead

All Resists +(61 to 75)%

+2 to Light Radius

Ryuuseiu Kyanon

Long Battle Bow (4)

Two-Hand Damage: (200-227) to (274-312)

Required Dexterity: 226

Required Level: 34

40% Chance to cast level 6 Immolation when you Kill an Enemy

+(125 to 156)% Enhanced Damage

25% Increased Attack Speed

10% Faster Hit Recovery

+(45 to 56) to Vitality

Fire Resist +(67 to 84)%

Attacker Takes Fire Damage of (71 to 90)

Serpent Angel

Short War Bow (4)

Two-Hand Damage: (216-245) to (300-340)

Required Dexterity: 256

Required Level: 37

30% Chance to cast level 1 Dark Power when you Kill an Enemy

+(121 to 150)% Enhanced Damage

(12 to 14)% Mana Stolen per Hit

(23 to 28)% Deadly Strike

(-41 to -50) to Mana

Cold Resist +(21 to 25)%

Poison Resist +(36 to 45)%

Harp of Vengeance

Long War Bow (4)

Two-Hand Damage: (247-278) to (467-540)

Required Dexterity: 285

Required Level: 39

30% Chance to cast level 1 Arrow on Striking

+(131 to 160)% Enhanced Damage

20% Faster Run/Walk

25% Increased Attack Speed

+(121 to 150) to Maximum Damage

Adds 23-170 Fire Damage

(8 to 9)% Life Stolen per Hit

(-23 to -28) to Vitality

Fire Resist +(51 to 60)%

Level 2 Death Metal (55 Charges)

Flamebreath

Light Crossbow (4)

Two-Hand Damage: (154-175) to (201-227)

Required Strength: 144

Required Level: 31

25% Chance to cast level 9 Blink when you Kill an Enemy

+(121 to 150)% Enhanced Damage

30% Increased Attack Speed

(81 to 100)% Bonus to Attack Rating

Adds (81-100)-(161-200) Fire Damage

Fire Resist +(51 to 60)%

The Barracuda

Crossbow (4)

Two-Hand Damage: (153-170) to (209-232)

Required Strength: 206

Required Level: 33

30% Chance to cast level 8 Bloodlust when you Kill an Enemy

+(51 to 60)% Bonus Damage to Bloodlust

+(81 to 100)% Enhanced Damage

+(26 to 30)% Bonus Elemental Damage to Bloodlust

25% Increased Attack Speed

Adds (41-50)-(111-140) Fire Damage
Fire Resist +(41 to 50)%

Thunder Machine

Heavy Crossbow (4)

Two-Hand Damage: (280-317) to (482-560)

Required Strength: 268

Required Level: 37

+(121 to 150)% Enhanced Damage

+(111 to 140) to Maximum Damage

Adds 1-(161-200) Lightning Damage

(12 to 14)% Chance of Crushing Blow

+(7 to 8) to Blindside

Knockback

(26 to 30)% Bonus to Strength

+(41 to 50) to Strength

Larzuk's Bombard

Repeating Crossbow (4)

Two-Hand Damage: (321-369) to (448-516)

Required Strength: 299

Required Level: 39

40% Chance to cast level 20 Apocalypse when you Kill an Enemy

+(161 to 200)% Enhanced Damage

30% Increased Attack Speed

(12 to 14)% Chance of Crushing Blow

(26 to 30)% Deadly Strike

(26 to 30)% Bonus to Strength

+(15.5 per level) Defense (Based on Character Level)

Total Character Defense Plus (26 to 30)%

+(10 to 11)% to Experience Gained

Amazon

Sky Sweeper

Stag Bow (4)

Two-Hand Damage: (147-161) to (202-222)

(Amazon Only)

Required Dexterity: 237

Required Level: 34

4% Chance to cast level 2 Cascade on Striking

+(2 to 3) to Amazon Skill Levels

+(91 to 110)% Enhanced Damage

Adds 1-(81-100) Lightning Damage

(12 to 14)% Mana Stolen per Hit

Lightning Absorb (12 to 14)%

+(26 to 30) Mana after each Kill

Level 4 Cold Fear (20 Charges)

Thorncaster

Reflex Bow (4)

Two-Hand Damage: (242-279) to (339-390)

(Amazon Only)

Required Dexterity: 299

Required Level: 39

40% Chance to cast level 8 Spike Nova when you Kill an Enemy

30% Chance to cast level 8 Spore Shot when Struck

+(161 to 200)% Enhanced Damage

Adds (79-95)-(189-236) Poison Damage over 5 seconds

Knockback

Poison Resist +(71 to 80)%

Level 7 Charm (20 Charges)

Ghost Anchor

Maiden Spear (4)

Two-Hand Damage: (120-132) to (303-333)

Durability: 64

(Amazon Only)

Required Strength: (64-60)

Required Dexterity: (135-128)

Required Level: 34

Indestructible

+(91 to 110)% Enhanced Damage

Stun Attack

+(7 to 8) to Arcane Strike

Slows Target by (36 to 40)%

Requirements (-31 to -35)%

Ethereal (Cannot be repaired)

Gryphon's Claw

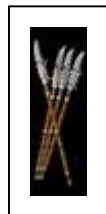
Maiden Pike (4)

Two-Hand Damage: (143-156) to (388-424)
Durability: 80
(Amazon Only)
Required Strength: 126
Required Dexterity: 253
Required Level: 38
50% Chance to cast level 16 Flash on Attack
+2 to Amazon Skill Levels
+(211 to 240)% Enhanced Damage
15% Increased Attack Speed
Adds 1-(201-250) Lightning Damage
Stun Attack
+5 to Defensive Harmony (Amazon Only)
+(46 to 55) to Strength
+(46 to 55) to Dexterity
Slows Attacker by (36 to 40)%

Storm Cloud

Maiden Javelin (4)

Throw Damage: (233-271) to (279-314)
One-Hand Damage: (196-230) to (210-236)
Durability: 84
(Amazon Only)
Required Strength: 129
Required Dexterity: 258
Required Level: 38
40% Chance to cast level 6 Flurry of Javelins when Struck
+(131 to 160)% Enhanced Damage
15% Increased Attack Speed
+(81 to 100) to Minimum Damage
Adds 1-(201-250) Lightning Damage
+(12 to 14)% to Lightning Spell Damage
Slows Target by (26 to 30)%
Attacker Takes Lightning Damage of (201 to 250)
Replenishes Quantity
Level 3 Cascade Attack



Assassin

The Ripper

Katar (4)

One-Hand Damage: 31 to (121-397)
Durability: 10
(Assassin Only)
Required Dexterity: 35
Required Level: 28
6% Chance to cast level 7 Starburst on Striking
+(3 per level) to Maximum Damage (Based on Character Level)
(101 to 125)% Bonus to Attack Rating
+(12 to 14)% to Physical/Magic Spell Damage
(36 to 40)% Chance of Open Wounds



Earthrend

Wrist Blade (4)

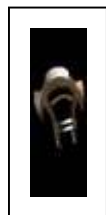
One-Hand Damage: (80-90) to (96-107)
Durability: 20
(Assassin Only)
Required Dexterity: 82
Required Level: 30
4% Chance to cast level 7 Pagan Rites on Attack
+(96 to 120)% Enhanced Damage
Stun Attack
(19 to 22)% Chance of Crushing Blow
(46 to 55)% Deadly Strike



Vizjun's Justice

Hatchet Hands (4)

One-Hand Damage: (112-127) to (132-150)
Durability: 29
(Assassin Only)
Required Dexterity: 106
Required Level: 32
+(56 to 70)% Bonus to Poison Skill Duration
+(121 to 150)% Enhanced Damage
+(21 to 25)% to Poison Spell Damage
+(2 to 3) to Way of the Spider (Assassin Only)
(12 to 14)% Bonus to Dexterity





Noblebane

Cestus (4)

One-Hand Damage: (114-125) to (200-228)

Durability: 38

(Assassin Only)

Required Dexterity: 129

Required Level: 33

3% Chance to cast level 11 Vanquish when you Kill an Enemy

+(91 to 110)% Enhanced Damage

(23 to 28)% Increased Chance of Blocking

+(61 to 75) to Maximum Damage

+(-36 to -45)% Target Defense

+(2 to 3) to Light Radius

(36 to 40)% Curse Length Reduction

Harpy's Strike

Claws (4)

One-Hand Damage: (138-155) to (170-191)

Durability: 48

(Assassin Only)

Required Dexterity: 153

Required Level: 34

21% Chance to cast level 3 Charm when you Kill an Enemy

+(2 to 3) to Assassin Skill Levels

+(101 to 125)% Enhanced Damage

20% Faster Run/Walk

15% Increased Attack Speed

(10 to 11)% Life Stolen per Hit

+(7 to 8) to Cautious Strike

(26 to 30)% Bonus to Dexterity



Mermaid's Song

Blade Talons (4)

One-Hand Damage: (247-285) to (313-360)

Durability: 65

(Assassin Only)

Required Dexterity: 240

Required Level: 39

4% Chance to cast level 8 Charm when Struck

+(161 to 200)% Enhanced Damage

+(26 to 30)% to Cold Spell Damage

+(8 per level) Defense vs. Missile (Based on Character Level)

+(8 to 9) to Frozen Soul

(26 to 30)% Bonus to Dexterity

Half Freeze Duration



The Atom Splitter

Scissors Katar (4)

One-Hand Damage: (224-258) to (274-315)

Durability: 66

(Assassin Only)

Required Dexterity: 200

Required Level: 40

40% Chance to cast level 11 Apocalypse on Attack

40% Chance to cast level 17 Cataclysm when you Kill an Enemy

+(161 to 200)% Enhanced Damage

Adds (503-628)-(628-753) Poison Damage over 10 seconds

+(21 to 25)% to Fire Spell Damage

+(21 to 25)% to Poison Spell Damage

Fire Resist +(51 to 60)%

Poison Resist +(51 to 60)%



Barbarian



Bloodrage

Spatha (4)

One-Hand Damage: (150-170) to (232-397)

Durability: 66

(Barbarian Only)

Required Strength: 150

Required Level: 33

+(121 to 150)% Enhanced Damage

+(1.625 per level) to Maximum Damage (Based on Character Level)

+(21 to 25)% Damage to Demons

(21 to 25)% Life Stolen per Hit

+(13 to 16) to Blood Flash



Hellreaper

Backsword (4)

One-Hand Damage: (184-208) to (224-252)

Durability: 87
(Barbarian Only)
Required Strength: 183
Required Level: 34
9% Chance to cast level 20 Nightmare on Attack
+(2 to 3) to Barbarian Skill Levels
+(131 to 160)% Enhanced Damage
Adds (12-14)-(141-180) Cold Damage
(30 to 36)% Mana Stolen per Hit
(21 to 25)% Bonus to Strength

Claw of the Spirit Wolf

Ida (4)

One-Hand Damage: (240-276) to (294-339)
Durability: 108
(Barbarian Only)
Required Strength: 216
Required Level: 35
21% Chance to cast level 14 Gift of the Wild when you Kill an Enemy
+(2 to 3) to Barbarian Skill Levels
+(161 to 200)% Enhanced Damage
35% Increased Attack Speed
35% Faster Cast Rate
+(41 to 50)% Bonus to Summoned Minion Damage
(26 to 30)% Bonus to Dexterity
(26 to 30)% Bonus to Energy
+(121 to 150)% Damage when using a Healing Potion

Bul Kathos' Teaching

Bronze Sword (4)

One-Hand Damage: (271-312) to (334-384)
Durability: 122
(Barbarian Only)
Required Strength: 249
Required Level: 36
+(161 to 200)% Enhanced Damage
(12 to 14)% Mana Stolen per Hit
(12 to 14)% Life Stolen per Hit
+(2 to 8) to Blood Tide Totem
(26 to 30)% Bonus to All Attributes
+(7 to 8)% to Defense per Socketed Rune

Skeld's Battlesong

Kriegsmesser (4)

One-Hand Damage: (343-399) to (532-630)
Durability: 126
(Barbarian Only)
Required Strength: 283
Required Level: 41
3% Chance to cast level 28 Hunting Banshee when you Kill an Enemy
+(201 to 250)% Enhanced Damage
20% Faster Run/Walk
25% Increased Attack Speed
+(111 to 140) to Maximum Damage
+(4 to 11) to Cold Blood
Attacker Flees after Striking +(12 to 14)%
(12 to 14)% Chance of Uninterruptable Attack



Druid

Firestreak

Compound Bow (4)

Two-Hand Damage: (143-157) to (241-273)
(Druid Only)
Required Dexterity: 188
Required Level: 33
3% Chance to cast level 4 Gift of Inner Fire when you Kill an Enemy
+(91 to 110)% Enhanced Damage
+(56 to 70) to Maximum Damage
Adds (41-50)-(81-100) Fire Damage
+4 to Light Radius

Magma Spitter

Serpent Bow (4)

Two-Hand Damage: (203-228) to (263-296)
(Druid Only)
Required Dexterity: 222
Required Level: 34
33% Chance to cast level 18 Immolation when you Kill an Enemy
+(131 to 160)% Enhanced Damage
Adds (101-130)-(131-160) Fire Damage



Slows Target by (21 to 25)%
(26 to 30)% Bonus to Dexterity
+(41 to 50) to Dexterity

Gift of the Spiritbeast

Maple Bow (4)

Two-Hand Damage: (312-360) to (313-361)

(Druid Only)

Required Dexterity: 255

Required Level: 35

100% Chance to cast level 15 Vanquish when you Kill an Enemy

+(81 to 100)% Bonus Elemental Damage to Vanquish

+(131 to 160)% Enhanced Damage

+(26 to 30)% Bonus Elemental Damage to Mark of the Wild

+(81 to 100) to Minimum Damage

+(26 to 30) to Dexterity

Manastorm

Viper Bow (4)

Two-Hand Damage: (265-296) to (351-394)

(Druid Only)

Required Dexterity: 289

Required Level: 38

16% Chance to cast level 8 Mana Coil on Striking

+(2 to 4) to Druid Skill Levels

+(141 to 170)% Enhanced Damage

25% Increased Attack Speed

Total Character Damage Plus (61 to 70)%

Increase Maximum Mana (36 to 40)%

Glor-An-Fhaidha's Branch

Recurve Bow (4)

Two-Hand Damage: (325-372) to (524-757)

(Druid Only)

Required Dexterity: 322

Required Level: 40

+(171 to 210)% Enhanced Damage

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

+(201 to 250) Defense

+(1.625 per level) to Energy (Based on Character Level)

Replenish Life +(61 to 75)

All Resists +(26 to 30)%

Poison Length Reduced by (26 to 30)%

Necromancer

Mind Probe

Wand (4)

One-Hand Damage: 22 to 29

Durability: 12

(Necromancer Only)

Required Dexterity: 22

Required Level: 27

+(28 to 33) Energy Factor to Spell Damage (Automod)

(19 to 22)% Mana Stolen per Hit

+(251 to 300) to Mana

Regenerate Mana +(31 to 35)%

Level 4 Mana Coil (20 Charges)

Shadowmaster

Yew Wand (4)

One-Hand Damage: 29 to 44

Durability: 36

(Necromancer Only)

Required Dexterity: 50

Required Level: 31

+(28 to 33) Energy Factor to Spell Damage (Automod)

+(2 to 3) to Necromancer Skill Levels

+(8 to 9) Extra Shadow Minions

10% Faster Cast Rate

+(26 to 30)% Bonus to Summoned Minion Life

Rathma's Charm

Bone Wand (4)

One-Hand Damage: 36 to 59

Durability: 60

(Necromancer Only)

Required Dexterity: 65

Required Level: 33

+(28 to 33) Energy Factor to Spell Damage (Automod)

+(2 to 3) to Necromancer Skill Levels

+(3 to 4) to Demon Blood (Necromancer Only)
+(3 to 4) to Blood Tide Totem (Necromancer Only)
(26 to 30)% Bonus to Strength
(26 to 30)% Bonus to Energy
Increase Maximum Life (26 to 30)%
Fire Resist +(51 to 60)%
Cold Resist +(51 to 60)%

Dragonspine

Grim Wand (4)

One-Hand Damage: 49 to 86
Durability: 108
(Necromancer Only)
Required Dexterity: 94
Required Level: 38
+(28 to 33) Energy Factor to Spell Damage (Automod)
+(2 to 4) to Necromancer Skill Levels
Adds 20-160 Fire Damage
+(12 to 14)% to Fire Spell Damage
+(3 to 5) to Barb Wire (Necromancer Only)
+(2 to 4) to Inner Fire
+(1.125 per level) to Strength (Based on Character Level)
+(0.5625 per level) to Vitality (Based on Character Level)
Fire Absorb (12 to 14)%

Blisterdart

Needle Crossbow (4)

Two-Hand Damage: (162-184) to (189-216)
(Necromancer Only)
Required Strength: 100
Required Level: 32
+(111 to 140)% Enhanced Damage
+(34 to 42)% to Fire Spell Damage
+(34 to 42)% to Poison Spell Damage
+(11 to 13) to Way of the Spider
+(25 to 31) to Strength
Damage Reduced by (12 to 14)%

Bonethorn

Dart Thrower (4)

Two-Hand Damage: (219-251) to (330-520)
(Necromancer Only)
Required Strength: 144
Required Level: 34
+(136 to 170)% Enhanced Damage
30% Increased Attack Speed
+(1.75 per level) to Maximum Damage (Based on Character Level)
(12 to 14)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
(26 to 30)% Chance of Open Wounds

Mageslayer

Stinger Crossbow (4)

Two-Hand Damage: (362-417) to (435-501)
(Necromancer Only)
Required Strength: 187
Required Level: 38
+(161 to 200)% Enhanced Damage
(16 to 19)% Mana Stolen per Hit
Knockback
+(26 to 30) to Strength
+(26 to 30) to Vitality
Decrease Maximum Mana (-26 to -30)%
All Resists +(51 to 60)%
(26 to 30)% Curse Length Reduction

Nymyr's Shadow

Trebuchet (4)

Two-Hand Damage: (406-472) to (650-768)
(Necromancer Only)
Required Strength: 209
Required Level: 40
20% Chance to cast level 19 Doom when you Kill an Enemy
+4 to Necromancer Skill Levels
+(201 to 250)% Enhanced Damage
40% Increased Attack Speed
20% Faster Hit Recovery
+(136 to 170) to Maximum Damage
+(7 to 8) to Radiance
Knockback

(121 to 150)% Better Chance of Getting Magic Items

Paladin



Mad King's Spine

Bonebreaker (4)

One-Hand Damage: (97-108) to (132-146)

Durability: 37

(Paladin Only)

Required Strength: 131

Required Level: 32

30% Chance to cast level 14 Dark Power when you Kill an Enemy

+(81 to 100)% Enhanced Damage

80% Increased Attack Speed

(19 to 22)% Life Stolen per Hit

(26 to 30)% Chance of Crushing Blow

Drain Life (-41 to -50)

Hand of Naz

Goedendag (4)

One-Hand Damage: (150-170) to (325-382)

Durability: 53

(Paladin Only)

Required Strength: 169

Required Level: 34

50% Chance to cast level 17 Summon Lamia when you Kill an Enemy

+(121 to 150)% Enhanced Damage

25% Increased Attack Speed

25% Faster Block Rate

+(111 to 140) to Maximum Damage

Ignore Target's Defense

(21 to 25)% Chance of Crushing Blow

Will of Zakarum

Angel Star (4)

One-Hand Damage: (208-240) to (310-357)

Durability: 69

(Paladin Only)

Required Strength: 208

Required Level: 36

7% Chance to cast level 22 Bloodstar when Struck

+(161 to 200)% Enhanced Damage

20% Increased Attack Speed

(21 to 25)% Increased Chance of Blocking

Adds (81-100)-(191-240) Fire Damage

(26 to 30)% Bonus to Strength

(26 to 30)% Bonus to Vitality

Total Character Defense Plus (21 to 25)%

Malleus Maleficarum

Hand of God (4)

Two-Hand Damage: (279-321) to (336-387)

Durability: 151

(Paladin Only)

Required Strength: 436

Required Level: 39

40% Chance to cast level 17 Bloodstorm when you Kill an Enemy

+(1 to 3) to Paladin Skill Levels

+(161 to 200)% Enhanced Damage

+(23 to 28)% to Fire Spell Damage

+(23 to 28)% to Physical/Magic Spell Damage

(26 to 30)% Chance of Crushing Blow

(26 to 30)% Bonus to Strength

Sorceress



Manaflare

Eagle Orb (4)

One-Hand Damage: 25 to 28

Durability: 14

(Sorceress Only)

Required Dexterity: 25

Required Level: 27

+(28 to 33) Energy Factor to Spell Damage (Automod)

100% Chance to cast level 35 Mana Sweep when you Die

+2 to Sorceress Skill Levels

+(2 to 3) to Mana Coil (Sorceress Only)

+(161 to 200) to Mana

Magic Damage Reduced by (11 to 13)

Warp Crystal

Sacred Globe (4)

One-Hand Damage: 33 to 40
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 30
+(28 to 33) Energy Factor to Spell Damage (Automod)
8% Chance to cast level 1 Teleport when Struck
25% Faster Run/Walk
25% Faster Cast Rate
+(21 to 25) to Energy
+(201 to 250) Maximum Stamina

The Foculus

Smoked Sphere (4)

One-Hand Damage: 42 to 54
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 32
+(28 to 33) Energy Factor to Spell Damage (Automod)
3% Chance to cast level 8 Blast Wave when Struck
+(2 to 3) to Sorceress Skill Levels
+(21 to 25)% to Fire Spell Damage
+(21 to 25) to all Attributes
+(101 to 125) to Life
Replenish Life +(41 to 50)
Fire Resist +(46 to 55)%

The Allseeing Eye

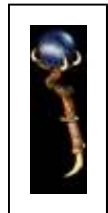
Clasped Orb (4)

One-Hand Damage: 49 to 66
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 34
+(28 to 33) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Sorceress Skill Levels
(21 to 25)% Increased Chance of Blocking
+(4 per level) to Mana (Based on Character Level)
All Resists +(26 to 30)%
Total Character Defense Plus (17 to 19)%
Level 4 Blink (30 Charges)

Stone of the Skatsim

Jared's Stone (4)

One-Hand Damage: 55 to 75
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 38
+(28 to 33) Energy Factor to Spell Damage (Automod)
+(2 to 3) to All Skills
25% Faster Cast Rate
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
+(5 to 10) to Rune of Fire
Fire Resist +(61 to 70)%
Lightning Resist +(61 to 70)%
+(46 to 55) Mana after each Kill
+(46 to 55) Life after each Kill



TIER 5 WEAPONS

General



Grimspike

Short Sword (5)

One-Hand Damage: (113-127) to (164-187)
Durability: 16
Required Strength: 70
Required Level: 37
+(131 to 160)% Enhanced Damage
+(35 to 42) to Maximum Damage
(26 to 30)% Deadly Strike
(29 to 34)% Bonus to Strength

(-51 to -60) to Life

Al Nair

Scimitar (5)

One-Hand Damage: (93-99) to (110-116)

Durability: 30

Required Strength: (73-59)

Required Level: 39

18% Chance to cast level 10 Fire Fountain when you Kill an Enemy

+(51 to 60)% Enhanced Damage

25% Increased Attack Speed

25% Faster Cast Rate

25% Faster Hit Recovery

+(15 to 17)% to Fire Spell Damage

Requirements (-51 to -60)%

Inferno

Saber (5)

One-Hand Damage: (164-182) to (194-216)

Durability: 44

Required Strength: 189

Required Level: 41

35% Chance to cast level 7 Immolation when you Kill an Enemy

+(116 to 140)% Enhanced Damage

25% Increased Attack Speed

(154 to 179)% Bonus to Attack Rating

(0.46875 per level)% to Fire Spell Damage (Based on Character Level)

(31 to 35)% Chance of Open Wounds

Bone

Falchion (5)

One-Hand Damage: (198-220) to (239-265)

Durability: 58

Required Strength: 229

Required Level: 42

50% Chance to cast level 10 Frozen Soul on Striking

+(1 to 2) to Paladin Skill Levels

+(126 to 150)% Enhanced Damage

25% Increased Attack Speed

25% Faster Cast Rate

+(15 to 17) to Strength

+(46 to 55) Mana after each Kill

Plaguemourn

Broad Sword (5)

One-Hand Damage: (243-272) to (337-381)

Durability: 72

Required Strength: 269

Required Level: 44

10% Chance to cast level 4 Plague Avatar on Striking

+(141 to 170)% Enhanced Damage

+(46 to 55) to Maximum Damage

+(26 to 30)% to Poison Spell Damage

Poison Resist +(61 to 70)%

Damage Reduced by (10 to 11)%

Lachdanan's Will

Long Sword (5)

One-Hand Damage: (340-384) to (412-465)

Durability: 86

Required Strength: 309

Required Level: 45

22% Chance to cast level 3 Time Strike on Striking

22% Chance to cast level 3 Retribute when Struck

+(201 to 240)% Enhanced Damage

15% Increased Attack Speed

15% Faster Block Rate

(18 to 21)% Increased Chance of Blocking

+(29 to 34) to Strength

Aurumvorax

War Sword (5)

One-Hand Damage: (321-356) to (482-664)

Durability: 100

Required Strength: 349

Required Level: 49

+(161 to 190)% Enhanced Damage

15% Increased Attack Speed

+(1.9375 per level) to Maximum Damage (Based on Character Level)

(23 to 26)% Deadly Strike

+(60 to 72) Life after each Kill

(-56 to -65)% Less Gold from Monsters

The Raven

Two-Handed Sword (5)

One-Hand Damage: (110-122) to (129-144)

Two-Hand Damage: (114-127) to (125-139)

Durability: 28

Required Strength: 149

Required Level: 37

70% Chance to cast level 6 Time Strike on Striking

6% Chance to cast level 3 Dark Power when you Kill an Enemy

+(116 to 140)% Enhanced Damage

(23 to 26)% Deadly Strike

+(126 to 150) to Life

+(126 to 150) to Mana

Lavafrost

Claymore (5)

One-Hand Damage: (161-182) to (194-218)

Two-Hand Damage: (187-210) to (203-228)

Durability: 42

Required Strength: 203

Required Level: 39

4% Chance to cast level 7 Pandemonium on Striking

+(131 to 160)% Enhanced Damage

+(15 to 17)% to Fire Spell Damage

+(15 to 17)% to Cold Spell Damage

Fire Resist +(51 to 60)%

Cold Resist +(51 to 60)%

Total Character Defense Plus (15 to 17)%

Half Freeze Duration

Quietus

Giant Sword (5)

One-Hand Damage: 88 to 107

Two-Hand Damage: 108 to 115

Durability: 56

Required Strength: (130-104)

Required Level: 41

+(1 to 3) to All Skills

+(126 to 150)% Bonus to Poison Skill Duration

25% Faster Cast Rate

Adds 81-162 Cold Damage

(15 to 17)% Mana Stolen per Hit

+(18 to 21)% to Cold Spell Damage

Requirements (-49 to -59)%

Fleshdoom

Bastard Sword (5)

One-Hand Damage: (253-283) to (313-350)

Two-Hand Damage: (322-361) to (344-386)

Durability: 70

Required Strength: 309

Required Level: 43

8% Chance to cast level 3 Death Coil on Striking

+(141 to 170)% Enhanced Damage

(26 to 30)% Deadly Strike

+(71 to 85) to Vitality

Increase Maximum Life (31 to 35)%

Damage Reduced by (15 to 17)

+(46 to 55) Life after each Kill

Demonsong

Flamberge (5)

One-Hand Damage: (296-332) to (488-735)

Two-Hand Damage: (385-431) to (532-783)

Durability: 84

Required Strength: 362

Required Level: 45

7% Chance to cast level 9 Elemental on Striking

+(141 to 170)% Enhanced Damage

30% Increased Attack Speed

+(2.6875 per level) to Maximum Damage (Based on Character Level)

+(5.75 per level) to Life (Based on Character Level)

Fire Resist +(56 to 65)%

+(56 to 65) Life after each Kill

The Reconciler

Great Sword (5)

One-Hand Damage: (352-391) to (438-487)

Two-Hand Damage: (469-522) to (498-553)
Durability: 98
Required Strength: 415
Required Level: 49
+(161 to 190)% Enhanced Damage
Stun Attack
(26 to 30)% Deadly Strike
+(46 to 55) to Strength
+(46 to 55) to Dexterity
(126 to 150)% Extra Gold from Monsters
Level 5 Guard Tower (45 Charges)

Worldstone Shard

Crystal Sword (5)

One-Hand Damage: (161-175) to (192-208)
Durability: 40
Required Dexterity: 185
Required Level: 48
+(34 to 39) Energy Factor to Spell Damage (Automod)
12% Chance to cast level 5 Supernova on Striking
100% Chance to cast level 12 Lightning Cascade when you Kill an Enemy
+(121 to 140)% Enhanced Damage
30% Increased Attack Speed
+(12 to 13)% to Spell Damage
All Resists +(51 to 60)%
Requirements -40%



Wererat's Bite

Hand Axe (5)

One-Hand Damage: (108-121) to (147-164)
Durability: 22
Required Strength: 70
Required Level: 37
4% Chance to cast level 3 Poison Flash on Striking
+(141 to 170)% Enhanced Damage
(61 to 70)% Deadly Strike
Poison Resist +(91 to 110)%



Throatseeker

Axe (5)

One-Hand Damage: (156-175) to (228-256)
Durability: 36
Required Strength: 169
Required Level: 40
45% Chance to cast level 5 Blood Flash when you Kill an Enemy
+(141 to 170)% Enhanced Damage
25% Increased Attack Speed
(10 to 11)% Life Stolen per Hit
Increase Maximum Life (31 to 35)%
+(51 to 60) Life after each Kill



Moonbender's Wing

Double Axe (5)

One-Hand Damage: (207-232) to (315-353)
Durability: 50
Required Strength: (158-148)
Required Level: 42
35% Chance to cast level 1 Teleport on Striking
35% Chance to cast level 1 Teleport when Struck
+(141 to 170)% Enhanced Damage
(35 to 42)% Bonus to Dexterity
(35 to 42)% Bonus to Energy
Total Character Defense Plus (23 to 26)%
Requirements (-31 to -35)%



Snowhammer

Military Pick (5)

One-Hand Damage: (271-301) to (430-478)
Durability: 64
Required Strength: 289
Required Level: 44
45% Chance to cast level 17 Doom Serpents when you Kill an Enemy
+(161 to 190)% Enhanced Damage
30% Increased Attack Speed
Adds 28-81 Cold Damage
+(12 to 13)% to Cold Spell Damage
Freezes Target +7
Cold Resist +(32 to 38)%



Nimmenjuushin

War Axe (5)

One-Hand Damage: (327-363) to (594-666)
Durability: 78
Required Strength: 349
Required Level: 48
18% Chance to cast level 1 Claw Tornado on Striking
+(171 to 200)% Enhanced Damage
+(23 to 26)% Bonus Damage to Mark of the Wild
+(69 to 84) to Maximum Damage
(126 to 150)% Duration Bonus to Mark of the Wild
(10 to 11)% Life Stolen per Hit
(31 to 35)% Bonus to Strength

Thunderclap

Large Axe (5)

Two-Hand Damage: 51 to 61
Durability: 28
Required Strength: 126
Required Level: 37
+(29 to 34) Crafting Points
35% Chance to cast level 8 Supernova when you Kill an Enemy
8% Chance to cast level 6 Flash on Striking
55% Increased Attack Speed
(0.53125 per level)% to Lightning Spell Damage (Based on Character Level)
Lightning Resist +(31 to 35)%

The Defiler

Broad Axe (5)

Two-Hand Damage: (209-235) to (231-259)
Durability: 44
Required Strength: 196
Required Level: 40
100% Chance to cast level 25 Gamma Field when you Die
+(141 to 170)% Enhanced Damage
30% Increased Attack Speed
25% Faster Hit Recovery
+(26 to 30) to Minimum Damage
(76 to 90)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (31 to 35)%

Skullhammer

Battle Axe (5)

Two-Hand Damage: (251-280) to (380-516)
Durability: 60
Required Strength: 266
Required Level: 42
+(151 to 180)% Enhanced Damage
+(1.25 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(46 to 55)% Chance of Crushing Blow
(41 to 45)% Chance of Open Wounds
+(51 to 60) to Strength

Lex Ferarum

Great Axe (5)

Two-Hand Damage: (328-365) to (433-481)
Durability: 76
Required Strength: 335
Required Level: 44
100% Chance to cast level 20 Gift of the Wild when you Kill an Enemy
+(161 to 190)% Enhanced Damage
+(26 to 30) to Strength
+(26 to 30) to Dexterity
+(46 to 55) Life after each Kill
(201 to 240)% Extra Gold from Monsters
(51 to 60)% Better Chance of Getting Magic Items

Griswold's Revenge

Giant Axe (5)

Two-Hand Damage: (308-335) to (409-446)
Durability: 92
Required Strength: 405
Required Level: 48
+(71 to 85) Crafting Points
Indestructible
9% Chance to cast level 3 Rust Storm on Striking
+(111 to 130)% Enhanced Damage
(54 to 64)% Bonus to Strength

+(51 to 60) Life after each Kill

Branch of a Million Splinters

Club (5)

One-Hand Damage: (157-180) to (235-270)
Durability: 8
Required Strength: 70
Required Level: 37
26% Chance to cast level 5 Spike Nova when you Kill an Enemy
+(251 to 300)% Enhanced Damage
+(32 to 38) to Maximum Damage
(15 to 17)% Life Stolen per Hit
(28 to 31)% Chance of Open Wounds

Skullbat

Spiked Club (5)

One-Hand Damage: (118-129) to (170-186)
Durability: 24
Required Strength: (100-94)
Required Level: 40
+(101 to 120)% Enhanced Damage
Stun Attack
Knockback
(-71 to -85) to Mana
Requirements (-31 to -35)%

Koth's Lesson

Mace (5)

One-Hand Damage: (121-131) to (191-207)
Durability: 40
Required Strength: 186
Required Level: 42
10% Chance to cast level 5 Bloodlust when you Kill an Enemy
+(1 to 3) to Barbarian Skill Levels
+(71 to 85)% Enhanced Damage
+(51 to 60)% Bonus Damage to Bloodlust
+(26 to 30)% Bonus Elemental Damage to Bloodlust
+(151 to 180)% Damage to Undead
Fire Resist +(51 to 60)%
Poison Resist +(32 to 38)%

Lychnus Lyaei

Morning Star (5)

One-Hand Damage: (179-195) to (291-317)
Durability: 56
Required Strength: 226
Required Level: 44
18% Chance to cast level 1 Blast Wave when you Kill an Enemy
+(111 to 130)% Enhanced Damage
+(29 to 34) to Strength
(51 to 60)% Bonus to Vitality when using a Healing Potion
+(29 to 34) Life after each Kill
+5 to Light Radius

Hellscourge

Flail (5)

One-Hand Damage: (245-272) to (417-464)
Durability: 72
Required Strength: 266
Required Level: 47
45% Chance to cast level 6 Bloodstorm when you Kill an Enemy
+(161 to 190)% Enhanced Damage
25% Increased Attack Speed
(31 to 35)% Chance of Open Wounds
+(26 to 30) to Strength
Fire Resist +(61 to 70)%
Level 5 Death Coil (15 Charges)

The Warthog

War Hammer (5)

One-Hand Damage: (154-172) to (236-264)
Durability: 75
Required Strength: (331-341)
Required Level: 42
+(141 to 170)% Enhanced Damage
(56 to 65)% Chance of Crushing Blow
+(9 to 10) to Time Strike
(26 to 30)% Bonus to Strength
Requirements +(26 to 30)%



Death's Bellringer**Maul (5)**

Two-Hand Damage: (235-258) to (388-551)
Durability: 114
Required Strength: 385
Required Level: 44
25% Chance to cast level 13 Slayer when you Kill an Enemy
+(151 to 175)% Enhanced Damage
+(1.75 per level) to Maximum Damage (Based on Character Level)
Stun Attack
+(26 to 30)% to Physical/Magic Spell Damage
+(31 to 35) to Strength
+(31 to 35) to Dexterity

**Siege Breaker****Great Maul (5)**

Two-Hand Damage: (273-299) to (363-398)
Durability: 138
Required Strength: 465
Required Level: 48
50% Chance to cast level 14 Shower of Rocks when you Kill an Enemy
+(2 to 3) to All Skills
+(151 to 175)% Enhanced Damage
Stun Attack
(26 to 30)% Chance of Crushing Blow
(31 to 35)% Deadly Strike
Slows Target by (26 to 30)%
+(251 to 300) Defense



Sunbearer**Scepter (5)**

One-Hand Damage: (90-98) to (108-118)
Durability: 14
Required Dexterity: 119
Required Level: 37
+(34 to 39) Energy Factor to Spell Damage (Automod)
15% Chance to cast level 3 Gift of Inner Fire when you Kill an Enemy
+(101 to 120)% Enhanced Damage
+(31 to 35) to Dexterity
(111 to 130)% Extra Gold from Monsters
Reduces all Vendor Prices (15 to 17)%
+4 to Light Radius

**Carmen Alvare****Grand Scepter (5)**

One-Hand Damage: (162-180) to (226-250)
Durability: 30
Required Dexterity: (101-81)
Required Level: 41
+(34 to 39) Energy Factor to Spell Damage (Automod)
35% Chance to cast level 7 Holy Trap when you Kill an Enemy
+(1 to 3) to Amazon Skill Levels
+(126 to 150)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
(0.53125 per level)% to Fire Spell Damage (Based on Character Level)
(56 to 65)% Better Chance of Getting Magic Items
Requirements (-49 to -59)%

**Wraithverge****War Scepter (5)**

One-Hand Damage: (262-291) to (395-438)
Durability: 46
Required Dexterity: (122-97)
Required Level: 44
+(34 to 39) Energy Factor to Spell Damage (Automod)
45% Chance to cast level 28 Pain Spirit when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(20 to 22)% to Physical/Magic Spell Damage
All Resists +(71 to 85)%
(31 to 35)% Curse Length Reduction
Requirements (-56 to -65)%



Quill Rat's Sting**Javelin (5)**

Throw Damage: (87-96) to (161-181)
One-Hand Damage: (66-73) to (135-152)

Durability: 32
Required Dexterity: 70
Required Level: 36
100% Chance to cast level 1 Spike Nova when you Die
+(91 to 110)% Enhanced Damage
(71 to 85)% Piercing Attack
+(51 to 60) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity

Storm Crow

Pilum (5)

Throw Damage: (135-150) to (201-222)
One-Hand Damage: (101-112) to (151-167)
Durability: 56
Required Dexterity: 163
Required Level: 40
9% Chance to cast level 10 Doom when you Kill an Enemy
+(126 to 150)% Enhanced Damage
25% Increased Attack Speed
(29 to 34)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity

Emberstorm

Short Spear (5)

Throw Damage: (161-178) to (262-291)
One-Hand Damage: (119-132) to (198-220)
Durability: 80
Required Dexterity: 222
Required Level: 42
45% Chance to cast level 10 Cataclysm when you Kill an Enemy
+(121 to 145)% Enhanced Damage
25% Faster Run/Walk
50% Increased Attack Speed
(-56 to -65) Maximum Stamina
+(51 to 60) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Ashenwind

Glaive (5)

Throw Damage: (224-249) to (386-429)
One-Hand Damage: (169-188) to (289-321)
Durability: 104
Required Dexterity: 282
Required Level: 44
9% Chance to cast level 7 Immolation on Striking
+(161 to 190)% Enhanced Damage
(39 to 44)% Piercing Attack
Fire Resist +(51 to 60)%
-2 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Windwall

Throwing Spear (5)

Throw Damage: (241-269) to (436-488)
One-Hand Damage: (182-204) to (330-369)
Durability: 126
Required Dexterity: 342
Required Level: 47
35% Chance to cast level 4 Typhoon Sentry when you Kill an Enemy
+(154 to 184)% Enhanced Damage
15% Faster Hit Recovery
Stun Attack
Knockback
+(101 to 120) Defense vs. Missile
Damage Reduced by (14 to 16)%
Replenishes Quantity
Level 3 Cascade Attack

Silverstrike

Spear (5)

Two-Hand Damage: (69-73) to (139-154)
Durability: 24
Required Strength: 70
Required Dexterity: 70
Required Level: 36
45% Chance to cast level 9 Punisher when you Kill an Enemy

+(51 to 60)% Enhanced Damage
+(46 to 55) to Maximum Damage
+(121 to 145)% Damage to Undead
(43 to 51)% Bonus to Dexterity
+2 to Light Radius

Sea Summoner

Trident (5)

Two-Hand Damage: (104-114) to (184-202)
Durability: 48
Required Strength: 126
Required Dexterity: 163
Required Level: 40
35% Chance to cast level 3 Glacial Nova when you Kill an Enemy
+(101 to 120)% Enhanced Damage
Slows Target by (31 to 35)%
(15 to 17)% Bonus to Strength
(15 to 17)% Bonus to Dexterity
Cold Resist +(54 to 64)%

Goredrill

Brandistock (5)

Two-Hand Damage: (165-186) to (294-329)
Durability: 72
Required Strength: 166
Required Dexterity: 219
Required Level: 42
35% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(26 to 30) to Minimum Damage
(31 to 35)% Chance of Open Wounds
+(46 to 55) to Dexterity
+(46 to 55) to Vitality
Fire Resist +(61 to 70)%

Darkspite

Spetum (5)

Two-Hand Damage: (110-119) to (265-286)
Durability: 96
Required Strength: 206
Required Dexterity: 276
Required Level: 44
4% Chance to cast level 13 Unholy Armor when Struck
+(76 to 90)% Enhanced Damage
+(126 to 150)% Damage to Demons
Total Character Damage Plus (61 to 70)%
Total Character Defense Plus (31 to 35)%
+4 to Light Radius

Manatide

Pike (5)

Two-Hand Damage: (179-200) to (400-442)
Durability: 120
Required Strength: 246
Required Dexterity: 332
Required Level: 47
13% Chance to cast level 5 Arcane Torrent on Striking
+(126 to 150)% Enhanced Damage
50% Faster Cast Rate
+(26 to 30) to Minimum Damage
(26 to 30)% Mana Stolen per Hit
Increase Maximum Mana (26 to 30)%
Regenerate Mana +(39 to 44)%
(37 to 43)% Bonus to Energy when using a Mana Potion

Earthbind

Bardiche (5)

Two-Hand Damage: (99-110) to (194-221)
Durability: 26
Required Strength: 123
Required Dexterity: 123
Required Level: 36
7% Chance to cast level 4 Pagan Rites when Struck
+(1 to 2) to Druid Skill Levels
+(116 to 140)% Enhanced Damage
(-26 to -30)% Slower Run/Walk
+(71 to 85) to Maximum Damage
Slows Target by (41 to 45)%
Slows Attacker by (41 to 45)%

Stormsurge

Voulge (5)

Two-Hand Damage: (77-83) to (183-197)

Durability: 50

Required Strength: 176

Required Dexterity: 176

Required Level: 41

17% Chance to cast level 7 Lightning Cascade on Striking

+(76 to 90)% Enhanced Damage

+(3 to 4) Extra Lightning Cascade Targets

15% Increased Attack Speed

Adds 1-88 Lightning Damage

+(15 to 17)% to Lightning Spell Damage

Lightning Resist +(71 to 85)%

Moonscythe

Scythe (5)

Two-Hand Damage: (95-105) to (333-369)

Durability: 74

Required Strength: 229

Required Dexterity: 229

Required Level: 43

+(71 to 84) Energy Factor to Spell Damage (Automod)

25% Chance to cast level 3 Mana Sweep when you Kill an Enemy

+(3 to 5) to Necromancer Skill Levels

+(121 to 145)% Enhanced Damage

15% Increased Attack Speed

50% Faster Hit Recovery

+(126 to 150)% Bonus to Summoned Minion Life

Lightning Resist +(61 to 70)%

Cold Resist +(61 to 70)%

The Silent Judge

Halberd (5)

Two-Hand Damage: (111-123) to (520-576)

Durability: 98

Required Strength: 282

Required Dexterity: 282

Required Level: 47

45% Chance to cast level 8 Time Strike on Striking

15% Chance to cast level 7 Avatar when you Kill an Enemy

17% Chance to cast level 4 Thunder Hammer on Striking

+(171 to 200)% Enhanced Damage

+(29 to 34) to Strength

+(29 to 34) to Dexterity

Hornet Sting

Dagger (5)

One-Hand Damage: 46 to 49

Durability: 8

Required Dexterity: 70

Required Level: 36

13% Chance to cast level 2 Spike Nova when Struck

Indestructible

35% Increased Attack Speed

(15 to 17)% Mana Stolen per Hit

(15 to 17)% Life Stolen per Hit

Hit Causes Monster to Flee +(45 to 52)%

Manashard

Dirk (5)

One-Hand Damage: (130-145) to (147-164)

Durability: 14

Required Dexterity: 149

Required Level: 41

13% Chance to cast level 3 Hex on Striking

+(1 to 3) to All Skills

+(141 to 170)% Enhanced Damage

(18 to 21)% Mana Stolen per Hit

(18 to 21)% Life Stolen per Hit

+(26 to 30)% to Spell Damage

Frostneedle

Kriss (5)

One-Hand Damage: (192-217) to (222-251)

Durability: 20

Required Dexterity: 209

Required Level: 43

35% Chance to cast level 1 Glacial Nova when you Kill an Enemy

+(201 to 240)% Enhanced Damage



Ignore Target's Defense
+(15 to 17)% to Cold Spell Damage
Cold Resist +(51 to 60)%

Drow Valor

Blade (5)

One-Hand Damage: (164-181) to (194-214)
Durability: 26
Required Dexterity: 269
Required Level: 47
+(131 to 155)% Enhanced Damage
30% Increased Attack Speed
Adds 213-405 Poison Damage over 8 seconds
+(3 to 6) to Way of the Spider (Assassin Only)
(71 to 85)% Bonus to Dexterity
+(51 to 60) to Dexterity
+(51 to 60) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (5)

Throw Damage: (92-99) to (97-105)
One-Hand Damage: (68-74) to (74-79)
Durability: 8
Required Dexterity: 116
Required Level: 36
+(81 to 95)% Enhanced Damage
15% Increased Attack Speed
Hit Causes Monster to Flee +(24 to 28)%
(376 to 450)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

Eagle Spirit

Flying Knife (5)

Throw Damage: (192-215) to (219-245)
One-Hand Damage: (144-161) to (163-183)
Durability: 12
Required Dexterity: 242
Required Level: 41
+(141 to 170)% Enhanced Damage
25% Increased Attack Speed
(126 to 150)% Bonus to Attack Rating
Knockback
(71 to 85)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

Banshee's Chase

Balanced Knife (5)

Throw Damage: (262-294) to (303-340)
One-Hand Damage: (197-221) to (228-256)
Durability: 16
Required Dexterity: 369
Required Level: 44
9% Chance to cast level 10 Frozen Soul on Striking
+(141 to 170)% Enhanced Damage
(15 to 17)% Increased Chance of Blocking
Adds 30-75 Cold Damage
(26 to 30)% Deadly Strike
+(201 to 240) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

Arreat's Aim

Throwing Axe (5)

Throw Damage: 47 to 54
One-Hand Damage: 35 to 41
Durability: 12
Required Strength: 116
Required Level: 36
45% Chance to cast level 14 Guard Tower when you Kill an Enemy
(15 to 17)% Deadly Strike
Knockback
(29 to 34)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

Jalal's Claw

Balanced Axe (5)

Throw Damage: (163-182) to (441-492)
One-Hand Damage: (122-137) to (331-369)
Durability: 20
Required Strength: 322
Required Level: 43
4% Chance to cast level 8 Plague Avatar on Striking
+(151 to 180)% Enhanced Damage
25% Faster Run/Walk
25% Increased Attack Speed
(10 to 11)% Life Stolen per Hit
+(26 to 30) to all Attributes
Poison Resist +(71 to 85)%
Replenishes Quantity
Level 1 Barrage Attack

Vizjerei's Folly**Short Staff (5)**

Two-Hand Damage: 46 to 52
Durability: 22
Required Dexterity: 70
Required Level: 36
+(71 to 84) Energy Factor to Spell Damage (Automod)
+(31 to 35)% to Spell Damage
+(71 to 85) to Mana
All Resists (-51 to -60)%

The Shaman**Long Staff (5)**

Two-Hand Damage: 59 to 70
Durability: 46
Required Dexterity: 123
Required Level: 40
+(71 to 84) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 13 Raven Flight when you Level-Up
+(2 to 3) to Druid Skill Levels
30% Faster Cast Rate
30% Faster Hit Recovery
Increase Maximum Life (23 to 26)%
Fire Resist +(49 to 59)%
Lightning Resist +(49 to 59)%

Aerin Nexus**Gnarled Staff (5)**

Two-Hand Damage: 71 to 91
Durability: 70
Required Dexterity: 179
Required Level: 42
+(71 to 84) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Sorceress Skill Levels
+(15 to 17)% to Spell Damage
+(52 to 63) to Energy
+(52 to 63) to Vitality
Slows Attacker by (26 to 30)%
(39 to 44)% Better Chance of Getting Magic Items

Terrorcane**Battle Staff (5)**

Two-Hand Damage: (213-238) to (278-310)
Durability: 94
Required Dexterity: 236
Required Level: 43
+(71 to 84) Energy Factor to Spell Damage (Automod)
+(151 to 180)% Enhanced Damage
30% Increased Attack Speed
30% Faster Hit Recovery
(151 to 175)% Bonus to Attack Rating
Adds 76-170 Poison Damage over 7 seconds
Stun Attack
(51 to 60)% Deadly Strike
Attacker Flees after Striking +(54 to 64)%

Goldenrod**War Staff (5)**

Two-Hand Damage: (233-256) to (309-340)
Durability: 118
Required Dexterity: 292
Required Level: 47
+(71 to 84) Energy Factor to Spell Damage (Automod)
+(1 to 3) to All Skills

+(146 to 170)% Enhanced Damage
25% Increased Attack Speed
25% Faster Cast Rate
(23 to 26)% Bonus to Buff/Debuff/Cold Skill Duration
+(15 to 17)% to Spell Damage
(251 to 300)% Extra Gold from Monsters



The Rift Bow
Short Bow (5)

Two-Hand Damage: (97-108) to (109-122)
Required Dexterity: 116
Required Level: 36
+(111 to 135)% Enhanced Damage
(126 to 150)% Bonus to Attack Rating
(15 to 17)% Mana Stolen per Hit
(61 to 70)% Damage Taken Goes To Mana
(41 to 45)% Curse Length Reduction



Darkhunter
Hunter's Bow (5)

Two-Hand Damage: (102-110) to (121-131)
Required Dexterity: 156
Required Level: 39
45% Chance to cast level 7 Bloodstar on Striking
+(71 to 85)% Enhanced Damage
+(116 to 140)% Damage to Demons
Adds 81-162 Fire Damage
+(15 to 17)% to Fire Spell Damage
+(29 to 34) to Dexterity



Hand of Karcheus
Long Bow (5)

Two-Hand Damage: (149-164) to (190-209)
Required Dexterity: 196
Required Level: 40
4% Chance to cast level 1 Glacial Nova on Striking
+(107 to 128)% Enhanced Damage
15% Faster Run/Walk
Freezes Attacker +4
Freezes Target +4
Cold Resist +(71 to 85)%



Kashya's Ambush
Composite Bow (5)

Two-Hand Damage: (209-234) to (343-390)
Required Dexterity: 236
Required Level: 41
9% Chance to cast level 6 Phalanx when you Kill an Enemy
+(141 to 170)% Enhanced Damage
+(71 to 85) to Maximum Damage
(151 to 175)% Bonus to Attack Rating
+(29 to 34) to Dexterity
Increase Maximum Life (37 to 43)%
Total Character Defense Plus (48 to 56)%



Seraph Wing
Short Battle Bow (5)

Two-Hand Damage: (251-280) to (333-372)
Required Dexterity: 276
Required Level: 42
35% Chance to cast level 5 Rune of Ice when you Kill an Enemy
4% Chance to cast level 10 Frozen Crown on Striking
+(151 to 180)% Enhanced Damage
25% Faster Run/Walk
30% Increased Attack Speed
+(101 to 120)% Damage to Undead
All Resists +(76 to 90)%
+2 to Light Radius



Ryuuseiu Kyanon
Long Battle Bow (5)

Two-Hand Damage: (290-325) to (390-437)
Required Dexterity: 315
Required Level: 43
45% Chance to cast level 7 Immolation when you Kill an Enemy
+(157 to 188)% Enhanced Damage
30% Increased Attack Speed
15% Faster Hit Recovery
+(57 to 68) to Vitality

Fire Resist +(85 to 102)%
Attacker Takes Fire Damage of (91 to 110)

Serpent Angel

Short War Bow (5)

Two-Hand Damage: (306-341) to (419-467)
Required Dexterity: 355
Required Level: 47
35% Chance to cast level 1 Dark Power when you Kill an Enemy
+(151 to 180)% Enhanced Damage
(15 to 17)% Mana Stolen per Hit
(29 to 34)% Deadly Strike
(-51 to -60) to Mana
Cold Resist +(26 to 30)%
Poison Resist +(46 to 55)%

Harp of Vengeance

Long War Bow (5)

Two-Hand Damage: (347-385) to (631-713)
Required Dexterity: 395
Required Level: 48
35% Chance to cast level 1 Arrow on Striking
+(161 to 190)% Enhanced Damage
25% Faster Run/Walk
30% Increased Attack Speed
+(151 to 180) to Maximum Damage
Adds 31-227 Fire Damage
(10 to 11)% Life Stolen per Hit
(-29 to -34) to Vitality
Fire Resist +(61 to 70)%
Level 3 Death Metal (65 Charges)

Flamebreath

Light Crossbow (5)

Two-Hand Damage: (225-252) to (288-322)
Required Strength: 205
Required Level: 40
25% Chance to cast level 11 Blink when you Kill an Enemy
+(151 to 180)% Enhanced Damage
35% Increased Attack Speed
(101 to 120)% Bonus to Attack Rating
Adds (101-120)-(201-240) Fire Damage
Fire Resist +(61 to 70)%

The Barracuda

Crossbow (5)

Two-Hand Damage: (221-241) to (293-321)
Required Strength: 289
Required Level: 42
35% Chance to cast level 10 Bloodlust when you Kill an Enemy
+(61 to 70)% Bonus Damage to Bloodlust
+(101 to 120)% Enhanced Damage
+(31 to 35)% Bonus Elemental Damage to Bloodlust
30% Increased Attack Speed
Adds (51-60)-(141-170) Fire Damage
Fire Resist +(51 to 60)%

Thunder Machine

Heavy Crossbow (5)

Two-Hand Damage: (396-442) to (660-749)
Required Strength: 372
Required Level: 47
+(151 to 180)% Enhanced Damage
+(141 to 170) to Maximum Damage
Adds 1-(201-240) Lightning Damage
(15 to 17)% Chance of Crushing Blow
+(9 to 10) to Blindside
Knockback
(31 to 35)% Bonus to Strength
+(51 to 60) to Strength

Larzuk's Bombard

Repeating Crossbow (5)

Two-Hand Damage: (457-516) to (635-717)
Required Strength: 414
Required Level: 48
45% Chance to cast level 25 Apocalypse when you Kill an Enemy
+(201 to 240)% Enhanced Damage
35% Increased Attack Speed
(15 to 17)% Chance of Crushing Blow

(31 to 35)% Deadly Strike
(31 to 35)% Bonus to Strength
+(17.75 per level) Defense (Based on Character Level)
Total Character Defense Plus (31 to 35)%
+(12 to 13)% to Experience Gained

Amazon



Sky Sweeper

Stag Bow (5)

Two-Hand Damage: (206-225) to (278-303)
(Amazon Only)
Required Dexterity: 330
Required Level: 43
5% Chance to cast level 2 Cascade on Striking
+(2 to 3) to Amazon Skill Levels
+(111 to 130)% Enhanced Damage
Adds 1-(101-120) Lightning Damage
(15 to 17)% Mana Stolen per Hit
Lightning Absorb (15 to 17)%
+(31 to 35) Mana after each Kill
Level 5 Cold Fear (25 Charges)



Thorncaster

Reflex Bow (5)

Two-Hand Damage: (346-390) to (481-544)
(Amazon Only)
Required Dexterity: 414
Required Level: 48
45% Chance to cast level 10 Spike Nova when you Kill an Enemy
35% Chance to cast level 10 Spore Shot when Struck
+(201 to 240)% Enhanced Damage
Adds (114-132)-(284-340) Poison Damage over 6 seconds
Knockback
Poison Resist +(81 to 90)%
Level 9 Charm (25 Charges)



Ghost Anchor

Maiden Spear (5)

Two-Hand Damage: (170-186) to (414-451)
Durability: 64
(Amazon Only)
Required Strength: (86-81)
Required Dexterity: (179-168)
Required Level: 44
Indestructible
+(111 to 130)% Enhanced Damage
Stun Attack
+(9 to 10) to Arcane Strike
Slows Target by (41 to 45)%
Requirements (-36 to -40)%
Ethereal (Cannot be repaired)



Gryphon's Claw

Maiden Pike (5)

Two-Hand Damage: (201-218) to (521-566)
Durability: 80
(Amazon Only)
Required Strength: 175
Required Dexterity: 351
Required Level: 47
50% Chance to cast level 20 Flash on Attack
+(2 to 3) to Amazon Skill Levels
+(241 to 270)% Enhanced Damage
20% Increased Attack Speed
Adds 1-(251-300) Lightning Damage
Stun Attack
+6 to Defensive Harmony (Amazon Only)
+(56 to 65) to Strength
+(56 to 65) to Dexterity
Slows Attacker by (41 to 45)%



Storm Cloud

Maiden Javelin (5)

Throw Damage: (315-357) to (388-432)
One-Hand Damage: (262-299) to (294-327)
Durability: 84
(Amazon Only)

Required Strength: 179
Required Dexterity: 359
Required Level: 47
45% Chance to cast level 7 Flurry of Javelins when Struck
+(161 to 190)% Enhanced Damage
20% Increased Attack Speed
+(101 to 120) to Minimum Damage
Adds 1-(251-300) Lightning Damage
+(15 to 17)% to Lightning Spell Damage
Slows Target by (31 to 35)%
Attacker Takes Lightning Damage of (251 to 300)
Replenishes Quantity
Level 3 Cascade Attack

Assassin

The Ripper

Katar (5)

One-Hand Damage: 42 to (177-468)
Durability: 10
(Assassin Only)
Required Dexterity: 56
Required Level: 37
7% Chance to cast level 8 Starburst on Striking
+(3.5 per level) to Maximum Damage (Based on Character Level)
(126 to 150)% Bonus to Attack Rating
+(15 to 17)% to Physical/Magic Spell Damage
(41 to 45)% Chance of Open Wounds

Earthrend

Wrist Blade (5)

One-Hand Damage: (117-129) to (139-154)
Durability: 20
(Assassin Only)
Required Dexterity: 119
Required Level: 39
5% Chance to cast level 8 Pagan Rites on Attack
+(121 to 145)% Enhanced Damage
Stun Attack
(23 to 26)% Chance of Crushing Blow
(56 to 65)% Deadly Strike

Vizjun's Justice

Hatchet Hands (5)

One-Hand Damage: (165-184) to (195-218)
Durability: 29
(Assassin Only)
Required Dexterity: 151
Required Level: 41
+(71 to 85)% Bonus to Poison Skill Duration
+(151 to 180)% Enhanced Damage
+(26 to 30)% to Poison Spell Damage
+(3 to 4) to Way of the Spider (Assassin Only)
(15 to 17)% Bonus to Dexterity

Noblebane

Cestus (5)

One-Hand Damage: (160-174) to (270-301)
Durability: 38
(Assassin Only)
Required Dexterity: 183
Required Level: 42
4% Chance to cast level 13 Vanquish when you Kill an Enemy
+(111 to 130)% Enhanced Damage
(29 to 34)% Increased Chance of Blocking
+(76 to 90) to Maximum Damage
+(-46 to -55)% Target Defense
+(3 to 4) to Light Radius
(41 to 45)% Curse Length Reduction

Harpy's Strike

Claws (5)

One-Hand Damage: (196-217) to (237-262)
Durability: 48
(Assassin Only)
Required Dexterity: 215
Required Level: 44
23% Chance to cast level 4 Charm when you Kill an Enemy
+(3 to 4) to Assassin Skill Levels
+(126 to 150)% Enhanced Damage
25% Faster Run/Walk



20% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
+(9 to 10) to Cautious Strike
(31 to 35)% Bonus to Dexterity

**Mermaid's Song
Blade Talons (5)**

One-Hand Damage: (352-397) to (439-496)
Durability: 65
(Assassin Only)
Required Dexterity: 332
Required Level: 49
5% Chance to cast level 10 Charm when Struck
+(201 to 240)% Enhanced Damage
+(31 to 35)% to Cold Spell Damage
+(9 per level) Defense vs. Missile (Based on Character Level)
+(10 to 11) to Frozen Soul
(31 to 35)% Bonus to Dexterity
Half Freeze Duration

**The Atom Splitter
Scissors Katar (5)**

One-Hand Damage: (319-360) to (388-438)
Durability: 66
(Assassin Only)
Required Dexterity: 279
Required Level: 49
45% Chance to cast level 13 Apocalypse on Attack
45% Chance to cast level 20 Cataclysm when you Kill an Enemy
+(201 to 240)% Enhanced Damage
Adds (754-903)-(904-1054) Poison Damage over 12 seconds
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Poison Spell Damage
Fire Resist +(61 to 70)%
Poison Resist +(61 to 70)%



Barbarian

**Bloodrage
Spatha (5)**

One-Hand Damage: (220-246) to (337-508)
Durability: 66
(Barbarian Only)
Required Strength: 213
Required Level: 42
+(151 to 180)% Enhanced Damage
+(1.8125 per level) to Maximum Damage (Based on Character Level)
+(26 to 30)% Damage to Demons
(26 to 30)% Life Stolen per Hit
+(17 to 20) to Blood Flash

**Hellreaper
Backsword (5)**

One-Hand Damage: (266-295) to (318-353)
Durability: 87
(Barbarian Only)
Required Strength: 258
Required Level: 43
11% Chance to cast level 26 Nightmare on Attack
+(2 to 3) to Barbarian Skill Levels
+(161 to 190)% Enhanced Damage
Adds (15-17)-(181-220) Cold Damage
(37 to 43)% Mana Stolen per Hit
(26 to 30)% Bonus to Strength

**Claw of the Spirit Wolf
Ida (5)**

One-Hand Damage: (352-397) to (421-475)
Durability: 108
(Barbarian Only)
Required Strength: 303
Required Level: 45
23% Chance to cast level 18 Gift of the Wild when you Kill an Enemy
+(2 to 3) to Barbarian Skill Levels
+(201 to 240)% Enhanced Damage
45% Increased Attack Speed
45% Faster Cast Rate
+(51 to 60)% Bonus to Summoned Minion Damage
(31 to 35)% Bonus to Dexterity
(31 to 35)% Bonus to Energy
+(151 to 180)% Damage when using a Healing Potion





**Bul Kathos' Teaching
Bronze Sword (5)**

One-Hand Damage: (394-445) to (475-537)
Durability: 122
(Barbarian Only)
Required Strength: 349
Required Level: 46
+(201 to 240)% Enhanced Damage
(15 to 17)% Mana Stolen per Hit
(15 to 17)% Life Stolen per Hit
+(3 to 10) to Blood Tide Totem
(31 to 35)% Bonus to All Attributes
+(9 to 10)% to Defense per Socketed Rune



**Skeld's Battlesong
Kriegsmesser (5)**

One-Hand Damage: (498-568) to (744-858)
Durability: 126
(Barbarian Only)
Required Strength: 394
Required Level: 50
4% Chance to cast level 36 Hunting Banshee when you Kill an Enemy
+(251 to 300)% Enhanced Damage
25% Faster Run/Walk
30% Increased Attack Speed
+(141 to 170) to Maximum Damage
+(5 to 14) to Cold Blood
Attacker Flees after Striking +(15 to 17)%
(15 to 17)% Chance of Uninterruptable Attack

Druid



**Firestreak
Compound Bow (5)**

Two-Hand Damage: (206-225) to (328-365)
(Druid Only)
Required Dexterity: 266
Required Level: 42
4% Chance to cast level 5 Gift of Inner Fire when you Kill an Enemy
+(111 to 130)% Enhanced Damage
+(71 to 85) to Maximum Damage
Adds (51-60)-(101-120) Fire Damage
+5 to Light Radius



**Magma Spitter
Serpent Bow (5)**

Two-Hand Damage: (294-327) to (373-414)
(Druid Only)
Required Dexterity: 311
Required Level: 43
33% Chance to cast level 23 Immolation when you Kill an Enemy
+(161 to 190)% Enhanced Damage
Adds (131-160)-(161-190) Fire Damage
Slows Target by (26 to 30)%
(31 to 35)% Bonus to Dexterity
+(51 to 60) to Dexterity



**Gift of the Spiritbeast
Maple Bow (5)**

Two-Hand Damage: (432-488) to (433-489)
(Druid Only)
Required Dexterity: 355
Required Level: 44
100% Chance to cast level 19 Vanquish when you Kill an Enemy
+(101 to 120)% Bonus Elemental Damage to Vanquish
+(161 to 190)% Enhanced Damage
+(31 to 35)% Bonus Elemental Damage to Mark of the Wild
+(101 to 120) to Minimum Damage
+(31 to 35) to Dexterity



**Manastorm
Viper Bow (5)**

Two-Hand Damage: (371-411) to (487-540)
(Druid Only)
Required Dexterity: 401
Required Level: 48
18% Chance to cast level 10 Mana Coil on Striking
+(3 to 5) to Druid Skill Levels
+(171 to 200)% Enhanced Damage
30% Increased Attack Speed

Total Character Damage Plus (71 to 80)%
Increase Maximum Mana (41 to 45)%

Glor-An-Fhaidha's Branch

Recurve Bow (5)

Two-Hand Damage: (466-525) to (740-1000)
(Druid Only)
Required Dexterity: 446
Required Level: 49
+(211 to 250)% Enhanced Damage
+(2.5625 per level) to Maximum Damage (Based on Character Level)
+(251 to 300) Defense
+(1.8125 per level) to Energy (Based on Character Level)
Replenish Life +(76 to 90)
All Resists +(31 to 35)%
Poison Length Reduced by (31 to 35)%



Necromancer

Mind Probe

Wand (5)

One-Hand Damage: 30 to 38
Durability: 12
(Necromancer Only)
Required Dexterity: 35
Required Level: 37
+(34 to 39) Energy Factor to Spell Damage (Automod)
(23 to 26)% Mana Stolen per Hit
+(301 to 350) to Mana
Regenerate Mana +(36 to 40)%
Level 5 Mana Coil (25 Charges)



Shadowmaster

Yew Wand (5)

One-Hand Damage: 39 to 56
Durability: 36
(Necromancer Only)
Required Dexterity: 73
Required Level: 40
+(34 to 39) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Necromancer Skill Levels
+(10 to 11) Extra Shadow Minions
15% Faster Cast Rate
+(31 to 35)% Bonus to Summoned Minion Life



Rathma's Charm

Bone Wand (5)

One-Hand Damage: 47 to 74
Durability: 60
(Necromancer Only)
Required Dexterity: 93
Required Level: 42
+(34 to 39) Energy Factor to Spell Damage (Automod)
+(3 to 4) to Necromancer Skill Levels
+(4 to 5) to Demon Blood (Necromancer Only)
+(4 to 5) to Blood Tide Totem (Necromancer Only)
(31 to 35)% Bonus to Strength
(31 to 35)% Bonus to Energy
Increase Maximum Life (31 to 35)%
Fire Resist +(61 to 70)%
Cold Resist +(61 to 70)%



Dragonspine

Grim Wand (5)

One-Hand Damage: 62 to 106
Durability: 108
(Necromancer Only)
Required Dexterity: 133
Required Level: 47
+(34 to 39) Energy Factor to Spell Damage (Automod)
+(3 to 4) to Necromancer Skill Levels
Adds 25-200 Fire Damage
+(15 to 17)% to Fire Spell Damage
+(4 to 5) to Barb Wire (Necromancer Only)
+(3 to 4) to Inner Fire
+(1.3125 per level) to Strength (Based on Character Level)
+(0.65625 per level) to Vitality (Based on Character Level)
Fire Absorb (15 to 17)%



Blisterdart

Needle Crossbow (5)

Two-Hand Damage: (238-267) to (274-307)

(Necromancer Only)

Required Strength: 143

Required Level: 41

+(141 to 170)% Enhanced Damage

+(43 to 51)% to Fire Spell Damage

+(43 to 51)% to Poison Spell Damage

+(14 to 16) to Way of the Spider

+(32 to 38) to Strength

Damage Reduced by (15 to 17)%

Bonethorn

Dart Thrower (5)

Two-Hand Damage: (327-369) to (472-667)

(Necromancer Only)

Required Strength: 202

Required Level: 43

+(171 to 205)% Enhanced Damage

35% Increased Attack Speed

+(1.875 per level) to Maximum Damage (Based on Character Level)

(15 to 17)% Chance of Crushing Blow

(26 to 30)% Deadly Strike

(31 to 35)% Chance of Open Wounds

Mageslayer

Stinger Crossbow (5)

Two-Hand Damage: (520-588) to (620-700)

(Necromancer Only)

Required Strength: 260

Required Level: 48

+(201 to 240)% Enhanced Damage

(20 to 23)% Mana Stolen per Hit

Knockback

+(31 to 35) to Strength

+(31 to 35) to Vitality

Decrease Maximum Mana (-31 to -35)%

All Resists +(61 to 70)%

(31 to 35)% Curse Length Reduction

Nymyr's Shadow

Trebuchet (5)

Two-Hand Damage: (586-668) to (908-1045)

(Necromancer Only)

Required Strength: 289

Required Level: 49

25% Chance to cast level 25 Doom when you Kill an Enemy

+5 to Necromancer Skill Levels

+(251 to 300)% Enhanced Damage

50% Increased Attack Speed

25% Faster Hit Recovery

+(171 to 205) to Maximum Damage

+(9 to 10) to Radiance

Knockback

(151 to 180)% Better Chance of Getting Magic Items



Paladin

Mad King's Spine

Bonebreaker (5)

One-Hand Damage: (146-160) to (186-204)

Durability: 37

(Paladin Only)

Required Strength: 189

Required Level: 41

35% Chance to cast level 18 Dark Power when you Kill an Enemy

+(101 to 120)% Enhanced Damage

100% Increased Attack Speed

(23 to 26)% Life Stolen per Hit

(31 to 35)% Chance of Crushing Blow

Drain Life (-51 to -60)

Hand of Naz

Goedendag (5)

One-Hand Damage: (220-246) to (449-514)

Durability: 53

(Paladin Only)

Required Strength: 241

Required Level: 43

50% Chance to cast level 22 Summon Lamia when you Kill an Enemy



+(151 to 180)% Enhanced Damage
30% Increased Attack Speed
30% Faster Block Rate
+(141 to 170) to Maximum Damage
Ignore Target's Defense
(26 to 30)% Chance of Crushing Blow

Will of Zakarum

Angel Star (5)

One-Hand Damage: (316-357) to (454-513)
Durability: 69
(Paladin Only)
Required Strength: 293
Required Level: 45
8% Chance to cast level 28 Bloodstar when Struck
+(201 to 240)% Enhanced Damage
25% Increased Attack Speed
(26 to 30)% Increased Chance of Blocking
Adds (101-120)-(241-290) Fire Damage
(31 to 35)% Bonus to Strength
(31 to 35)% Bonus to Vitality
Total Character Defense Plus (26 to 30)%

Malleus Maleficarum

Hand of God (5)

Two-Hand Damage: (406-458) to (478-540)
Durability: 151
(Paladin Only)
Required Strength: 604
Required Level: 49
45% Chance to cast level 22 Bloodstorm when you Kill an Enemy
+(1 to 4) to Paladin Skill Levels
+(201 to 240)% Enhanced Damage
+(29 to 34)% to Fire Spell Damage
+(29 to 34)% to Physical/Magic Spell Damage
(31 to 35)% Chance of Crushing Blow
(31 to 35)% Bonus to Strength

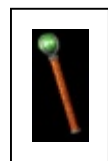


Sorceress

Manaflare

Eagle Orb (5)

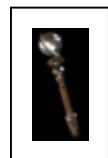
One-Hand Damage: 34 to 39
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 36
+(34 to 39) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 40 Mana Sweep when you Die
+(2 to 3) to Sorceress Skill Levels
+(2 to 4) to Mana Coil (Sorceress Only)
+(201 to 240) to Mana
Magic Damage Reduced by (14 to 16)



Warp Crystal

Sacred Globe (5)

One-Hand Damage: 44 to 52
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 40
+(34 to 39) Energy Factor to Spell Damage (Automod)
9% Chance to cast level 1 Teleport when Struck
30% Faster Run/Walk
30% Faster Cast Rate
+(26 to 30) to Energy
+(251 to 300) Maximum Stamina



The Foculus

Smoked Sphere (5)

One-Hand Damage: 53 to 68
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 42
+(34 to 39) Energy Factor to Spell Damage (Automod)
4% Chance to cast level 10 Blast Wave when Struck
+(3 to 4) to Sorceress Skill Levels
+(26 to 30)% to Fire Spell Damage
+(26 to 30) to all Attributes
+(126 to 150) to Life



Replenish Life +(51 to 60)
Fire Resist +(56 to 65)%

**The Allseeing Eye
Clasped Orb (5)**

One-Hand Damage: 63 to 83
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 43
+(34 to 39) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Sorceress Skill Levels
(26 to 30)% Increased Chance of Blocking
+(4.5 per level) to Mana (Based on Character Level)
All Resists +(31 to 35)%
Total Character Defense Plus (20 to 22)%
Level 5 Blink (35 Charges)

**Stone of the Skatsim
Jared's Stone (5)**

One-Hand Damage: 71 to 94
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 47
+(34 to 39) Energy Factor to Spell Damage (Automod)
+(3 to 4) to All Skills
30% Faster Cast Rate
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Lightning Spell Damage
+(6 to 12) to Rune of Fire
Fire Resist +(71 to 80)%
Lightning Resist +(71 to 80)%
+(56 to 65) Mana after each Kill
+(56 to 65) Life after each Kill

TIER 6 WEAPONS

General

Grimspike

Short Sword (6)

One-Hand Damage: (161-179) to (228-255)
Durability: 16
Required Strength: 104
Required Level: 46
+(161 to 190)% Enhanced Damage
+(43 to 50) to Maximum Damage
(31 to 35)% Deadly Strike
(35 to 40)% Bonus to Strength
(-61 to -70) to Life

Al Nair

Scimitar (6)

One-Hand Damage: (125-132) to (144-153)
Durability: 30
Required Strength: (82-63)
Required Level: 48
20% Chance to cast level 12 Fire Fountain when you Kill an Enemy
+(61 to 70)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
30% Faster Hit Recovery
+(18 to 20)% to Fire Spell Damage
Requirements (-61 to -70)%

InfernoLash

Saber (6)

One-Hand Damage: (224-246) to (262-288)
Durability: 44
Required Strength: 265
Required Level: 50
40% Chance to cast level 8 Immolation when you Kill an Enemy
+(141 to 165)% Enhanced Damage
30% Increased Attack Speed
(180 to 205)% Bonus to Attack Rating
(0.5 per level)% to Fire Spell Damage (Based on Character Level)

(36 to 40)% Chance of Open Wounds

Bone Gasher

Falchion (6)

One-Hand Damage: (268-294) to (321-352)

Durability: 58

Required Strength: 319

Required Level: 52

50% Chance to cast level 12 Frozen Soul on Striking

+(1 to 2) to Paladin Skill Levels

+(151 to 175)% Enhanced Damage

30% Increased Attack Speed

30% Faster Cast Rate

+(18 to 20) to Strength

+(56 to 65) Mana after each Kill

Plaguemourn

Broad Sword (6)

One-Hand Damage: (330-366) to (454-506)

Durability: 72

Required Strength: 373

Required Level: 53

11% Chance to cast level 4 Plague Avatar on Striking

+(171 to 200)% Enhanced Damage

+(56 to 65) to Maximum Damage

+(31 to 35)% to Poison Spell Damage

Poison Resist +(71 to 80)%

Damage Reduced by (12 to 13)%

Lachdanan's Will

Long Sword (6)

One-Hand Damage: (467-520) to (566-630)

Durability: 86

Required Strength: 427

Required Level: 54

25% Chance to cast level 3 Time Strike on Striking

25% Chance to cast level 4 Retribute when Struck

+(241 to 280)% Enhanced Damage

15% Increased Attack Speed

15% Faster Block Rate

(22 to 25)% Increased Chance of Blocking

+(35 to 40) to Strength

Aurumvorax

War Sword (6)

One-Hand Damage: (433-476) to (634-812)

Durability: 100

Required Strength: 481

Required Level: 57

+(191 to 220)% Enhanced Damage

15% Increased Attack Speed

+(2 per level) to Maximum Damage (Based on Character Level)

(27 to 30)% Deadly Strike

+(73 to 85) Life after each Kill

(-66 to -75)% Less Gold from Monsters

The Raven

Two-Handed Sword (6)

One-Hand Damage: (154-169) to (180-198)

Two-Hand Damage: (163-180) to (175-193)

Durability: 28

Required Strength: 212

Required Level: 46

75% Chance to cast level 7 Time Strike on Striking

7% Chance to cast level 4 Dark Power when you Kill an Enemy

+(141 to 165)% Enhanced Damage

(27 to 30)% Deadly Strike

+(151 to 175) to Life

+(151 to 175) to Mana

Lavafrost

Claymore (6)

One-Hand Damage: (221-246) to (266-295)

Two-Hand Damage: (261-290) to (276-307)

Durability: 42

Required Strength: 283

Required Level: 50

4% Chance to cast level 8 Pandemonium on Striking

+(161 to 190)% Enhanced Damage

+(18 to 20)% to Fire Spell Damage

+(18 to 20)% to Cold Spell Damage
Fire Resist +(61 to 70)%
Cold Resist +(61 to 70)%
Total Character Defense Plus (18 to 20)%
Half Freeze Duration

Quietus

Giant Sword (6)

One-Hand Damage: 106 to 129
Two-Hand Damage: 131 to 139
Durability: 56
Required Strength: (142-106)
Required Level: 51
+(1 to 3) to All Skills
+(151 to 175)% Bonus to Poison Skill Duration
30% Faster Cast Rate
Adds 121-243 Cold Damage
(18 to 20)% Mana Stolen per Hit
+(22 to 25)% to Cold Spell Damage
Requirements (-60 to -70)%

Fleshdoom

Bastard Sword (6)

One-Hand Damage: (346-384) to (425-471)
Two-Hand Damage: (441-489) to (471-522)
Durability: 70
Required Strength: 427
Required Level: 52
9% Chance to cast level 3 Death Coil on Striking
+(171 to 200)% Enhanced Damage
(31 to 35)% Deadly Strike
+(86 to 100) to Vitality
Increase Maximum Life (36 to 40)%
Damage Reduced by (18 to 20)
+(56 to 65) Life after each Kill

Demonsong

Flamberge (6)

One-Hand Damage: (401-444) to (648-891)
Two-Hand Damage: (520-576) to (707-957)
Durability: 84
Required Strength: 499
Required Level: 54
8% Chance to cast level 10 Elemental on Striking
+(171 to 200)% Enhanced Damage
35% Increased Attack Speed
+(2.875 per level) to Maximum Damage (Based on Character Level)
+(6 per level) to Life (Based on Character Level)
Fire Resist +(66 to 75)%
+(66 to 75) Life after each Kill

The Reconciler

Great Sword (6)

One-Hand Damage: (477-524) to (590-649)
Two-Hand Damage: (628-691) to (669-736)
Durability: 98
Required Strength: 570
Required Level: 57
+(191 to 220)% Enhanced Damage
Stun Attack
(31 to 35)% Deadly Strike
+(56 to 65) to Strength
+(56 to 65) to Dexterity
(151 to 175)% Extra Gold from Monsters
Level 6 Guard Tower (50 Charges)

Worldstone Shard

Crystal Sword (6)

One-Hand Damage: (216-233) to (253-273)
Durability: 40
Required Dexterity: 234
Required Level: 57
+(40 to 50) Energy Factor to Spell Damage (Automod)
14% Chance to cast level 6 Supernova on Striking
100% Chance to cast level 14 Lightning Cascade when you Kill an Enemy
+(141 to 160)% Enhanced Damage
35% Increased Attack Speed
+(14 to 15)% to Spell Damage
All Resists +(61 to 70)%
Requirements -45%



**Wererat's Bite
Hand Axe (6)**

One-Hand Damage: (154-171) to (203-225)
Durability: 22
Required Strength: 104
Required Level: 46
4% Chance to cast level 4 Poison Flash on Striking
+(171 to 200)% Enhanced Damage
(71 to 80)% Deadly Strike
Poison Resist +(111 to 130)%



**Throatseeker
Axe (6)**

One-Hand Damage: (219-243) to (314-348)
Durability: 36
Required Strength: 239
Required Level: 49
50% Chance to cast level 6 Blood Flash when you Kill an Enemy
+(171 to 200)% Enhanced Damage
30% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
Increase Maximum Life (36 to 40)%
+(61 to 70) Life after each Kill



**Moonbender's Wing
Double Axe (6)**

One-Hand Damage: (281-312) to (428-474)
Durability: 50
Required Strength: (204-191)
Required Level: 51
40% Chance to cast level 1 Teleport on Striking
40% Chance to cast level 1 Teleport when Struck
+(171 to 200)% Enhanced Damage
(43 to 50)% Bonus to Dexterity
(43 to 50)% Bonus to Energy
Total Character Defense Plus (27 to 30)%
Requirements (-36 to -40)%



**Snowhammer
Military Pick (6)**

One-Hand Damage: (366-403) to (573-630)
Durability: 64
Required Strength: 400
Required Level: 53
50% Chance to cast level 20 Doom Serpents when you Kill an Enemy
+(191 to 220)% Enhanced Damage
35% Increased Attack Speed
Adds 37-108 Cold Damage
+(14 to 15)% to Cold Spell Damage
Freezes Target +8
Cold Resist +(39 to 45)%



**Nimmenjuushin
War Axe (6)**

One-Hand Damage: (445-488) to (798-882)
Durability: 78
Required Strength: 481
Required Level: 55
20% Chance to cast level 1 Claw Tornado on Striking
+(201 to 230)% Enhanced Damage
+(27 to 30)% Bonus Damage to Mark of the Wild
+(85 to 100) to Maximum Damage
(151 to 175)% Duration Bonus to Mark of the Wild
(12 to 13)% Life Stolen per Hit
(36 to 40)% Bonus to Strength



**Thunderclap
Large Axe (6)**

Two-Hand Damage: 64 to 75
Durability: 28
Required Strength: 180
Required Level: 46
+(35 to 40) Crafting Points
40% Chance to cast level 9 Supernova when you Kill an Enemy
9% Chance to cast level 7 Flash on Striking
65% Increased Attack Speed
(0.5625 per level)% to Lightning Spell Damage (Based on Character Level)

Lightning Resist +(36 to 40)%

The Defiler

Broad Axe (6)

Two-Hand Damage: (283-314) to (314-348)
Durability: 44
Required Strength: 274
Required Level: 49
100% Chance to cast level 30 Gamma Field when you Die
+(171 to 200)% Enhanced Damage
35% Increased Attack Speed
30% Faster Hit Recovery
+(31 to 35) to Minimum Damage
(91 to 105)% Duration Bonus to Mark of the Wild
Poison Length Reduced by (36 to 40)%

Skullhammer

Battle Axe (6)

Two-Hand Damage: (342-378) to (509-646)
Durability: 60
Required Strength: 369
Required Level: 51
+(181 to 210)% Enhanced Damage
+(1.3125 per level) to Maximum Damage (Based on Character Level)
Stun Attack
(56 to 65)% Chance of Crushing Blow
(46 to 50)% Chance of Open Wounds
+(61 to 70) to Strength

Lex Ferarum

Great Axe (6)

Two-Hand Damage: (439-483) to (573-630)
Durability: 76
Required Strength: 463
Required Level: 53
100% Chance to cast level 24 Gift of the Wild when you Kill an Enemy
+(191 to 220)% Enhanced Damage
+(31 to 35) to Strength
+(31 to 35) to Dexterity
+(56 to 65) Life after each Kill
(241 to 280)% Extra Gold from Monsters
(61 to 70)% Better Chance of Getting Magic Items

Griswold's Revenge

Giant Axe (6)

Two-Hand Damage: (364-395) to (570-617)
Durability: 92
Required Strength: 557
Required Level: 55
+(86 to 100) Crafting Points
Indestructible
10% Chance to cast level 4 Rust Storm on Striking
+(131 to 150)% Enhanced Damage
(65 to 75)% Bonus to Strength
+(61 to 70) Life after each Kill

Branch of a Million Splinters

Club (6)

One-Hand Damage: (228-256) to (331-373)
Durability: 8
Required Strength: 104
Required Level: 46
30% Chance to cast level 6 Spike Nova when you Kill an Enemy
+(301 to 350)% Enhanced Damage
+(39 to 45) to Maximum Damage
(18 to 20)% Life Stolen per Hit
(32 to 35)% Chance of Open Wounds

Skullbat

Spiked Club (6)

One-Hand Damage: (159-172) to (229-249)
Durability: 24
Required Strength: (132-124)
Required Level: 49
+(121 to 140)% Enhanced Damage
Stun Attack
Knockback
(-86 to -100) to Mana
Requirements (-36 to -40)%

Koth's Lesson

Mace (6)

One-Hand Damage: (161-174) to (251-270)

Durability: 40

Required Strength: 261

Required Level: 51

12% Chance to cast level 6 Bloodlust when you Kill an Enemy

+(1 to 3) to Barbarian Skill Levels

+(86 to 100)% Enhanced Damage

+(61 to 70)% Bonus Damage to Bloodlust

+(31 to 35)% Bonus Elemental Damage to Bloodlust

+(181 to 210)% Damage to Undead

Fire Resist +(61 to 70)%

Poison Resist +(39 to 45)%

Lychnus Lyaei

Morning Star (6)

One-Hand Damage: (235-255) to (381-412)

Durability: 56

Required Strength: 315

Required Level: 53

20% Chance to cast level 1 Blast Wave when you Kill an Enemy

+(131 to 150)% Enhanced Damage

+(35 to 40) to Strength

(61 to 70)% Bonus to Vitality when using a Healing Potion

+(35 to 40) Life after each Kill

+5 to Light Radius

Hellscourge

Flail (6)

One-Hand Damage: (334-368) to (561-617)

Durability: 72

Required Strength: 369

Required Level: 55

50% Chance to cast level 7 Bloodstorm when you Kill an Enemy

+(191 to 220)% Enhanced Damage

30% Increased Attack Speed

(36 to 40)% Chance of Open Wounds

+(31 to 35) to Strength

Fire Resist +(71 to 80)%

Level 6 Death Coil (15 Charges)

The Warthog

War Hammer (6)

One-Hand Damage: (211-234) to (319-354)

Durability: 75

Required Strength: (479-494)

Required Level: 51

+(171 to 200)% Enhanced Damage

(66 to 75)% Chance of Crushing Blow

+(11 to 12) to Time Strike

(31 to 35)% Bonus to Strength

Requirements +(31 to 35)%

Death's Bellringer

Maul (6)

Two-Hand Damage: (311-339) to (514-684)

Durability: 114

Required Strength: 532

Required Level: 53

25% Chance to cast level 16 Slayer when you Kill an Enemy

+(176 to 200)% Enhanced Damage

+(2 per level) to Maximum Damage (Based on Character Level)

Stun Attack

+(31 to 35)% to Physical/Magic Spell Damage

+(36 to 40) to Strength

+(36 to 40) to Dexterity

Siege Breaker

Great Maul (6)

Two-Hand Damage: (325-354) to (510-555)

Durability: 138

Required Strength: 640

Required Level: 55

50% Chance to cast level 16 Shower of Rocks when you Kill an Enemy

+(2 to 3) to All Skills

+(176 to 200)% Enhanced Damage

Stun Attack

(31 to 35)% Chance of Crushing Blow

(36 to 40)% Deadly Strike

Slows Target by (31 to 35)%
+(301 to 350) Defense

Sunbearer

Scepter (6)

One-Hand Damage: (128-139) to (148-160)
Durability: 14
Required Dexterity: 171
Required Level: 46
+(40 to 50) Energy Factor to Spell Damage (Automod)
18% Chance to cast level 3 Gift of Inner Fire when you Kill an Enemy
+(121 to 140)% Enhanced Damage
+(36 to 40) to Dexterity
(131 to 150)% Extra Gold from Monsters
Reduces all Vendor Prices (18 to 20)%
+4 to Light Radius

Carmen Alvare

Grand Scepter (6)

One-Hand Damage: (220-242) to (303-332)
Durability: 30
Required Dexterity: (111-83)
Required Level: 51
+(40 to 50) Energy Factor to Spell Damage (Automod)
40% Chance to cast level 8 Holy Trap when you Kill an Enemy
+(1 to 3) to Amazon Skill Levels
+(151 to 175)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
(0.5625 per level)% to Fire Spell Damage (Based on Character Level)
(66 to 75)% Better Chance of Getting Magic Items
Requirements (-60 to -70)%

Wraithverge

War Scepter (6)

One-Hand Damage: (352-386) to (523-574)
Durability: 46
Required Dexterity: (131-96)
Required Level: 54
+(40 to 50) Energy Factor to Spell Damage (Automod)
50% Chance to cast level 32 Pain Spirit when you Kill an Enemy
+(201 to 230)% Enhanced Damage
+(23 to 25)% to Physical/Magic Spell Damage
All Resists +(86 to 100)%
(36 to 40)% Curse Length Reduction
Requirements (-66 to -75)%

Quill Rat's Sting

Javelin (6)

Throw Damage: (126-138) to (215-237)
One-Hand Damage: (94-103) to (177-196)
Durability: 32
Required Dexterity: 104
Required Level: 46
100% Chance to cast level 1 Spike Nova when you Die
+(111 to 130)% Enhanced Damage
(86 to 100)% Piercing Attack
+(61 to 70) to Maximum Damage
Level 3 Cascade Attack
Replenishes Quantity

Storm Crow

Pilum (6)

Throw Damage: (188-206) to (273-299)
One-Hand Damage: (140-154) to (203-222)
Durability: 56
Required Dexterity: 230
Required Level: 49
10% Chance to cast level 12 Doom when you Kill an Enemy
+(151 to 175)% Enhanced Damage
30% Increased Attack Speed
(35 to 40)% Deadly Strike
Level 3 Cascade Attack
Replenishes Quantity

Emberstorm

Short Spear (6)

Throw Damage: (221-242) to (354-388)

One-Hand Damage: (164-180) to (265-291)
Durability: 80
Required Dexterity: 310
Required Level: 51
50% Chance to cast level 12 Cataclysm when you Kill an Enemy
+(146 to 170)% Enhanced Damage
30% Faster Run/Walk
60% Increased Attack Speed
(-66 to -75) Maximum Stamina
+(61 to 70) Life after each Kill
Replenishes Quantity
Level 3 Cascade Attack

Ashenwind

Glaive (6)

Throw Damage: (302-332) to (515-566)
One-Hand Damage: (226-249) to (387-425)
Durability: 104
Required Dexterity: 391
Required Level: 53
10% Chance to cast level 8 Immolation on Striking
+(191 to 220)% Enhanced Damage
(45 to 50)% Piercing Attack
Fire Resist +(61 to 70)%
-2 to Light Radius
Replenishes Quantity
Level 3 Cascade Attack

Windwall

Throwing Spear (6)

Throw Damage: (336-371) to (601-664)
One-Hand Damage: (250-277) to (450-497)
Durability: 126
Required Dexterity: 472
Required Level: 55
40% Chance to cast level 5 Typhoon Sentry when you Kill an Enemy
+(185 to 215)% Enhanced Damage
15% Faster Hit Recovery
Stun Attack
Knockback
+(121 to 140) Defense vs. Missile
Damage Reduced by (17 to 19)%
Replenishes Quantity
Level 3 Cascade Attack

Silverstrike

Spear (6)

Two-Hand Damage: (93-98) to (181-197)
Durability: 24
Required Strength: 104
Required Dexterity: 104
Required Level: 46
50% Chance to cast level 10 Punisher when you Kill an Enemy
+(61 to 70)% Enhanced Damage
+(56 to 65) to Maximum Damage
+(146 to 170)% Damage to Undead
(52 to 60)% Bonus to Dexterity
+2 to Light Radius

Sea Summoner

Trident (6)

Two-Hand Damage: (141-153) to (249-271)
Durability: 48
Required Strength: 180
Required Dexterity: 230
Required Level: 49
40% Chance to cast level 3 Glacial Nova when you Kill an Enemy
+(121 to 140)% Enhanced Damage
Slows Target by (36 to 40)%
(18 to 20)% Bonus to Strength
(18 to 20)% Bonus to Dexterity
Cold Resist +(65 to 75)%

Goredrill

Brandistock (6)

Two-Hand Damage: (223-248) to (403-447)
Durability: 72
Required Strength: 234
Required Dexterity: 306
Required Level: 51

40% Chance to cast level 3 Blood Flash when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(31 to 35) to Minimum Damage
(36 to 40)% Chance of Open Wounds
+(56 to 65) to Dexterity
+(56 to 65) to Vitality
Fire Resist +(71 to 80)%

Darkspite

Spetum (6)

Two-Hand Damage: (148-159) to (349-375)
Durability: 96
Required Strength: 288
Required Dexterity: 382
Required Level: 53
4% Chance to cast level 15 Unholy Armor when Struck
+(91 to 105)% Enhanced Damage
+(151 to 175)% Damage to Demons
Total Character Damage Plus (71 to 80)%
Total Character Defense Plus (36 to 40)%
+4 to Light Radius

Manatide

Pike (6)

Two-Hand Damage: (169-186) to (612-671)
Durability: 120
Required Strength: 342
Required Dexterity: 458
Required Level: 55
15% Chance to cast level 6 Arcane Torrent on Striking
+(151 to 175)% Enhanced Damage
60% Faster Cast Rate
+(31 to 35) to Minimum Damage
(31 to 35)% Mana Stolen per Hit
Increase Maximum Mana (31 to 35)%
Regenerate Mana +(45 to 50)%
(44 to 50)% Bonus to Energy when using a Mana Potion

Earthbind

Bardiche (6)

Two-Hand Damage: (139-153) to (257-288)
Durability: 26
Required Strength: 176
Required Dexterity: 176
Required Level: 45
8% Chance to cast level 5 Pagan Rites when Struck
+(1 to 2) to Druid Skill Levels
+(141 to 165)% Enhanced Damage
(-31 to -35)% Slower Run/Walk
+(86 to 100) to Maximum Damage
Slows Target by (46 to 50)%
Slows Attacker by (46 to 50)%

Stormsurge

Voulge (6)

Two-Hand Damage: (105-112) to (240-258)
Durability: 50
Required Strength: 248
Required Dexterity: 248
Required Level: 50
20% Chance to cast level 8 Lightning Cascade on Striking
+(91 to 105)% Enhanced Damage
+(3 to 4) Extra Lightning Cascade Targets
15% Increased Attack Speed
Adds 1-117 Lightning Damage
+(18 to 20)% to Lightning Spell Damage
Lightning Resist +(86 to 100)%

Moonscythe

Scythe (6)

Two-Hand Damage: (132-145) to (447-491)
Durability: 74
Required Strength: 319
Required Dexterity: 319
Required Level: 52
+(85 to 100) Energy Factor to Spell Damage (Automod)
30% Chance to cast level 4 Mana Sweep when you Kill an Enemy
+(3 to 6) to Necromancer Skill Levels
+(146 to 170)% Enhanced Damage
15% Increased Attack Speed

60% Faster Hit Recovery
+(151 to 175)% Bonus to Summoned Minion Life
Lightning Resist +(71 to 80)%
Cold Resist +(71 to 80)%

The Silent Judge

Halberd (6)

Two-Hand Damage: (159-174) to (698-765)
Durability: 98
Required Strength: 391
Required Dexterity: 391
Required Level: 54
50% Chance to cast level 9 Time Strike on Striking
15% Chance to cast level 8 Avatar when you Kill an Enemy
20% Chance to cast level 4 Thunder Hammer on Striking
+(201 to 230)% Enhanced Damage
+(35 to 40) to Strength
+(35 to 40) to Dexterity

Hornet Sting

Dagger (6)

One-Hand Damage: 58 to 62
Durability: 8
Required Dexterity: 104
Required Level: 45
15% Chance to cast level 2 Spike Nova when Struck
Indestructible
40% Increased Attack Speed
(18 to 20)% Mana Stolen per Hit
(18 to 20)% Life Stolen per Hit
Hit Causes Monster to Flee +(53 to 60)%

Manashard

Dirk (6)

One-Hand Damage: (184-204) to (205-228)
Durability: 14
Required Dexterity: 212
Required Level: 50
15% Chance to cast level 3 Hex on Striking
+(1 to 3) to All Skills
+(171 to 200)% Enhanced Damage
(22 to 25)% Mana Stolen per Hit
(22 to 25)% Life Stolen per Hit
+(31 to 35)% to Spell Damage

Frostneedle

Kriss (6)

One-Hand Damage: (269-300) to (310-345)
Durability: 20
Required Dexterity: 292
Required Level: 52
40% Chance to cast level 1 Glacial Nova when you Kill an Enemy
+(241 to 280)% Enhanced Damage
Ignore Target's Defense
+(18 to 20)% to Cold Spell Damage
Cold Resist +(61 to 70)%

Drow Valor

Blade (6)

One-Hand Damage: (225-246) to (266-291)
Durability: 26
Required Dexterity: 373
Required Level: 54
+(156 to 180)% Enhanced Damage
35% Increased Attack Speed
Adds 477-911 Poison Damage over 12 seconds
+(3 to 7) to Way of the Spider (Assassin Only)
(86 to 100)% Bonus to Dexterity
+(61 to 70) to Dexterity
+(61 to 70) Life after each Kill

Meshif's Iron Parrot

Throwing Knife (6)

Throw Damage: (125-134) to (135-144)
One-Hand Damage: (94-100) to (99-107)
Durability: 8
Required Dexterity: 167
Required Level: 45

+(96 to 110)% Enhanced Damage
15% Increased Attack Speed
Hit Causes Monster to Flee +(29 to 33)%
(451 to 525)% Extra Gold from Monsters
Replenishes Quantity
Level 1 Barrage Attack

**Eagle Spirit
Flying Knife (6)**

Throw Damage: (265-294) to (300-333)
One-Hand Damage: (200-222) to (224-249)
Durability: 12
Required Dexterity: 337
Required Level: 50
+(171 to 200)% Enhanced Damage
30% Increased Attack Speed
(151 to 175)% Bonus to Attack Rating
Knockback
(86 to 100)% Bonus to Dexterity
Replenishes Quantity
Level 1 Barrage Attack

**Banshee's Chase
Balanced Knife (6)**

Throw Damage: (355-393) to (411-456)
One-Hand Damage: (265-294) to (308-342)
Durability: 16
Required Dexterity: 508
Required Level: 54
10% Chance to cast level 12 Frozen Soul on Striking
+(171 to 200)% Enhanced Damage
(18 to 20)% Increased Chance of Blocking
Adds 36-90 Cold Damage
(31 to 35)% Deadly Strike
+(241 to 280) Maximum Stamina
Replenishes Quantity
Level 1 Barrage Attack

**Arreat's Aim
Throwing Axe (6)**

Throw Damage: 60 to 69
One-Hand Damage: 45 to 52
Durability: 12
Required Strength: 167
Required Level: 45
50% Chance to cast level 16 Guard Tower when you Kill an Enemy
(18 to 20)% Deadly Strike
Knockback
(35 to 40)% Bonus to Strength
Replenishes Quantity
Level 1 Barrage Attack

**Jalal's Claw
Balanced Axe (6)**

Throw Damage: (224-248) to (592-654)
One-Hand Damage: (168-186) to (443-489)
Durability: 20
Required Strength: 445
Required Level: 53
4% Chance to cast level 9 Plague Avatar on Striking
+(181 to 210)% Enhanced Damage
30% Faster Run/Walk
30% Increased Attack Speed
(12 to 13)% Life Stolen per Hit
+(31 to 35) to all Attributes
Poison Resist +(86 to 100)%
Replenishes Quantity
Level 1 Barrage Attack

**Vizjerei's Folly
Short Staff (6)**

Two-Hand Damage: 58 to 65
Durability: 22
Required Dexterity: 104
Required Level: 45
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(36 to 40)% to Spell Damage
+(86 to 100) to Mana

All Resists (-61 to -70)%

The Shaman

Long Staff (6)

Two-Hand Damage: 73 to 88
Durability: 46
Required Dexterity: 176
Required Level: 49
+(85 to 100) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 15 Raven Flight when you Level-Up
+(2 to 4) to Druid Skill Levels
35% Faster Cast Rate
35% Faster Hit Recovery
Increase Maximum Life (27 to 30)%
Fire Resist +(60 to 70)%
Lightning Resist +(60 to 70)%

Aerin Nexus

Gnarled Staff (6)

Two-Hand Damage: 89 to 112
Durability: 70
Required Dexterity: 252
Required Level: 50
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Sorceress Skill Levels
+(18 to 20)% to Spell Damage
+(64 to 75) to Energy
+(64 to 75) to Vitality
Slows Attacker by (31 to 35)%
(45 to 50)% Better Chance of Getting Magic Items

Terrorcane

Battle Staff (6)

Two-Hand Damage: (286-316) to (373-412)
Durability: 94
Required Dexterity: 328
Required Level: 52
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(181 to 210)% Enhanced Damage
35% Increased Attack Speed
35% Faster Hit Recovery
(176 to 200)% Bonus to Attack Rating
Adds 130-291 Poison Damage over 8 seconds
Stun Attack
(61 to 70)% Deadly Strike
Attacker Flees after Striking +(65 to 75)%

Goldenrod

War Staff (6)

Two-Hand Damage: (314-342) to (420-457)
Durability: 118
Required Dexterity: 404
Required Level: 54
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(1 to 3) to All Skills
+(171 to 195)% Enhanced Damage
30% Increased Attack Speed
30% Faster Cast Rate
(27 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(18 to 20)% to Spell Damage
(301 to 350)% Extra Gold from Monsters

The Rift Bow

Short Bow (6)

Two-Hand Damage: (136-150) to (153-169)
Required Dexterity: 167
Required Level: 45
+(136 to 160)% Enhanced Damage
(151 to 175)% Bonus to Attack Rating
(18 to 20)% Mana Stolen per Hit
(71 to 80)% Damage Taken Goes To Mana
(46 to 50)% Curse Length Reduction

Darkhunter

Hunter's Bow (6)

Two-Hand Damage: (137-148) to (165-178)
Required Dexterity: 221
Required Level: 48
50% Chance to cast level 8 Bloodstar on Striking
+(86 to 100)% Enhanced Damage

+(141 to 165)% Damage to Demons
Adds 121-243 Fire Damage
+(18 to 20)% to Fire Spell Damage
+(35 to 40) to Dexterity

Hand of Karcheus

Long Bow (6)

Two-Hand Damage: (203-222) to (256-280)
Required Dexterity: 274
Required Level: 50
4% Chance to cast level 1 Glacial Nova on Striking
+(129 to 150)% Enhanced Damage
15% Faster Run/Walk
Freezes Attacker +4
Freezes Target +4
Cold Resist +(86 to 100)%

Kashya's Ambush

Composite Bow (6)

Two-Hand Damage: (284-315) to (457-511)
Required Dexterity: 328
Required Level: 50
10% Chance to cast level 7 Phalanx when you Kill an Enemy
+(171 to 200)% Enhanced Damage
+(86 to 100) to Maximum Damage
(176 to 200)% Bonus to Attack Rating
+(35 to 40) to Dexterity
Increase Maximum Life (44 to 50)%
Total Character Defense Plus (57 to 65)%

Seraph Wing

Short Battle Bow (6)

Two-Hand Damage: (334-368) to (446-492)
Required Dexterity: 382
Required Level: 52
40% Chance to cast level 6 Rune of Ice when you Kill an Enemy
4% Chance to cast level 12 Frozen Crown on Striking
+(181 to 210)% Enhanced Damage
30% Faster Run/Walk
35% Increased Attack Speed
+(121 to 140)% Damage to Undead
All Resists +(91 to 105)%
+2 to Light Radius

Ryuuseiu Kyanon

Long Battle Bow (6)

Two-Hand Damage: (390-432) to (528-585)
Required Dexterity: 436
Required Level: 52
50% Chance to cast level 8 Immolation when you Kill an Enemy
+(189 to 220)% Enhanced Damage
35% Increased Attack Speed
15% Faster Hit Recovery
+(69 to 80) to Vitality
Fire Resist +(103 to 120)%
Attacker Takes Fire Damage of (111 to 130)

Serpent Angel

Short War Bow (6)

Two-Hand Damage: (421-465) to (573-632)
Required Dexterity: 490
Required Level: 54
40% Chance to cast level 1 Dark Power when you Kill an Enemy
+(181 to 210)% Enhanced Damage
(18 to 20)% Mana Stolen per Hit
(35 to 40)% Deadly Strike
(-61 to -70) to Mana
Cold Resist +(31 to 35)%
Poison Resist +(56 to 65)%

Harp of Vengeance

Long War Bow (6)

Two-Hand Damage: (465-512) to (821-914)
Required Dexterity: 543
Required Level: 57
40% Chance to cast level 1 Arrow on Striking
+(191 to 220)% Enhanced Damage
30% Faster Run/Walk
35% Increased Attack Speed
+(181 to 210) to Maximum Damage
Adds 41-303 Fire Damage

(12 to 13)% Life Stolen per Hit
(-35 to -40) to Vitality
Fire Resist +(71 to 80)%
Level 3 Death Metal (75 Charges)



**Flamebreath
Light Crossbow (6)**
Two-Hand Damage: (311-344) to (393-434)
Required Strength: 287
Required Level: 50
25% Chance to cast level 13 Blink when you Kill an Enemy
+(181 to 210)% Enhanced Damage
40% Increased Attack Speed
(121 to 140)% Bonus to Attack Rating
Adds (121-140)-(241-280) Fire Damage
Fire Resist +(71 to 80)%



**The Barracuda
Crossbow (6)**
Two-Hand Damage: (287-312) to (384-417)
Required Strength: 401
Required Level: 52
40% Chance to cast level 12 Bloodlust when you Kill an Enemy
+(71 to 80)% Bonus Damage to Bloodlust
+(121 to 140)% Enhanced Damage
+(36 to 40)% Bonus Elemental Damage to Bloodlust
35% Increased Attack Speed
Adds (61-70)-(171-200) Fire Damage
Fire Resist +(61 to 70)%



**Thunder Machine
Heavy Crossbow (6)**
Two-Hand Damage: (547-604) to (879-981)
Required Strength: 514
Required Level: 54
+(181 to 210)% Enhanced Damage
+(171 to 200) to Maximum Damage
Adds 1-(241-280) Lightning Damage
(18 to 20)% Chance of Crushing Blow
+(11 to 12) to Blindside
Knockback
(36 to 40)% Bonus to Strength
+(61 to 70) to Strength



**Larzuk's Bombard
Repeating Crossbow (6)**
Two-Hand Damage: (627-699) to (862-961)
Required Strength: 570
Required Level: 57
50% Chance to cast level 30 Apocalypse when you Kill an Enemy
+(241 to 280)% Enhanced Damage
40% Increased Attack Speed
(18 to 20)% Chance of Crushing Blow
(36 to 40)% Deadly Strike
(36 to 40)% Bonus to Strength
+(20 per level) Defense (Based on Character Level)
Total Character Defense Plus (36 to 40)%
+(14 to 15)% to Experience Gained

Amazon



**Sky Sweeper
Stag Bow (6)**
Two-Hand Damage: (270-292) to (367-397)
(Amazon Only)
Required Dexterity: 457
Required Level: 52
5% Chance to cast level 2 Cascade on Striking
+(2 to 4) to Amazon Skill Levels
+(131 to 150)% Enhanced Damage
Adds 1-(121-140) Lightning Damage
(18 to 20)% Mana Stolen per Hit
Lightning Absorb (18 to 20)%
+(36 to 40) Mana after each Kill
Level 6 Cold Fear (30 Charges)



**Thorncaster
Reflex Bow (6)**
Two-Hand Damage: (473-528) to (651-725)

(Amazon Only)
Required Dexterity: 570
Required Level: 57
50% Chance to cast level 12 Spike Nova when you Kill an Enemy
40% Chance to cast level 12 Spore Shot when Struck
+(241 to 280)% Enhanced Damage
Adds (155-176)-(397-462) Poison Damage over 7 seconds
Knockback
Poison Resist +(91 to 100)%
Level 11 Charm (30 Charges)

**Ghost Anchor
Maiden Spear (6)**

Two-Hand Damage: (232-251) to (550-596)
Durability: 64
(Amazon Only)
Required Strength: (112-105)
Required Dexterity: (231-215)
Required Level: 53
Indestructible
+(131 to 150)% Enhanced Damage
Stun Attack
+(11 to 12) to Arcane Strike
Slows Target by (46 to 50)%
Requirements (-41 to -45)%
Ethereal (Cannot be repaired)

**Gryphon's Claw
Maiden Pike (6)**

Two-Hand Damage: (174-188) to (786-848)
Durability: 80
(Amazon Only)
Required Strength: 241
Required Dexterity: 483
Required Level: 55
50% Chance to cast level 24 Flash on Attack
+(2 to 3) to Amazon Skill Levels
+(271 to 300)% Enhanced Damage
20% Increased Attack Speed
Adds 1-(301-350) Lightning Damage
Stun Attack
+7 to Defensive Harmony (Amazon Only)
+(66 to 75) to Strength
+(66 to 75) to Dexterity
Slows Attacker by (46 to 50)%

**Storm Cloud
Maiden Javelin (6)**

Throw Damage: (417-466) to (532-585)
One-Hand Damage: (342-383) to (398-438)
Durability: 84
(Amazon Only)
Required Strength: 247
Required Dexterity: 495
Required Level: 55
50% Chance to cast level 8 Flurry of Javelins when Struck
+(191 to 220)% Enhanced Damage
20% Increased Attack Speed
+(121 to 140) to Minimum Damage
Adds 1-(301-350) Lightning Damage
+(18 to 20)% to Lightning Spell Damage
Slows Target by (36 to 40)%
Attacker Takes Lightning Damage of (301 to 350)
Replenishes Quantity
Level 3 Cascade Attack

Assassin

**The Ripper
Katar (6)**

One-Hand Damage: 53 to (245-541)
Durability: 10
(Assassin Only)
Required Dexterity: 83
Required Level: 46
8% Chance to cast level 9 Starburst on Striking
+(4 per level) to Maximum Damage (Based on Character Level)
(151 to 175)% Bonus to Attack Rating

+(18 to 20)% to Physical/Magic Spell Damage
(46 to 50)% Chance of Open Wounds

Earthrend

Wrist Blade (6)

One-Hand Damage: (164-180) to (191-210)
Durability: 20
(Assassin Only)
Required Dexterity: 169
Required Level: 48
5% Chance to cast level 9 Pagan Rites on Attack
+(146 to 170)% Enhanced Damage
Stun Attack
(27 to 30)% Chance of Crushing Blow
(66 to 75)% Deadly Strike

Vizjun's Justice

Hatchet Hands (6)

One-Hand Damage: (224-248) to (264-291)
Durability: 29
(Assassin Only)
Required Dexterity: 212
Required Level: 50
+(86 to 100)% Bonus to Poison Skill Duration
+(181 to 210)% Enhanced Damage
+(31 to 35)% to Poison Spell Damage
+(3 to 4) to Way of the Spider (Assassin Only)
(18 to 20)% Bonus to Dexterity

Noblebane

Cestus (6)

One-Hand Damage: (214-232) to (347-382)
Durability: 38
(Assassin Only)
Required Dexterity: 255
Required Level: 52
4% Chance to cast level 15 Vanquish when you Kill an Enemy
+(131 to 150)% Enhanced Damage
(35 to 40)% Increased Chance of Blocking
+(91 to 105) to Maximum Damage
+(-56 to -65)% Target Defense
+(3 to 4) to Light Radius
(46 to 50)% Curse Length Reduction

Harpy's Strike

Claws (6)

One-Hand Damage: (266-291) to (318-349)
Durability: 48
(Assassin Only)
Required Dexterity: 298
Required Level: 53
25% Chance to cast level 4 Charm when you Kill an Enemy
+(3 to 4) to Assassin Skill Levels
+(151 to 175)% Enhanced Damage
25% Faster Run/Walk
20% Increased Attack Speed
(14 to 15)% Life Stolen per Hit
+(11 to 12) to Cautious Strike
(36 to 40)% Bonus to Dexterity

Mermaid's Song

Blade Talons (6)

One-Hand Damage: (484-539) to (600-668)
Durability: 65
(Assassin Only)
Required Dexterity: 456
Required Level: 57
5% Chance to cast level 12 Charm when Struck
+(241 to 280)% Enhanced Damage
+(36 to 40)% to Cold Spell Damage
+(10 per level) Defense vs. Missile (Based on Character Level)
+(12 to 13) to Frozen Soul
(36 to 40)% Bonus to Dexterity
Half Freeze Duration

The Atom Splitter

Scissors Katar (6)

One-Hand Damage: (439-490) to (528-589)
Durability: 66
(Assassin Only)
Required Dexterity: 384

Required Level: 57
50% Chance to cast level 15 Apocalypse on Attack
50% Chance to cast level 23 Cataclysm when you Kill an Enemy
+(241 to 280)% Enhanced Damage
Adds (1054-1229)-(1230-1403) Poison Damage over 14 seconds
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Poison Spell Damage
Fire Resist +(71 to 80)%
Poison Resist +(71 to 80)%

Barbarian



Bloodrage

Spatha (6)

One-Hand Damage: (300-331) to (456-630)
Durability: 66
(Barbarian Only)
Required Strength: 299
Required Level: 51
+(181 to 210)% Enhanced Damage
+(2 per level) to Maximum Damage (Based on Character Level)
+(31 to 35)% Damage to Demons
(31 to 35)% Life Stolen per Hit
+(21 to 24) to Blood Flash



Hellreaper

Backsword (6)

One-Hand Damage: (360-396) to (430-473)
Durability: 87
(Barbarian Only)
Required Strength: 360
Required Level: 53
13% Chance to cast level 32 Nightmare on Attack
+(2 to 4) to Barbarian Skill Levels
+(191 to 220)% Enhanced Damage
Adds (18-20)-(221-260) Cold Damage
(44 to 50)% Mana Stolen per Hit
(31 to 35)% Bonus to Strength



Claw of the Spirit Wolf

Ida (6)

One-Hand Damage: (480-535) to (579-646)
Durability: 108
(Barbarian Only)
Required Strength: 421
Required Level: 54
25% Chance to cast level 22 Gift of the Wild when you Kill an Enemy
+(2 to 4) to Barbarian Skill Levels
+(241 to 280)% Enhanced Damage
55% Increased Attack Speed
55% Faster Cast Rate
+(61 to 70)% Bonus to Summoned Minion Damage
(36 to 40)% Bonus to Dexterity
(36 to 40)% Bonus to Energy
+(181 to 210)% Damage when using a Healing Potion



Bul Kathos' Teaching

Bronze Sword (6)

One-Hand Damage: (538-600) to (654-729)
Durability: 122
(Barbarian Only)
Required Strength: 482
Required Level: 55
+(241 to 280)% Enhanced Damage
(18 to 20)% Mana Stolen per Hit
(18 to 20)% Life Stolen per Hit
+(3 to 12) to Blood Tide Totem
(36 to 40)% Bonus to All Attributes
+(11 to 12)% to Defense per Socketed Rune



Skeld's Battlesong

Kriegsmesser (6)

One-Hand Damage: (689-774) to (1001-1131)
Durability: 126
(Barbarian Only)
Required Strength: 543
Required Level: 58
4% Chance to cast level 44 Hunting Banshee when you Kill an Enemy
+(301 to 350)% Enhanced Damage
30% Faster Run/Walk
35% Increased Attack Speed

+(171 to 200) to Maximum Damage
+(6 to 17) to Cold Blood
Attacker Flees after Striking +(18 to 20)%
(18 to 20)% Chance of Uninterruptable Attack

Druid



**Firestreak
Compound Bow (6)**
Two-Hand Damage: (272-295) to (425-467)
(Druid Only)
Required Dexterity: 370
Required Level: 51
4% Chance to cast level 6 Gift of Inner Fire when you Kill an Enemy
+(131 to 150)% Enhanced Damage
+(86 to 100) to Maximum Damage
Adds (61-70)-(121-140) Fire Damage
+6 to Light Radius



**Magma Spitter
Serpent Bow (6)**
Two-Hand Damage: (389-428) to (497-547)
(Druid Only)
Required Dexterity: 431
Required Level: 53
33% Chance to cast level 28 Immolation when you Kill an Enemy
+(191 to 220)% Enhanced Damage
Adds (161-190)-(191-220) Fire Damage
Slows Target by (31 to 35)%
(36 to 40)% Bonus to Dexterity
+(61 to 70) to Dexterity



**Gift of the Spiritbeast
Maple Bow (6)**
Two-Hand Damage: (563-626) to (573-630)
(Druid Only)
Required Dexterity: 492
Required Level: 53
100% Chance to cast level 23 Vanquish when you Kill an Enemy
+(121 to 140)% Bonus Elemental Damage to Vanquish
+(191 to 220)% Enhanced Damage
+(36 to 40)% Bonus Elemental Damage to Mark of the Wild
+(121 to 140) to Minimum Damage
+(36 to 40) to Dexterity



**Manastorm
Viper Bow (6)**
Two-Hand Damage: (508-557) to (662-726)
(Druid Only)
Required Dexterity: 553
Required Level: 55
20% Chance to cast level 12 Mana Coil on Striking
+(3 to 6) to Druid Skill Levels
+(201 to 230)% Enhanced Damage
35% Increased Attack Speed
Total Character Damage Plus (81 to 90)%
Increase Maximum Mana (46 to 50)%



**Glor-An-Fhaidha's Branch
Recurve Bow (6)**
Two-Hand Damage: (631-702) to (1005-1284)
(Druid Only)
Required Dexterity: 613
Required Level: 58
+(251 to 290)% Enhanced Damage
+(3 per level) to Maximum Damage (Based on Character Level)
+(301 to 350) Defense
+(2 per level) to Energy (Based on Character Level)
Replenish Life +(91 to 105)
All Resists +(36 to 40)%
Poison Length Reduced by (36 to 40)%

Necromancer



**Mind Probe
Wand (6)**
One-Hand Damage: 38 to 48
Durability: 12
(Necromancer Only)
Required Dexterity: 52

Required Level: 46
+(40 to 50) Energy Factor to Spell Damage (Automod)
(27 to 30)% Mana Stolen per Hit
+(351 to 400) to Mana
Regenerate Mana +(41 to 45)%
Level 6 Mana Coil (30 Charges)

Shadowmaster

Yew Wand (6)

One-Hand Damage: 48 to 69
Durability: 36
(Necromancer Only)
Required Dexterity: 103
Required Level: 49
+(40 to 50) Energy Factor to Spell Damage (Automod)
+(2 to 4) to Necromancer Skill Levels
+(12 to 13) Extra Shadow Minions
15% Faster Cast Rate
+(36 to 40)% Bonus to Summoned Minion Life

Rathma's Charm

Bone Wand (6)

One-Hand Damage: 58 to 90
Durability: 60
(Necromancer Only)
Required Dexterity: 130
Required Level: 51
+(40 to 50) Energy Factor to Spell Damage (Automod)
+(3 to 4) to Necromancer Skill Levels
+(4 to 5) to Demon Blood (Necromancer Only)
+(4 to 5) to Blood Tide Totem (Necromancer Only)
(36 to 40)% Bonus to Strength
(36 to 40)% Bonus to Energy
Increase Maximum Life (36 to 40)%
Fire Resist +(71 to 80)%
Cold Resist +(71 to 80)%

Dragonspine

Grim Wand (6)

One-Hand Damage: 76 to 128
Durability: 108
(Necromancer Only)
Required Dexterity: 184
Required Level: 55
+(40 to 50) Energy Factor to Spell Damage (Automod)
+(3 to 5) to Necromancer Skill Levels
Adds 30-240 Fire Damage
+(18 to 20)% to Fire Spell Damage
+(4 to 6) to Barb Wire (Necromancer Only)
+(3 to 5) to Inner Fire
+(1.5 per level) to Strength (Based on Character Level)
+(0.75 per level) to Vitality (Based on Character Level)
Fire Absorb (18 to 20)%

Blisterdart

Needle Crossbow (6)

Two-Hand Damage: (330-366) to (376-417)
(Necromancer Only)
Required Strength: 200
Required Level: 51
+(171 to 200)% Enhanced Damage
+(52 to 60)% to Fire Spell Damage
+(52 to 60)% to Poison Spell Damage
+(17 to 19) to Way of the Spider
+(39 to 45) to Strength
Damage Reduced by (18 to 20)%

Bonethorn

Dart Thrower (6)

Two-Hand Damage: (437-486) to (635-828)
(Necromancer Only)
Required Strength: 280
Required Level: 53
+(206 to 240)% Enhanced Damage
40% Increased Attack Speed
+(2 per level) to Maximum Damage (Based on Character Level)
(18 to 20)% Chance of Crushing Blow
(31 to 35)% Deadly Strike
(36 to 40)% Chance of Open Wounds

Mageslayer

Stinger Crossbow (6)

Two-Hand Damage: (729-813) to (855-953)

(Necromancer Only)

Required Strength: 359

Required Level: 55

+(241 to 280)% Enhanced Damage

(24 to 27)% Mana Stolen per Hit

Knockback

+(36 to 40) to Strength

+(36 to 40) to Vitality

Decrease Maximum Mana (-36 to -40)%

All Resists +(71 to 80)%

(36 to 40)% Curse Length Reduction

Nymyr's Shadow

Trebuchet (6)

Two-Hand Damage: (810-909) to (1216-1374)

(Necromancer Only)

Required Strength: 399

Required Level: 58

30% Chance to cast level 31 Doom when you Kill an Enemy

+6 to Necromancer Skill Levels

+(301 to 350)% Enhanced Damage

60% Increased Attack Speed

30% Faster Hit Recovery

+(206 to 240) to Maximum Damage

+(11 to 12) to Radiance

Knockback

(181 to 210)% Better Chance of Getting Magic Items



Paladin

Mad King's Spine

Bonebreaker (6)

One-Hand Damage: (196-213) to (251-273)

Durability: 37

(Paladin Only)

Required Strength: 269

Required Level: 50

40% Chance to cast level 22 Dark Power when you Kill an Enemy

+(121 to 140)% Enhanced Damage

120% Increased Attack Speed

(27 to 30)% Life Stolen per Hit

(36 to 40)% Chance of Crushing Blow

Drain Life (-61 to -70)



Hand of Naz

Goedendag (6)

One-Hand Damage: (300-331) to (586-658)

Durability: 53

(Paladin Only)

Required Strength: 339

Required Level: 52

50% Chance to cast level 27 Summon Lamia when you Kill an Enemy

+(181 to 210)% Enhanced Damage

35% Increased Attack Speed

35% Faster Block Rate

+(171 to 200) to Maximum Damage

Ignore Target's Defense

(31 to 35)% Chance of Crushing Blow



Will of Zakarum

Angel Star (6)

One-Hand Damage: (429-478) to (617-687)

Durability: 69

(Paladin Only)

Required Strength: 409

Required Level: 54

9% Chance to cast level 34 Bloodstar when Struck

+(241 to 280)% Enhanced Damage

30% Increased Attack Speed

(31 to 35)% Increased Chance of Blocking

Adds (121-140)-(291-340) Fire Damage

(36 to 40)% Bonus to Strength

(36 to 40)% Bonus to Vitality

Total Character Defense Plus (31 to 35)%



Malleus Maleficarum

Hand of God (6)

Two-Hand Damage: (497-554) to (692-771)



Durability: 151
(Paladin Only)
Required Strength: 832
Required Level: 56
50% Chance to cast level 27 Bloodstorm when you Kill an Enemy
+(1 to 4) to Paladin Skill Levels
+(241 to 280)% Enhanced Damage
+(35 to 40)% to Fire Spell Damage
+(35 to 40)% to Physical/Magic Spell Damage
(36 to 40)% Chance of Crushing Blow
(36 to 40)% Bonus to Strength

Sorceress

Manaflare

Eagle Orb (6)

One-Hand Damage: 43 to 48
Durability: 14
(Sorceress Only)
Required Dexterity: 25
Required Level: 45
+(40 to 50) Energy Factor to Spell Damage (Automod)
100% Chance to cast level 45 Mana Sweep when you Die
+(2 to 3) to Sorceress Skill Levels
+(2 to 4) to Mana Coil (Sorceress Only)
+(241 to 280) to Mana
Magic Damage Reduced by (17 to 19)

Warp Crystal

Sacred Globe (6)

One-Hand Damage: 54 to 66
Durability: 30
(Sorceress Only)
Required Dexterity: 52
Required Level: 49
+(40 to 50) Energy Factor to Spell Damage (Automod)
10% Chance to cast level 1 Teleport when Struck
35% Faster Run/Walk
35% Faster Cast Rate
+(31 to 35) to Energy
+(301 to 350) Maximum Stamina

The Foculus

Smoked Sphere (6)

One-Hand Damage: 66 to 84
Durability: 46
(Sorceress Only)
Required Dexterity: 80
Required Level: 50
+(40 to 50) Energy Factor to Spell Damage (Automod)
4% Chance to cast level 12 Blast Wave when Struck
+(3 to 4) to Sorceress Skill Levels
+(31 to 35)% to Fire Spell Damage
+(31 to 35) to all Attributes
+(151 to 175) to Life
Replenish Life +(61 to 70)
Fire Resist +(66 to 75)%

The Allseeing Eye

Clasped Orb (6)

One-Hand Damage: 76 to 100
Durability: 62
(Sorceress Only)
Required Dexterity: 108
Required Level: 52
+(40 to 50) Energy Factor to Spell Damage (Automod)
+(3 to 4) to Sorceress Skill Levels
(31 to 35)% Increased Chance of Blocking
+(5 per level) to Mana (Based on Character Level)
All Resists +(36 to 40)%
Total Character Defense Plus (23 to 25)%
Level 6 Blink (40 Charges)

Stone of the Skatsim

Jared's Stone (6)

One-Hand Damage: 87 to 116
Durability: 78
(Sorceress Only)
Required Dexterity: 135
Required Level: 54
+(40 to 50) Energy Factor to Spell Damage (Automod)



+(3 to 4) to All Skills
35% Faster Cast Rate
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Lightning Spell Damage
+(7 to 14) to Rune of Fire
Fire Resist +(81 to 90)%
Lightning Resist +(81 to 90)%
+(66 to 75) Mana after each Kill
+(66 to 75) Life after each Kill

SACRED WEAPONS

General



The Xiphos
Short Sword (Sacred)
One-Hand Damage: (475-632) to (641-902)
Durability: 16
Required Strength: 565
Required Level: 91
+(201 to 300)% Enhanced Damage
15% Faster Run/Walk
-20% Decreased Chance of Blocking
+(151 to 250) to Maximum Damage
-1 to Mana



Gibbous Moon
Scimitar (Sacred)
One-Hand Damage: (582-614) to (702-734)
Durability: 30
Required Strength: 632
Required Level: 95
+(221 to 240)% Enhanced Damage
Adds 50-150 Damage
(101 to 150)% Bonus to Attack Rating
+(31 to 40) to all Attributes
+150 to Mana
+(2 to 3) to All Skills when using a Mana Potion



Black Razor
Saber (Sacred)
One-Hand Damage: (608-676) to (684-755)
Durability: 66
Required Strength: 665
Required Level: 98
+(221 to 260)% Enhanced Damage
Adds 50-100 Damage
50% Chance of Open Wounds
(31 to 40)% Bonus to Vitality
Cannot Be Frozen
Increase Maximum Durability 50%



Diamondedge
Falchion (Sacred)
One-Hand Damage: (508-543) to (536-573)
Durability: 58
Required Strength: 699
Required Level: 102
+(181 to 200)% Enhanced Damage
+(151 to 200) Maximum Stamina
+5% to All Maximum Resistances
All Resists +(41 to 50)%
50% Chance of Uninterruptable Attack
Half Freeze Duration



The Grizzly
Broad Sword (Sacred)
One-Hand Damage: (603-658) to (846-953)
Durability: 72
Required Strength: 733
Required Level: 105
Indestructible
+(221 to 250)% Enhanced Damage
+(201 to 250) to Maximum Damage
Stun Attack
Slows Target by (31 to 50)%
Knockback

(11 to 15)% Bonus to All Attributes

Eater of Souls

Long Sword (Sacred)

One-Hand Damage: (762-810) to (837-887)

Durability: 86

Required Strength: 766

Required Level: 106

+(251 to 275)% Enhanced Damage

40% Increased Attack Speed

Adds 75-100 Damage

(11 to 14)% Mana Stolen per Hit

(11 to 14)% Life Stolen per Hit

+(1 to 12) to Pact of Blood

(31 to 50)% Extra Gold from Monsters

Warhound

War Sword (Sacred)

One-Hand Damage: (769-888) to (1077-1304)

Durability: 100

Required Strength: 800

Required Level: 112

+(281 to 340)% Enhanced Damage

+(251 to 350) to Maximum Damage

(12 to 16)% Life Stolen per Hit

(31 to 40)% Chance of Crushing Blow

50% Chance of Open Wounds

+(21 to 25) to all Attributes

Total Character Defense = 0

Darkfeast

Two-Handed Sword (Sacred)

One-Hand Damage: (573-604) to (595-627)

Two-Hand Damage: (581-611) to (592-623)

Durability: 28

Required Strength: 632

Required Level: 91

20% Chance to cast level 14 Mind Flay on Attack

+(261 to 280)% Enhanced Damage

+(11 to 15)% to Fire Spell Damage

+(11 to 15)% to Lightning Spell Damage

+(1 per level) to Vitality (Based on Character Level)

+(61 to 80) Life after each Kill

(101 to 150)% Extra Gold from Monsters

Spikeblaster

Claymore (Sacred)

One-Hand Damage: (545-595) to (571-623)

Two-Hand Damage: (568-619) to (577-630)

Durability: 42

Required Strength: 676

Required Level: 97

40% Chance to cast level 5 Spike Nova on Attack

+(221 to 250)% Enhanced Damage

20% Increased Attack Speed

50% Chance of Open Wounds

+(101 to 150) to Life

Level 10 Immolation Bomb (15 Charges)

Cloudbreaker

Giant Sword (Sacred)

One-Hand Damage: (613-666) to (654-710)

Two-Hand Damage: (658-714) to (671-728)

Durability: 56

Required Strength: 721

Required Level: 101

50% Chance to cast level 15 Flash on Attack

+(1 to 3) to All Skills

+(241 to 270)% Enhanced Damage

Adds 1-1000 Lightning Damage

(0.5 per level)% to Lightning Spell Damage (Based on Character Level)

Stun Attack

+(1 to 3) to Lightning Shield

+(41 to 50) to Energy

Lightning Resist +(31 to 35)%

The Overlord

Bastard Sword (Sacred)

One-Hand Damage: (670-725) to (723-782)

Two-Hand Damage: (733-794) to (751-813)

Durability: 70
Required Strength: 766
Required Level: 102
15% Chance to cast level 5 Unholy Armor when you Kill an Enemy
+(251 to 280)% Enhanced Damage
+(1 to 3) to Dark Power
Total Character Damage Plus (16 to 20)%
+(31 to 40) to all Attributes
(21 to 25)% Chance of Uninterruptable Attack

**Fogo Da Sombra
Flamberge (Sacred)**

One-Hand Damage: (645-703) to (1017-1123)
Two-Hand Damage: (715-780) to (1053-1161)
Durability: 84
Required Strength: 811
Required Level: 106
5% Chance to cast level 18 Frozen Crown on Attack
15% Chance to cast level 10 Seismic Field when you Kill an Enemy
+(221 to 250)% Enhanced Damage
60% Increased Attack Speed
+(3 per level) to Maximum Damage (Based on Character Level)
(0.75 per level)% to Cold Spell Damage (Based on Character Level)
Freezes Attacker +(2 to 4)
Freezes Target +(3 to 5)
(31 to 40)% Bonus to Strength
(31 to 40)% Bonus to Energy

**Feltongue
Great Sword (Sacred)**

One-Hand Damage: (670-710) to (966-1028)
Two-Hand Damage: (754-798) to (1007-1072)
Durability: 98
Required Strength: 856
Required Level: 112
10% Chance to cast level 7 Death Coil on Attack
+(221 to 240)% Enhanced Damage
35% Increased Attack Speed
+(231 to 250) to Maximum Damage
Adds 10-500 Fire Damage
Increase Maximum Life (11 to 15)%
Damage Reduced by (6 to 10)%

**Annuit's End
Crystal Sword (Sacred)**

One-Hand Damage: (586-619) to (613-648)
Durability: 40
Required Dexterity: 766
Required Level: 112
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(1 to 3) to All Skills
+(241 to 260)% Enhanced Damage
30% Faster Run/Walk
40% Faster Cast Rate
20% Faster Hit Recovery
+(31 to 35)% to Spell Damage
Fire Resist +(61 to 70)%
Lightning Resist -40%
Cold Resist +(61 to 70)%

**The Carnivore
Hand Axe (Sacred)**

One-Hand Damage: (563-624) to (746-860)
Durability: 22
Required Strength: 565
Required Level: 91
25% Chance to cast level 2 Lifeblood when you Kill an Enemy
+(261 to 300)% Enhanced Damage
40% Increased Attack Speed
+(151 to 200) to Maximum Damage
+(31 to 40) to Strength
+(121 to 150) Life after each Kill

**Warp Shard
Axe (Sacred)**

One-Hand Damage: (539-571) to (593-629)
Durability: 36
Required Strength: 649

Required Level: 97
5% Chance to cast level 9 Mana Sweep on Attack
+(221 to 240)% Enhanced Damage
-(16 to 30)% Target Defense
Adds 150-350 Magic Damage
+(11 to 15)% to Physical/Magic Spell Damage

The Mangler

Double Axe (Sacred)

One-Hand Damage: (742-937) to (1081-1306)
Durability: 50
Required Strength: 699
Required Level: 101
+(231 to 340)% Enhanced Damage
Adds 150-400 Damage
(101 to 125)% Bonus to Attack Rating
(21 to 40)% Chance of Crushing Blow
-50 to Dexterity
-50 to Vitality

The Prospector's Pick

Military Pick (Sacred)

One-Hand Damage: (571-617) to (680-734)
Durability: 64
Required Strength: 750
Required Level: 105
+(201 to 225)% Enhanced Damage
(-51 to -75) to Monster Defense per Hit
(201 to 400)% Extra Gold from Monsters
(41 to 70)% Better Chance of Getting Magic Items
+2 to Light Radius

Glacier's Force

War Axe (Sacred)

One-Hand Damage: (685-723) to (838-885)
Durability: 78
Required Strength: 800
Required Level: 108
100% Chance to cast level 6 Frozen Soul on Striking
+(241 to 260)% Enhanced Damage
-10% Slower Run/Walk
+(41 to 50)% to Cold Spell Damage
(11 to 20)% Chance of Crushing Blow
Freezes Target +(2 to 5)
Slows Target by 75%
(31 to 40)% Bonus to Strength

Aguinara's Hatchet

Large Axe (Sacred)

Two-Hand Damage: (542-588) to (562-610)
Durability: 28
Required Strength: 612
Required Level: 91
5% Chance to cast level 10 Hex on Attack
+(3 to 5) to All Skills
+(241 to 270)% Enhanced Damage
25% Faster Cast Rate
+(16 to 20)% to Spell Damage
Increase Maximum Mana 50%
All Resists +(11 to 15)%

Goreshifter

Broad Axe (Sacred)

Two-Hand Damage: (610-661) to (649-703)
Durability: 44
Required Strength: 671
Required Level: 97
+(251 to 280)% Enhanced Damage
Stun Attack
(8 to 16)% Life Stolen per Hit
(0.5 per level)% Chance of Open Wounds (Based on Character Level)
Knockback
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Vitality
+(61 to 100) Life after each Kill

The Bonesaw

Battle Axe (Sacred)

Two-Hand Damage: (643-698) to (761-821)
Durability: 60

Required Strength: 730
Required Level: 101
+(221 to 250)% Enhanced Damage
Adds 40-100 Damage
-(21 to 50)% Target Defense
+(151 to 200)% Damage to Undead
Slows Target by (41 to 60)%
+(31 to 50) to Strength
-2 to Light Radius

Stone Cleaver

Great Axe (Sacred)

Two-Hand Damage: (682-720) to (759-802)
Durability: 76
Required Strength: 789
Required Level: 105
+(236 to 255)% Enhanced Damage
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
(31 to 40)% Deadly Strike
+(500 to 750) to Monster Defense per Hit
+75 to Strength
+75 to Dexterity

Grimterror

Giant Axe (Sacred)

Two-Hand Damage: (764-824) to (1232-1354)
Durability: 92
Required Strength: 848
Required Level: 108
33% Chance to cast level 39 Shadow Avatar when you Kill an Enemy
+(271 to 300)% Enhanced Damage
10% Increased Attack Speed
+(301 to 350) to Maximum Damage
Stun Attack
(16 to 20)% Chance of Crushing Blow
+(41 to 50) to Strength

Gnarled Root

Club (Sacred)

One-Hand Damage: (625-702) to (908-1038)
Durability: 8
Required Strength: 565
Required Level: 91
+(301 to 350)% Enhanced Damage
-50% Decreased Attack Speed
+(251 to 300) to Maximum Damage
(151 to 170)% Bonus to Attack Rating

Crackrust

Spiked Club (Sacred)

One-Hand Damage: (327-358) to (359-393)
Durability: 24
Required Strength: 629
Required Level: 97
+(101 to 120)% Enhanced Damage
20% Increased Attack Speed
(31 to 50)% Chance of Crushing Blow
Slows Target by (11 to 15)%
+(11 to 15) to all Attributes

Habacalva's Firestar

Mace (Sacred)

One-Hand Damage: 171 to 195
Durability: 40
Required Strength: 663
Required Level: 101
+(1 to 4) to Sorceress Skill Levels
30% Faster Cast Rate
Adds 250-750 Fire Damage
+(21 to 25)% to Fire Spell Damage
(16 to 20)% Bonus to Energy
Fire Resist +(41 to 50)%

Dreamflange

Morning Star (Sacred)

One-Hand Damage: 178 to 210
Durability: 56
Required Strength: 522
Required Level: 105
+(2 to 3) to All Skills

20% Faster Cast Rate
+(31 to 40)% to Spell Damage
All Resists +(21 to 25)%
Total Character Defense Plus (11 to 15)%
+(16 to 20)% to Experience Gained
Requirements -25%

Bonecrusher

Flail (Sacred)

One-Hand Damage: (581-672) to (874-984)
Durability: 72
Required Strength: 730
Required Level: 108
+(201 to 250)% Enhanced Damage
Adds 25-200 Damage
+(101 to 250)% Damage to Undead
Stun Attack
(0.5 per level)% Chance of Crushing Blow (Based on Character Level)
(-101 to -125) to Monster Defense per Hit

Icon of Ghrab Thaar

War Hammer (Sacred)

One-Hand Damage: (466-564) to (522-632)
Durability: 75
Required Strength: 535
Required Level: 101
50% Chance to cast level 10 Wrath on Attack
+(1 to 3) to Paladin Skill Levels
+(181 to 240)% Enhanced Damage
+(101 to 150)% Damage to Demons
+(21 to 25) to all Attributes
-25% Less Gold from Monsters
+2 to Light Radius

Rune Breaker

Maul (Sacred)

Two-Hand Damage: (553-607) to (605-663)
Durability: 114
Required Strength: 558
Required Level: 105
+(201 to 230)% Enhanced Damage
-20% Slower Cast Rate
Stun Attack
(21 to 25)% Chance of Crushing Blow
Hit Blinds Target +(2 to 4)
+(31 to 40) to Strength
(41 to 70)% Curse Length Reduction

Hammer of Jholm

Great Maul (Sacred)

Two-Hand Damage: (708-781) to (989-1123)
Durability: 138
Required Strength: 1002
Required Level: 108
25% Chance to cast level 18 Supernova on Attack
Indestructible
+(281 to 320)% Enhanced Damage
+(151 to 200) to Maximum Damage
+(16 to 20)% to Lightning Spell Damage
(31 to 40)% Chance of Crushing Blow
(31 to 35)% Bonus to Strength
Requirements +75%

Eos Caecans

Scepter (Sacred)

One-Hand Damage: 156 to 161
Durability: 14
Required Dexterity: 606
Required Level: 90
+(43 to 56) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Amazon Skill Levels
+(1 to 3) to Paladin Skill Levels
30% Faster Cast Rate
+(21 to 30)% to Fire Spell Damage
+(21 to 30)% to Physical/Magic Spell Damage
+(1 to 3) to Bloodstar (Amazon Only)
+(1 to 3) to Holy Trap (Paladin Only)
+10 to Light Radius

Faithshaker

Grand Scepter (Sacred)

One-Hand Damage: (513-597) to (659-751)
Durability: 30
Required Dexterity: 674
Required Level: 100
+(43 to 56) Energy Factor to Spell Damage (Automod)
+(171 to 220)% Enhanced Damage
Adds 50-150 Damage
-(21 to 40)% Target Defense
(11 to 15)% Chance of Crushing Blow
(31 to 40)% Bonus to Strength
+300% Enhanced Damage vs. the Zakarum
Level 9 Banish (10 Charges)

Skylord

War Scepter (Sacred)

One-Hand Damage: (808-844) to (1065-1106)
Durability: 46
Required Dexterity: 741
Required Level: 106
+(85 to 100) Energy Factor to Spell Damage (Automod)
+(2 to 4) to Paladin Skill Levels
+(281 to 300)% Enhanced Damage
Adds 100-250 Damage
Adds 400-600 Fire Damage
Adds 400-600 Lightning Damage
Adds 400-600 Cold Damage
+(31 to 40)% to Spell Damage
Replenish Life +(51 to 75)
All Resists +(51 to 60)%

Raindance

Javelin (Sacred)

Throw Damage: (535-580) to (720-786)
One-Hand Damage: (511-555) to (689-753)
Durability: 32
Required Dexterity: 565
Required Level: 90
50% Chance to cast level 38 Shower of Rocks when you Kill an Enemy
+(241 to 270)% Enhanced Damage
25% Faster Run/Walk
15% Increased Attack Speed
+(161 to 180) to Maximum Damage
Adds 1-(301-400) Lightning Damage
(21 to 25)% Bonus to Dexterity
Level 3 Cascade Attack

Windsmite

Pilum (Sacred)

Throw Damage: (529-561) to (584-618)
One-Hand Damage: (497-527) to (539-571)
Durability: 56
Required Dexterity: 643
Required Level: 96
+(221 to 240)% Enhanced Damage
Slows Target by (11 to 15)%
Knockback
+(31 to 40) to Strength
+(31 to 40) to Dexterity
Increase Maximum Mana (21 to 30)%
Level 3 Cascade Attack

Vizjun's Rockets

Short Spear (Sacred)

Throw Damage: (517-602) to (598-696)
One-Hand Damage: (484-563) to (544-633)
Durability: 80
Required Dexterity: 693
Required Level: 100
+(201 to 250)% Enhanced Damage
60% Faster Run/Walk
20% Increased Attack Speed
Adds (101-200)-(501-600) Fire Damage
Adds (101-200)-(501-600) Lightning Damage
Adds (101-200)-(501-600) Cold Damage
50% Slower Stamina Drain
Level 3 Cascade Attack

**Ghostwind
Glaive (Sacred)**

Throw Damage: (861-912) to (1040-1101)
One-Hand Damage: (799-846) to (934-989)
Durability: 104
Required Dexterity: 734
Required Level: 105
20% Chance to cast level 5 Gift of Celerity when you Kill an Enemy
+(221 to 240)% Enhanced Damage
15% Faster Run/Walk
Adds 50-150 Magic Damage
+17 Defense
Level 3 Cascade Attack
Replenishes Quantity
Level 17 Hunting Banshee (10 Charges)
Ethereal (Cannot be repaired)

**Aldric's Vanguard
Throwing Spear (Sacred)**

Throw Damage: (559-632) to (802-942)
One-Hand Damage: (514-581) to (721-850)
Durability: 126
Required Dexterity: 795
Required Level: 107
100% Chance to cast level 40 Guard Tower when you Kill an Enemy
+(1 to 2) to All Skills
+(201 to 240)% Enhanced Damage
(11 to 15)% Increased Chance of Blocking
+(101 to 150) to Maximum Damage
(10 to 17)% Life Stolen per Hit
+(31 to 60) to all Attributes
Level 3 Cascade Attack

**Gnomish Telescope
Spear (Sacred)**

Two-Hand Damage: (531-561) to (566-597)
Durability: 24
Required Strength: 565
Required Dexterity: 565
Required Level: 90
+(1 to 4) to All Skills
+(241 to 260)% Enhanced Damage
(111 to 140)% Bonus to Attack Rating
Stun Attack
Hit Blinds Target +1
+(21 to 40) to Energy
+(21 to 40) to Dexterity

**Tidekiller
Trident (Sacred)**

Two-Hand Damage: (526-612) to (760-958)
Durability: 48
Required Strength: 612
Required Dexterity: 643
Required Level: 96
100% Chance to cast level 16 Glacial Nova when you Kill an Enemy
+(231 to 285)% Enhanced Damage
-10% Slower Run/Walk
15% Increased Attack Speed
+(151 to 250) to Maximum Damage
(26 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
(16 to 20)% Mana Stolen per Hit
Freezes Target +(2 to 5)
Knockback

**Greiz' Feint
Brandistock (Sacred)**

Two-Hand Damage: (555-652) to (688-808)
Durability: 72
Required Strength: 646
Required Dexterity: 691
Required Level: 100
50% Chance to cast level 7 Time Strike on Striking
+(241 to 300)% Enhanced Damage
30% Faster Run/Walk
50% Increased Attack Speed
(101 to 125)% Bonus to Attack Rating
50% Deadly Strike
+(301 to 400) Defense vs. Melee
Total Character Defense Plus (31 to 40)%



Repairs 1 Durability in 10 Seconds

**Lance of Skovos
Spetum (Sacred)**

Two-Hand Damage: (782-847) to (1084-1169)
Durability: 96
Required Strength: 680
Required Dexterity: 738
Required Level: 103
+(281 to 320)% Enhanced Damage
Adds 150-250 Damage
Adds 2014-2044 Poison Damage over 20 seconds
Stun Attack
+(1 to 6) to Guard Tower
+(2 to 9) to Vanquish
Slows Target by (16 to 20)%
Slows Attacker by (41 to 60)%

**Rei Di Gelo
Pike (Sacred)**

Two-Hand Damage: (559-666) to (1199-1470)
Durability: 120
Required Strength: 713
Required Dexterity: 786
Required Level: 107
+(1 to 4) to All Skills
+(261 to 330)% Enhanced Damage
-40% Decreased Attack Speed
+(301 to 400) to Maximum Damage
(0.875 per level)% to Cold Spell Damage (Based on Character Level)
75% Chance of Crushing Blow
Cold Absorb (11 to 15)%
Attacker Takes Cold Damage of (801 to 1000)

**The Alligator
Bardiche (Sacred)**

Two-Hand Damage: (531-561) to (555-586)
Durability: 26
Required Strength: 610
Required Dexterity: 610
Required Level: 88
+(241 to 260)% Enhanced Damage
15% Faster Run/Walk
40% Increased Attack Speed
(16 to 20)% Life Stolen per Hit
(0.75 per level)% Deadly Strike (Based on Character Level)
50% Chance of Open Wounds
Slows Target by 10%

**Felsteel
Voulge (Sacred)**

Two-Hand Damage: (619-648) to (816-853)
Durability: 50
Required Strength: 655
Required Dexterity: 655
Required Level: 98
25% Chance to cast level 5 Immolation on Attack
50% Chance to cast level 15 Cataclysm when you Kill an Enemy
+(251 to 270)% Enhanced Damage
Adds 75-150 Damage
+(11 to 15)% to Fire Spell Damage
(21 to 25)% Chance of Crushing Blow
+(16 to 20) to all Attributes
+(151 to 200)% Damage when using a Healing Potion

**Slayer's Feast
Scythe (Sacred)**

Two-Hand Damage: (787-831) to (1421-1537)
Durability: 74
Required Strength: 516
Required Dexterity: 516
Required Level: 102
+(121 to 125) Energy Factor to Spell Damage (Automod)
Indestructible
+(241 to 260)% Enhanced Damage
20% Increased Attack Speed
+(3 per level) to Maximum Damage (Based on Character Level)
Adds 97-148 Poison Damage over 3 seconds
(7 to 17)% Mana Stolen per Hit
(7 to 17)% Life Stolen per Hit

Hit Causes Monster to Flee +25%
Requirements -25%
Ethereal (Cannot be repaired)

Spellthirst

Halberd (Sacred)

Two-Hand Damage: (586-616) to (1126-1212)
Durability: 98
Required Strength: 744
Required Dexterity: 744
Required Level: 107
+(281 to 300)% Enhanced Damage
40% Increased Attack Speed
-20% Slower Cast Rate
+(201 to 240) to Maximum Damage
(22 to 26)% Mana Stolen per Hit
All Resists +(31 to 50)%
Cold Absorb (11 to 15)%
Lightning Absorb (11 to 15)%
Fire Absorb (11 to 15)%

Dusk Shard

Dagger (Sacred)

One-Hand Damage: (508-663) to (515-671)
Durability: 8
Required Dexterity: 565
Required Level: 90
+(226 to 325)% Enhanced Damage
100% Increased Attack Speed
Adds 400-1000 Magic Damage
-50 Defense
+150 to Dexterity

The Piranha

Dirk (Sacred)

One-Hand Damage: (605-676) to (620-692)
Durability: 14
Required Dexterity: 632
Required Level: 98
33% Chance to cast level 21 Bloodlust when you Kill an Enemy
+(276 to 320)% Enhanced Damage
+(101 to 150)% Bonus Damage to Bloodlust
15% Faster Run/Walk
45% Increased Attack Speed
(31 to 40)% Chance of Open Wounds

Ormus' Focus

Kriss (Sacred)

One-Hand Damage: (569-668) to (589-692)
Durability: 20
Required Dexterity: 682
Required Level: 102
+(1 to 2) to All Skills
+(241 to 300)% Enhanced Damage
(26 to 30)% Chance of Open Wounds
+(41 to 60) to Dexterity
+(101 to 150) Life after each Kill
+(101 to 150) Mana after each Kill
Level 1 Mana Tide Totem (5 Charges)

Gonnagal's Dirk

Blade (Sacred)

One-Hand Damage: (555-648) to (579-676)
Durability: 26
Required Dexterity: 733
Required Level: 107
+(201 to 250)% Enhanced Damage
Damage +(41 to 50)
+(1 to 3) to Doom
-20 to Monster Defense per Hit
+(151 to 250) Defense
Lightning Resist +(31 to 50)%
Cold Resist +(31 to 50)%

Venom Hive

Throwing Knife (Sacred)

Throw Damage: (542-572) to (552-583)
One-Hand Damage: (514-543) to (521-550)

Durability: 8
Required Dexterity: 604
Required Level: 90
40% Chance to cast level 5 Spike Nova when Struck
+(241 to 260)% Enhanced Damage
100% Increased Attack Speed
25% Chance of Open Wounds
Knockback
(16 to 20)% Bonus to Dexterity

Angler's Hook
Flying Knife (Sacred)

Throw Damage: (529-651) to (751-927)
One-Hand Damage: (493-606) to (709-875)
Durability: 12
Required Dexterity: 710
Required Level: 100
40% Chance to cast level 1 Arrow on Striking
+(201 to 270)% Enhanced Damage
+(201 to 250) to Maximum Damage
(9 to 13)% Life Stolen per Hit
(31 to 50)% Chance of Open Wounds
Slows Target by (41 to 50)%
+(51 to 70) to Dexterity
(61 to 80)% Extra Gold from Monsters
Level 1 Barrage Attack

Pixie Legion
Balanced Knife (Sacred)

Throw Damage: (619-810) to (651-852)
One-Hand Damage: (564-739) to (590-772)
Durability: 16
Required Dexterity: 817
Required Level: 106
100% Chance to cast level 48 Scorpion Blade when you Kill an Enemy
+(31 to 50)% Bonus to Poison Skill Duration
+(221 to 320)% Enhanced Damage
(101 to 120)% Bonus to Attack Rating
Poison Resist +(31 to 40)%
(301 to 500)% Extra Gold from Monsters
75% Curse Length Reduction
Level 1 Barrage Attack

Stoneshatter
Throwing Axe (Sacred)

Throw Damage: (535-565) to (593-633)
One-Hand Damage: (511-540) to (562-600)
Durability: 12
Required Strength: 604
Required Level: 88
+(241 to 260)% Enhanced Damage
+(41 to 50) to Maximum Damage
-(21 to 40)% Target Defense
Slows Target by (16 to 20)%
(31 to 40)% Bonus to Strength
Level 1 Barrage Attack

Spiritbreaker
Balanced Axe (Sacred)

Throw Damage: (502-534) to (701-745)
One-Hand Damage: (472-502) to (620-659)
Durability: 20
Required Strength: 778
Required Level: 103
5% Chance to cast level 1 Possess on Striking
+(201 to 220)% Enhanced Damage
45% Increased Attack Speed
(7 to 13)% Mana Stolen per Hit
Hit Causes Monster to Flee +32%
Knockback
-15% Curse Length Reduction
Level 1 Barrage Attack

Gleamsong
Short Staff (Sacred)

Two-Hand Damage: 156 to 160
Durability: 22
Required Dexterity: 565

Required Level: 88
+(64 to 85) Energy Factor to Spell Damage (Automod)
+(1 to 3) to All Skills
100% Faster Cast Rate
+(41 to 50)% to Spell Damage
-25 to Strength
-25 to Vitality
Increase Maximum Mana 50%
Slows Attacker by (11 to 15)%

Mindcry

Long Staff (Sacred)

Two-Hand Damage: 164 to 171
Durability: 46
Required Dexterity: 610
Required Level: 96
+(86 to 107) Energy Factor to Spell Damage (Automod)
+(4 to 6) to All Skills
40% Faster Cast Rate
+(501 to 750) to Life
+(501 to 750) to Mana
All Resists +(21 to 30)%
-5 to Light Radius
Level 15 Slayer (100 Charges)

Flowerspring

Gnarled Staff (Sacred)

Two-Hand Damage: 172 to 183
Durability: 70
Required Dexterity: 657
Required Level: 98
+(86 to 107) Energy Factor to Spell Damage (Automod)
+(2 to 3) to Druid Skill Levels
+(41 to 50)% Bonus to Poison Skill Duration
(0.875 per level)% to Poison Spell Damage (Based on Character Level)
(41 to 50)% Bonus to Vitality
Replenish Life +(76 to 100)
-20% Less Gold from Monsters

Xorine's Cane

Battle Staff (Sacred)

Two-Hand Damage: 178 to 194
Durability: 94
Required Dexterity: 705
Required Level: 103
+(108 to 120) Energy Factor to Spell Damage (Automod)
+(3 to 5) to All Skills
40% Faster Cast Rate
Adds 150-300 Magic Damage
+(51 to 75)% to Spell Damage
+(1 to 3) to Shadow Wall Totem
All Resists -40%

Staff of Roses

War Staff (Sacred)

Two-Hand Damage: 185 to 205
Durability: 118
Required Dexterity: 752
Required Level: 107
+(121 to 125) Energy Factor to Spell Damage (Automod)
Indestructible
+(4 to 6) to All Skills
20% Faster Cast Rate
20% Chance of Open Wounds
(31 to 40)% Bonus to All Attributes
Replenish Life +(41 to 50)
All Resists +(21 to 25)%
250% Damage Reflected

Blackoak Bow

Short Bow (Sacred)

Two-Hand Damage: (581-611) to (695-726)
Required Dexterity: 604
Required Level: 88
25% Chance to cast level 1 Magic Missiles on Striking
+(241 to 260)% Enhanced Damage
20% Increased Attack Speed
Adds 50-150 Damage
+(21 to 30)% to Physical/Magic Spell Damage
Hit Causes Monster to Flee +25%

+66 to Dexterity
-33 to Vitality

Deadly Hunter

Hunter's Bow (Sacred)

Two-Hand Damage: (625-706) to (753-838)
Required Dexterity: 638
Required Level: 93
+(251 to 300)% Enhanced Damage
40% Increased Attack Speed
Adds 50-150 Damage
(51 to 60)% Bonus to Attack Rating
+200% Damage to Undead
-5 to Energy
+(151 to 200)% Damage when using a Healing Potion

Heaven's Arc

Long Bow (Sacred)

Two-Hand Damage: (586-619) to (624-658)
Required Dexterity: 671
Required Level: 97
12% Chance to cast level 11 Lightning Cascade on Striking
+(241 to 260)% Enhanced Damage
-(11 to 15)% to Enemy Lightning Resistance
+(31 to 35)% to Lightning Spell Damage
Slows Target by (21 to 25)%
Lightning Resist +(81 to 100)%
+2 to Light Radius

Naga's Tooth

Composite Bow (Sacred)

Two-Hand Damage: (595-630) to (648-686)
Required Dexterity: 705
Required Level: 98
50% Chance to cast level 30 Doom Serpents when you Kill an Enemy
+(2 to 3) to All Skills
+(231 to 250)% Enhanced Damage
-10% Slower Run/Walk
50% Increased Attack Speed
Adds (101-150)-(401-800) Cold Damage
(12 to 17)% Mana Stolen per Hit
(11 to 15)% Deadly Strike
+100 to Dexterity

Buriza-Do Tsuru

Short Battle Bow (Sacred)

Two-Hand Damage: (591-758) to (893-1078)
Required Dexterity: 738
Required Level: 102
100% Chance to cast level 16 Cold Blood when you Kill an Enemy
+(211 to 300)% Enhanced Damage
Adds 10-250 Damage
+(11 to 15)% to Cold Spell Damage
25% Deadly Strike
Freezes Target +(2 to 4)
(16 to 20)% Bonus to Dexterity
Level 5 Glacial Nova (25 Charges)
Level 5 Shadow Avatar (25 Charges)

Sinewstring

Long Battle Bow (Sacred)

Two-Hand Damage: (664-721) to (746-810)
Required Dexterity: 772
Required Level: 103
+(241 to 270)% Enhanced Damage
(31 to 40)% Chance of Crushing Blow
100% Chance of Open Wounds
Hit Blinds Target +(2 to 5)
Drain Life -15
(21 to 30)% Bonus to Vitality when using a Healing Potion
Total Character Defense Plus (21 to 25)%

Bow of the Dead

Short War Bow (Sacred)

Two-Hand Damage: (769-808) to (872-916)
Required Dexterity: 806
Required Level: 106
50% Chance to cast level 15 Time Strike on Striking
+(51 to 100)% Bonus Damage to Bloodlust
+(281 to 300)% Enhanced Damage
50% Bonus to Attack Rating

-25 to Vitality
+(1.5 per level) to Dexterity (Based on Character Level)
(51 to 75)% Better Chance of Getting Magic Items

The Black Dame

Long War Bow (Sacred)

Two-Hand Damage: (705-745) to (1144-1213)

Required Dexterity: 839

Required Level: 112

100% Chance to cast level 5 Glacial Nova when you Kill an Enemy

+(241 to 260)% Enhanced Damage

-15% Slower Run/Walk

+(3 per level) to Maximum Damage (Based on Character Level)

Adds 750-1000 Cold Damage

Adds 750-1000 Poison Damage over 10 seconds

(7 to 10)% Life Stolen per Hit

+125 to Dexterity

+50 to Vitality

Drain Life -50

Razorjack

Light Crossbow (Sacred)

Two-Hand Damage: (660-732) to (711-788)

Required Strength: 525

Required Level: 97

15% Chance to cast level 6 Starburst on Striking

+(261 to 300)% Enhanced Damage

50% Increased Attack Speed

+(31 to 40)% to Physical/Magic Spell Damage

(16 to 20)% Deadly Strike

(16 to 20)% Chance of Open Wounds

+(21 to 25) to all Attributes

(151 to 200)% Damage Reflected

The Needler

Crossbow (Sacred)

Two-Hand Damage: (385-460) to (430-513)

Required Strength: 541

Required Level: 102

50% Chance to cast level 10 Spike Nova when you Kill an Enemy

+(101 to 140)% Enhanced Damage

150% Increased Attack Speed

(0.5 per level)% Deadly Strike (Based on Character Level)

+(25 to 30) to Dexterity

Rattenfanger

Heavy Crossbow (Sacred)

Two-Hand Damage: (722-810) to (812-910)

Required Strength: 556

Required Level: 106

100% Chance to cast level 1 Charm when you Kill an Enemy

+(221 to 260)% Enhanced Damage

+(31 to 40)% Bonus Damage to Mark of the Wild

30% Increased Attack Speed

+(1 to 6) to Dire Charm (Druid Only)

Hit Causes Monster to Flee +25%

(21 to 25)% Bonus to Strength

Reduces all Vendor Prices (11 to 15)%

Horazon's Trebuchet

Repeating Crossbow (Sacred)

Two-Hand Damage: (790-876) to (1032-1146)

Required Strength: 564

Required Level: 112

5% Chance to cast level 26 Mana Coil on Striking

50% Chance to cast level 36 Banish when you Kill an Enemy

+(261 to 300)% Enhanced Damage

60% Increased Attack Speed

40% Faster Cast Rate

+(116 to 130) to Maximum Damage

(16 to 20)% Mana Stolen per Hit

+100 to Energy

Increase Maximum Mana 50%



Amazon



Icewind

Stag Bow (Sacred)

Two-Hand Damage: (559-595) to (623-662)

(Amazon Only)
Required Dexterity: 548
Required Level: 103
10% Chance to cast level 12 Frozen Crown on Striking
+(201 to 220)% Enhanced Damage
40% Increased Attack Speed
+(31 to 50)% to Cold Spell Damage
Freezes Target +(2 to 5)
Knockback
Cold Absorb (11 to 15)%

Athulua's Command

Reflex Bow (Sacred)

Two-Hand Damage: (642-689) to (827-980)
(Amazon Only)
Required Dexterity: 564
Required Level: 112
25% Chance to cast level 10 Legion when you Kill an Enemy
+(226 to 250)% Enhanced Damage
15% Faster Run/Walk
25% Increased Attack Speed
15% Faster Hit Recovery
+(101 to 200) to Maximum Damage
Ignore Target's Defense
5% Chance of Crushing Blow
+(1 to 12) to Holy Armor
(31 to 40)% Bonus to Dexterity
Total Character Defense Plus (16 to 20)%

The Rattler

Maiden Spear (Sacred)

Two-Hand Damage: (557-588) to (835-874)
Durability: 64
(Amazon Only)
Required Strength: 520
Required Dexterity: 541
Required Level: 103
+(231 to 250)% Enhanced Damage
80% Increased Attack Speed
Adds 25-150 Damage
Adds 993-998 Poison Damage over 10 seconds
+(31 to 40)% to Poison Spell Damage
Stun Attack
Hit Causes Monster to Flee +25%
+(31 to 50) to Strength
+(31 to 50) to Dexterity

Celestia's Defense

Maiden Pike (Sacred)

Two-Hand Damage: (484-588) to (848-1108)
Durability: 80
(Amazon Only)
Required Strength: 352
Required Dexterity: 371
Required Level: 107
+(1 to 3) to Amazon Skill Levels
+(221 to 290)% Enhanced Damage
25% Increased Attack Speed
+(101 to 200) to Maximum Damage
Knocks Attacker Back
+(31 to 40) to all Attributes
Total Character Defense Plus (31 to 50)%
Requirements -33%

Warwind

Maiden Javelin (Sacred)

Throw Damage: (678-712) to (985-1176)
One-Hand Damage: (628-660) to (897-1084)
Durability: 84
(Amazon Only)
Required Strength: 352
Required Dexterity: 371
Required Level: 107
25% Chance to cast level 2 Hades Gate when you Kill an Enemy
+(281 to 300)% Enhanced Damage
40% Faster Run/Walk
60% Increased Attack Speed
+(151 to 300) to Maximum Damage

Stun Attack
-15 to Monster Defense per Hit
+(31 to 40) to all Attributes
+500 Maximum Stamina
Requirements -33%

Assassin

The Toecutter

Katar (Sacred)

One-Hand Damage: (555-600) to (570-616)
Durability: 10
(Assassin Only)
Required Dexterity: 500
Required Level: 91
10% Chance to cast level 14 Spike Nova when you Kill an Enemy
+(261 to 290)% Enhanced Damage
10% Faster Run/Walk
25% Increased Attack Speed
(11 to 15)% Deadly Strike
(16 to 20)% Chance of Open Wounds
Slows Target by 75%

Al Dhih

Wrist Blade (Sacred)

One-Hand Damage: (650-761) to (651-762)
Durability: 20
(Assassin Only)
Required Dexterity: 512
Required Level: 95
+(241 to 280)% Enhanced Damage
+(101 to 150) to Minimum Damage
(16 to 20)% Life Stolen per Hit
(11 to 15)% Chance of Crushing Blow
+(2 to 7) to Mark of the Wild
+(181 to 200) Life after each Kill

Furyblood

Hatchet Hands (Sacred)

One-Hand Damage: (536-668) to (558-696)
Durability: 29
(Assassin Only)
Required Dexterity: 518
Required Level: 98
15% Chance to cast level 5 Blood Flash on Attack
+(1 to 3) to Assassin Skill Levels
+(221 to 300)% Enhanced Damage
50% Increased Attack Speed
(6 to 9)% Life Stolen per Hit
+(21 to 25) to Dexterity

Shadowhawk

Cestus (Sacred)

One-Hand Damage: (593-696) to (624-732)
Durability: 38
(Assassin Only)
Required Dexterity: 524
Required Level: 102
+(241 to 300)% Enhanced Damage
15% Faster Hit Recovery
Adds (401-600)-(601-800) Cold Damage
Total Character Damage Plus (11 to 15)%
(16 to 20)% Bonus to Dexterity
Level 5 Glacial Nova (15 Charges)

Natalya's Pincers

Claws (Sacred)

One-Hand Damage: (577-648) to (613-687)
Durability: 48
(Assassin Only)
Required Dexterity: 530
Required Level: 105
+(221 to 260)% Enhanced Damage
(21 to 25)% Chance of Crushing Blow
+(2 to 6) to Death Blossom (Assassin Only)
+(2 to 6) to Black Lotus Strike (Assassin Only)
Hit Causes Monster to Flee +5%
Increase Maximum Life (11 to 15)%
All Resists +(31 to 40)%
+(3 to 5)% to Experience Gained



Hellrake

Blade Talons (Sacred)

One-Hand Damage: (675-732) to (909-995)
Durability: 65
(Assassin Only)
Required Dexterity: 552
Required Level: 112
50% Chance to cast level 12 Bloodstar on Striking
+(241 to 270)% Enhanced Damage
+(176 to 200) to Maximum Damage
+(11 to 15)% to Fire Spell Damage
(11 to 15)% Bonus to Vitality
Fire Resist +(31 to 40)%
(201 to 300)% Extra Gold from Monsters

Witchbane

Scissors Katar (Sacred)

One-Hand Damage: (616-806) to (826-1040)
Durability: 66
(Assassin Only)
Required Dexterity: 542
Required Level: 112
+(2 to 4) to All Skills
+(221 to 320)% Enhanced Damage
20% Increased Attack Speed
40% Faster Cast Rate
+(1.5 per level) to Maximum Damage (Based on Character Level)
+(21 to 25)% to Spell Damage
+(1 to 11) to Lightning Wall
+(4 to 14) to Frozen Crown
Increase Maximum Mana (21 to 25)%
Fire Resist -10%
Lightning Resist +40%
Cold Resist +40%
Poison Resist +40%



Barbarian

Gheed's Pigsticker

Spatha (Sacred)

One-Hand Damage: (564-703) to (592-738)
Durability: 66
(Barbarian Only)
Required Strength: 751
Required Level: 99
+(181 to 250)% Enhanced Damage
(21 to 25)% Life Stolen per Hit
Slows Target by (31 to 40)%
(151 to 200)% Extra Gold from Monsters
(31 to 50)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (11 to 15)%



Darkslayer

Backsword (Sacred)

One-Hand Damage: (629-773) to (665-817)
Durability: 87
(Barbarian Only)
Required Strength: 789
Required Level: 103
+1 to All Skills
+(201 to 270)% Enhanced Damage
+(101 to 150)% Damage to Demons
(11 to 17)% Stamina Stolen per Hit
(31 to 35)% Deadly Strike
Increase Maximum Life (31 to 40)%
Increase Maximum Mana (31 to 40)%
(21 to 25)% Better Chance of Getting Magic Items



Kaskara of the Taan

Ida (Sacred)

One-Hand Damage: (731-903) to (901-1085)
Durability: 108
(Barbarian Only)
Required Strength: 828
Required Level: 106
+(1 to 2) to All Skills
+(201 to 280)% Enhanced Damage
30% Increased Attack Speed
Adds 75-200 Damage
(11 to 13)% Life Stolen per Hit
+2 to Maximum Barbarian Minions



Increase Maximum Mana 50%
Cannot Be Frozen

Blade of the Jitan
Bronze Sword (Sacred)

One-Hand Damage: (728-862) to (780-923)
Durability: 122
(Barbarian Only)
Required Strength: 865
Required Level: 107
100% Chance to cast level 15 Lionheart when you Level-Up
+(1 to 2) to All Skills
+(221 to 280)% Enhanced Damage
(11 to 15)% Increased Chance of Blocking
+(251 to 500) Defense
All Resists +(41 to 50)%
(51 to 100)% Extra Gold from Monsters

Griefbringer
Kriegsmesser (Sacred)

One-Hand Damage: (797-912) to (1006-1178)
Durability: 126
(Barbarian Only)
Required Strength: 904
Required Level: 113
+(1 to 2) to Barbarian Skill Levels
+(241 to 290)% Enhanced Damage
40% Increased Attack Speed
+(151 to 200) to Maximum Damage
(21 to 25)% Chance of Crushing Blow
(31 to 40)% Chance of Open Wounds
Damage Reduction Decreased by -25%

Druid

Hellstrike
Compound Bow (Sacred)

Two-Hand Damage: (570-730) to (592-759)
(Druid Only)
Required Dexterity: 796
Required Level: 99
2% Chance to cast level 9 Hex on Striking
+(1 to 3) to All Skills
+(181 to 260)% Enhanced Damage
30% Increased Attack Speed
+666 Fire Damage
+666 to Life
Increase Maximum Life (21 to 25)%

Nereid's Coil
Serpent Bow (Sacred)

Two-Hand Damage: (666-841) to (671-847)
(Druid Only)
Required Dexterity: 833
Required Level: 103
25% Chance to cast level 10 Arcane Torrent on Striking
+(201 to 280)% Enhanced Damage
60% Increased Attack Speed
+(31 to 40) to Minimum Damage
Adds (101-150)-(601-800) Cold Damage
(26 to 30)% Bonus to Dexterity
Increase Maximum Mana (31 to 50)%

Leathdhiabhala
Maple Bow (Sacred)

Two-Hand Damage: (750-923) to (1012-1231)
(Druid Only)
Required Dexterity: 872
Required Level: 104
50% Chance to cast level 19 Summon Rampagor when you Kill an Enemy
+(241 to 320)% Enhanced Damage
+(2 per level) to Maximum Damage (Based on Character Level)
Adds 200-400 Fire Damage
Adds 200-400 Poison Damage over 5 seconds
Knockback
+(21 to 25)% Bonus to Summoned Minion Life
+(41 to 60)% Bonus to Summoned Minion Damage
Fire Resist +(31 to 50)%
Poison Resist +(31 to 50)%

Azgar's Mark

Viper Bow (Sacred)

Two-Hand Damage: (731-934) to (792-1012)
(Druid Only)
Required Dexterity: 910
Required Level: 107
20% Chance to cast level 1 Arrow on Striking
1% Chance to cast level 52 Meteor Shower when you Kill an Enemy
+(221 to 310)% Enhanced Damage
+(51 to 100)% Bonus Damage to Mark of the Wild
(51 to 100)% Duration Bonus to Mark of the Wild
(6 to 11)% Life Stolen per Hit
5% Deadly Strike
(11 to 15)% Chance of Open Wounds
Knockback

Fiacia-Gear's Wisdom**Recurve Bow (Sacred)**

Two-Hand Damage: (841-978) to (920-1071)
(Druid Only)
Required Dexterity: 948
Required Level: 113
+(3 to 6) to Druid Skill Levels
+(261 to 320)% Enhanced Damage
40% Increased Attack Speed
20% Faster Cast Rate
+(16 to 20)% to Spell Damage
Hit Causes Monster to Flee +(26 to 50)%
Slows Target by (31 to 40)%
-25% Less Gold from Monsters
Reduces all Vendor Prices (11 to 15)%



Necromancer**Boneknot****Wand (Sacred)**

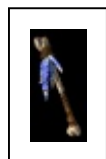
One-Hand Damage: 146 to 151
Durability: 12
(Necromancer Only)
Required Dexterity: 500
Required Level: 91
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(2 to 4) to Necromancer Skill Levels
20% Faster Cast Rate
+(3 to 5) to Maximum Necromancer Minions
+2 to All Skills when using a Mana Potion
Damage Reduced by (21 to 25)

**Drake Cigar****Yew Wand (Sacred)**

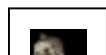
One-Hand Damage: 153 to 162
Durability: 36
(Necromancer Only)
Required Dexterity: 507
Required Level: 97
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Necromancer Skill Levels
30% Faster Cast Rate
Blinds Attacker +(3 to 5)
-50 to Life
+250 to Mana
Attacker Takes Fire Damage of (101 to 125)

**Trang-Oul's Evangelion****Bone Wand (Sacred)**

One-Hand Damage: 156 to 172
Durability: 60
(Necromancer Only)
Required Dexterity: 511
Required Level: 101
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(2 to 4) to Necromancer Skill Levels
40% Faster Cast Rate
Attacker Flees after Striking +(16 to 20)%
+(21 to 25)% Bonus to Summoned Minion Resistances
+(11 to 15)% Bonus to Summoned Minion Damage
Increase Maximum Mana (30 to 40)%

**Taan's Secret****Grim Wand (Sacred)**

One-Hand Damage: (661-742) to (926-1059)
Durability: 108



(Necromancer Only)
Required Dexterity: 518
Required Level: 108
+(43 to 56) Energy Factor to Spell Damage (Automod)
5% Chance to cast level 10 Unholy Armor when Struck
+(2 to 5) to All Skills
+(301 to 350)% Enhanced Damage
40% Increased Attack Speed
+(161 to 200) to Maximum Damage
(43 to 50)% Life Stolen per Hit
(81 to 100)% Extra Gold from Monsters

Hand of Rathma

Needle Crossbow (Sacred)

Two-Hand Damage: (645-743) to (654-754)
(Necromancer Only)
Required Strength: 367
Required Level: 98
100% Chance to cast level 31 Summon Acid Fiends when you Kill an Enemy
+(1 to 5) to Necromancer Skill Levels
+(221 to 270)% Enhanced Damage
Adds 406-489 Poison Damage over 5 seconds
+(41 to 50)% to Poison Spell Damage
Knockback
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
Cold Resist +(31 to 40)%
Poison Resist +(41 to 60)%

Embershot

Dart Thrower (Sacred)

Two-Hand Damage: (635-717) to (641-724)
(Necromancer Only)
Required Strength: 378
Required Level: 103
100% Chance to cast level 17 Fire Cascade when you Kill an Enemy
+(1 to 3) to Necromancer Skill Levels
+(201 to 240)% Enhanced Damage
40% Increased Attack Speed
(11 to 20)% Chance of Crushing Blow
+(6 to 17) Fire Absorb
Half Freeze Duration

The Khalim Organ

Stinger Crossbow (Sacred)

Two-Hand Damage: (743-889) to (758-907)
(Necromancer Only)
Required Strength: 389
Required Level: 107
15% Chance to cast level 20 Cataclysm when you Kill an Enemy
15% Chance to cast level 20 Supernova when you Kill an Enemy
15% Chance to cast level 20 Frozen Crown when you Kill an Enemy
+(201 to 260)% Enhanced Damage
80% Increased Attack Speed
Adds (101-200)-(301-400) Fire Damage
Adds (101-200)-(301-400) Lightning Damage
Adds (101-200)-(301-400) Cold Damage
+(1 to 4) to Barrage
+(11 to 15)% Bonus to Summoned Minion Resistances

Talon of Trang-Oul

Trebuchet (Sacred)

Two-Hand Damage: (794-935) to (1063-1226)
(Necromancer Only)
Required Strength: 394
Required Level: 113
25% Chance to cast level 9 Mana Sweep when you Kill an Enemy
+(3 to 5) to Necromancer Skill Levels
+(231 to 290)% Enhanced Damage
+(2 per level) to Maximum Damage (Based on Character Level)
+(3 to 9) to Ricochet
Hit Causes Monster to Flee +25%
+(2 to 3) to Maximum Necromancer Minions
+(21 to 30)% Bonus to Summoned Minion Damage
+(51 to 60) to Strength
+(51 to 60) to Energy



The Flying Anvil

Bonebreaker (Sacred)

One-Hand Damage: (648-727) to (762-891)

Durability: 37

(Paladin Only)

Required Strength: 817

Required Level: 98

+300 Crafting Points

33% Chance to cast level 14 Immolation when you Kill an Enemy

+(221 to 260)% Enhanced Damage

+(101 to 150) to Maximum Damage

Adds 111-333 Fire Damage

Stun Attack

(31 to 35)% Chance of Crushing Blow

Knockback

Runeshatter

Goedendag (Sacred)

One-Hand Damage: (701-763) to (708-770)

Durability: 53

(Paladin Only)

Required Strength: 861

Required Level: 102

33% Chance to cast level 12 Mana Sweep when you Kill an Enemy

+(3 to 5) to Paladin Skill Levels

+(231 to 260)% Enhanced Damage

25% Increased Attack Speed

+(11 to 15) to all Attributes

Decrease Maximum Mana -20%

Lachdanan's Vindicator

Angel Star (Sacred)

One-Hand Damage: (706-836) to (741-877)

Durability: 69

(Paladin Only)

Required Strength: 904

Required Level: 106

+(221 to 280)% Enhanced Damage

50% Increased Attack Speed

+(101 to 150)% Damage to Demons

(13 to 20)% Stamina Stolen per Hit

+(15 per level) Defense (Based on Character Level)

+(101 to 150) Life after each Demon Kill

Ureh's Will

Hand of God (Sacred)

Two-Hand Damage: (761-874) to (801-919)

Durability: 151

(Paladin Only)

Required Strength: 744

Required Level: 109

20% Chance to cast level 6 Gift of Shadows when you Kill an Enemy

+(231 to 280)% Enhanced Damage

20% Increased Attack Speed

+(51 to 75) to Strength

+(51 to 75) to Vitality

(301 to 400)% Extra Gold from Monsters

-5 to Light Radius



Sorceress

Scryer's Globe

Eagle Orb (Sacred)

One-Hand Damage: 149 to 152

Durability: 14

(Sorceress Only)

Required Dexterity: 515

Required Level: 88

+(29 to 42) Energy Factor to Spell Damage (Automod)

+(1 to 3) to Sorceress Skill Levels

15% Faster Cast Rate

(0.375 per level)% to Cold Spell Damage (Based on Character Level)

+(5 to 17) to Hunting Banshee

Reduces all Vendor Prices (11 to 15)%

(31 to 40)% Better Chance of Getting Magic Items

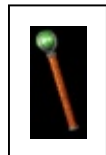
+5 to Light Radius

Cathan's Rod

Sacred Globe (Sacred)

One-Hand Damage: 154 to 160

Durability: 30



(Sorceress Only)
Required Dexterity: 532
Required Level: 96
+(29 to 42) Energy Factor to Spell Damage (Automod)
+400 Crafting Points
+(1 to 3) to All Skills
25% Faster Cast Rate
(21 to 25)% Increased Chance of Blocking
Adds 50-250 Fire Damage
+(301 to 400) Defense
Level 5 Wrath (15 Charges)

Ghostmoon

Smoked Sphere (Sacred)

One-Hand Damage: 240 to 253
Durability: 46
(Sorceress Only)
Required Dexterity: 540
Required Level: 98
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(1 to 3) to Sorceress Skill Levels
40% Faster Cast Rate
+(31 to 35)% to Spell Damage
+(21 to 25)% Chance to Avoid Damage
Ethereal (Cannot be repaired)

Witchdance

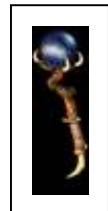
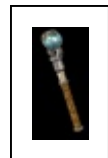
Clasped Orb (Sacred)

One-Hand Damage: (595-643) to (839-930)
Durability: 62
(Sorceress Only)
Required Dexterity: 567
Required Level: 103
+(29 to 42) Energy Factor to Spell Damage (Automod)
+(1 to 2) to Sorceress Skill Levels
+(261 to 290)% Enhanced Damage
20% Faster Run/Walk
15% Increased Attack Speed
+(201 to 240) to Maximum Damage
+(1 to 6) to Shadow Refuge
+(5 per level) to Mana (Based on Character Level)

Vizjerei's Curse

Jared's Stone (Sacred)

One-Hand Damage: 171 to 185
Durability: 78
(Sorceress Only)
Required Dexterity: 584
Required Level: 107
+(43 to 56) Energy Factor to Spell Damage (Automod)
+(1 to 4) to All Skills
-20% Slower Cast Rate
+(21 to 25)% to Spell Damage
+(1 to 7) to Frostclaw Totem
Increase Maximum Mana (31 to 40)%
All Resists +(31 to 40)%
(201 to 250)% Extra Gold from Monsters



TIER 1 ARMOR

General



The War Cloak

Quilted Armor (1)

Defense: (17-36)
Durability: 27
Required Strength: 10
Required Level: 1
(9 to 15)% Chance of Open Wounds
Total Character Damage Plus (7 to 10)%
Extra Bloody Hits
+(11 to 15) Life after each Kill



Runeflesh

Leather Armor (1)

Defense: (35-84)
Durability: 33

Required Strength: 19
Required Level: 2
10% Chance to cast level 2 Apocalypse when Struck
+(7 to 10)% Bonus Damage to Bloodlust
5% Increased Attack Speed
+(26 to 50)% Enhanced Defense
+(5 to 10) Life after each Kill
Attacker Takes Fire Damage of (8 to 15)

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

Defense: (44-104)
Durability: 39
Required Strength: 25
Required Level: 2
Indestructible
(5 to 10)% Bonus to Strength
+(11 to 30)% Enhanced Defense
Damage Reduced by (3 to 5)%

**Razorspine
Studded Leather (1)**

Defense: (60-144)
Durability: 45
Required Strength: 31
Required Level: 3
5% Chance to cast level 1 Spike Nova when Struck
Indestructible
(11 to 15)% Chance of Open Wounds
+(21 to 40)% Enhanced Defense
+(3 to 5) to Strength
Damage Reduced by (4 to 5)%

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

Defense: (75-186)
Durability: 51
Required Strength: (35-33)
Required Level: 4
+(11 to 75) Crafting Points
5% Faster Cast Rate
10% Faster Hit Recovery
+(23 to 50)% Enhanced Defense
Repairs 1 Durability in 100 Seconds
Requirements (-5 to -10)%

**Robe of Leaves
Scale Mail (1)**

Defense: (89-220)
Durability: 57
Required Strength: 43
Required Level: 4
Indestructible
+1 to Druid Skill Levels
+(11 to 20)% Bonus Damage to Mark of the Wild
(6 to 10)% Bonus to Vitality
+(21 to 50)% Enhanced Defense
Lightning Resist +(6 to 10)%
Poison Resist +(11 to 25)%

**Steelsnare
Chain Mail (1)**

Defense: (105-263)
Durability: 63
Required Strength: 49
Required Level: 4
+(7 to 10) to Maximum Damage
(11 to 15)% Chance of Open Wounds
+(26 to 55)% Enhanced Defense
Total Character Defense Plus (11 to 15)%
Slows Attacker by (11 to 15)%
Repairs 1 Durability in 100 Seconds

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

Defense: (118-296)
Durability: 69
Required Strength: 55
Required Level: 5
2% Chance to cast level 3 Gift of Vanquishing when Struck
+1 to All Skills

+(6 to 10)% to Spell Damage
+(26 to 55)% Enhanced Defense
(7 to 10)% Bonus to All Attributes
(51 to 100)% Extra Gold from Monsters

**Candlewake
Splint Mail (1)**

Defense: (134-321)
Durability: 75
Required Strength: (54-51)
Required Level: 6
2% Chance to cast level 2 Summon Shadows when you Kill an Enemy
100% Chance to cast level 10 Raven Flight when you Die
5% Faster Cast Rate
+(26 to 50)% Enhanced Defense
Damage Reduced by (2 to 5)
Requirements (-11 to -15)%

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

Defense: (154-380)
Durability: 81
Required Strength: 67
Required Level: 6
3% Chance to cast level 2 Lightning Shield when Struck
+1 to Barbarian Skill Levels
+(31 to 60)% Enhanced Defense
(7 to 10)% Bonus to Strength
(7 to 10)% Bonus to Vitality
+(9 to 15) to Strength
+(9 to 15) to Vitality

**Icetomb
Field Plate (1)**

Defense: (167-438)
Durability: 87
Required Strength: (64-62)
Required Level: 7
15% Chance to cast level 2 Shackles of Ice when Struck
100% Chance to cast level 16 Rune of Ice when you Die
8% Chance to cast level 1 Glacial Nova when Struck
+(7 to 10)% to Cold Spell Damage
+(31 to 70)% Enhanced Defense
Cold Resist +(11 to 25)%
Cannot Be Frozen
Requirements (-11 to -15)%

**Huo Zhi Wang
Light Plate (1)**

Defense: (140-282)
Durability: 93
Required Strength: (74-67)
Required Level: 8
5% Chance to cast level 2 Immolation when Struck
100% Chance to cast level 2 Blast Wave when you Level-Up
5% Faster Cast Rate
+(7 to 10)% to Fire Spell Damage
Fire Resist +(11 to 30)%
(21 to 40)% Extra Gold from Monsters
Requirements (-6 to -15)%

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

Defense: (220-516)
Durability: 99
Required Strength: 85
Required Level: 9
+(31 to 60) Crafting Points
5% Chance to cast level 1 Retribute when Struck
5% Increased Attack Speed
5% Faster Cast Rate
+(46 to 70)% Enhanced Defense
Increase Maximum Life (5 to 10)%
Increase Maximum Mana (5 to 10)%

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

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

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

Alma Divina

Ancient Armor (1)

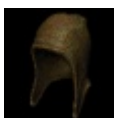
Defense: (227-556)
Durability: 111
Required Strength: 97
Required Level: 11
10% Faster Hit Recovery
10% Faster Block Rate
+(31 to 60)% Enhanced Defense
+(21 to 25) to all Attributes
Total Character Defense Plus (11 to 15)%
+1 to Light Radius



The Wanderer's Hood

Cap (1)

Defense: (10-12)
Durability: 27
Required Strength: 10
Required Level: 1
Indestructible
(3 to 5)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(7 to 15)%
-1 to Light Radius



Kasin Crest

Skull Cap (1)

Defense: (27-50)
Durability: 33
Required Strength: 25
Required Level: 3
20% Chance to cast level 3 Crucify when Struck
+(11 to 40)% Enhanced Defense
(7 to 10)% Bonus to All Attributes
All Resists +(11 to 15)%



Brainburst

Helm (1)

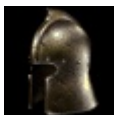
Defense: (46-82)
Durability: 39
Required Strength: 39
Required Level: 4
2% Chance to cast level 1 Blast Wave when Struck
+(16 to 40)% Enhanced Defense
(-5 to -20) to Mana
Fire Resist +(16 to 30)%
Attacker Takes Fire Damage of (21 to 40)
(21 to 40)% Damage Taken Goes To Mana



Ironhood

Full Helm (1)

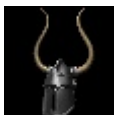
Defense: (59-96)
Durability: 45
Required Strength: (44-42)
Required Level: 6
100% Chance to cast level 6 Mana Sweep when you Die
+1 to All Skills
+(4 to 6)% to Spell Damage
+(11 to 20)% Enhanced Defense
+(31 to 60) to Mana
-1 to Light Radius
Requirements (-16 to -20)%



Thunderbellow

Great Helm (1)

Defense: (98-175)
Durability: 51
Required Strength: 67
Required Level: 8
15% Chance to cast level 4 Supernova when you Kill an Enemy
+(4 to 5)% to Lightning Spell Damage
+(41 to 70)% Enhanced Defense
(3 to 5)% Bonus to Strength
Lightning Resist +(11 to 20)%



Attacker Takes Lightning Damage of (61 to 120)

Lightforge

Crown (1)

Defense: (118-214)

Durability: 57

Required Strength: 81

Required Level: 10

2% Chance to cast level 1 Vindicate on Striking

(7 to 10)% Velocity Bonus to Holy Armor

Adds 27-33 Fire Damage

+(41 to 70)% Enhanced Defense

+(7 to 15) to all Attributes

All Resists +(9 to 15)%

+(11 to 15) Life after each Demon Kill

+2 to Light Radius

Trang-Oul's Breath

Mask (1)

Defense: (39-67)

Durability: 26

Required Strength: (47-45)

Required Level: 7

1% Chance to cast level 10 Doom Serpents when Struck

+1 to Necromancer Skill Levels

+(4 to 5)% to Cold Spell Damage

+(11 to 30)% Enhanced Defense

Cold Resist +(4 to 10)%

Requirements (-5 to -10)%

Ravencage

Bone Helm (1)

Defense: (62-107)

Durability: 32

Required Strength: 61

Required Level: 10

11% Chance to cast level 1 Death Metal when you Kill an Enemy

+1 to Assassin Skill Levels

(8 to 10)% Deadly Strike

+(41 to 70)% Enhanced Defense

Cold Resist +(11 to 20)%

Half Freeze Duration

Leoric's Fall

Circlet (1)

Defense: (3-5)

Durability: 10

Required Level: 6

(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration

(2 to 3)% Life Stolen per Hit

+(1 to 3) to Death's Fury Totem

+(26 to 50) Defense

(-6 to -10) to Vitality

Damage Reduced by (3 to 5)

Dark Star

Coronet (1)

Defense: (3-5)

Durability: 15

Required Level: 6

+1 to Assassin Skill Levels

Adds 5-10 Cold Damage

(3 to 4)% Mana Stolen per Hit

+(1 to 2) to Shadow Refuge (Assassin Only)

Cold Resist +(31 to 40)%

Repairs 1 Durability in 20 Seconds

Ethereal (Cannot be repaired)

Royal Circlet

Tiara (1)

Defense: (25-50)

Durability: 20

Required Level: 8

+1 to All Skills

(3 to 5)% Bonus to All Attributes

+(51 to 100)% Enhanced Defense

+(6 to 10) to all Attributes

All Resists (-6 to -10)%

(16 to 20)% Better Chance of Getting Magic Items

Tennousuuhai

Diadem (1)
Defense: (62-111)
Durability: 25
Required Level: 12
+1 to All Skills
Adds 5-40 Magic Damage
+(11 to 15)% to Physical/Magic Spell Damage
+(1 to 3) to Starburst
+(41 to 80) Defense
+(11 to 15) to all Attributes
Magic Resist +(6 to 10)%
All Resists +(16 to 20)%

Razordisk
Buckler (1)
Smite Damage: 4 to 6
Defense: (18-39)
Durability: 32
Required Strength: 6
Required Dexterity: 17
Required Level: 1
+(0.875 per level) to Maximum Damage (Based on Character Level)
(6 to 10)% Chance of Open Wounds
Total Character Damage Plus (11 to 15)%
+(11 to 40)% Enhanced Defense
+(3 to 5) to Strength
(101 to 150)% Damage Reflected

Witch Drum
Small Shield (1)
Smite Damage: 12 to 18
Defense: (42-93)
Durability: 42
Required Strength: (12-11)
Required Dexterity: (27-26)
Required Level: 2
5% Faster Cast Rate
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(3 to 5)% to Spell Damage
+(11 to 30)% Enhanced Defense
Requirements (-11 to -15)%

Wheel of Fortune
Large Shield (1)
Smite Damage: 20 to 30
Defense: (73-174)
Durability: 52
Required Strength: 22
Required Dexterity: 45
Required Level: 4
5% Chance to cast level 1 Nightmare when Struck
Attacker Flees after Striking +(6 to 8)%
+(21 to 50)% Enhanced Defense
(3 to 5)% Chance of Uninterruptable Attack
(51 to 75)% Extra Gold from Monsters
(14 to 20)% Better Chance of Getting Magic Items

Banner of Steel
Kite Shield (1)
Smite Damage: 28 to 42
Defense: (101-243)
Durability: 62
Required Strength: 30
Required Dexterity: 59
Required Level: 5
25% Chance to cast level 1 Bloodlust when you Kill an Enemy
100% Chance to cast level 2 Time Strike when Struck
5% Increased Attack Speed
10% Faster Block Rate
(3 to 5)% Increased Chance of Blocking
Total Character Damage Plus (3 to 5)%
+(21 to 50)% Enhanced Defense

Shield of a Thousand Stars
Tower Shield (1)
Smite Damage: 36 to 54
Defense: (142-329)
Durability: 72
Required Strength: 38
Required Dexterity: 73

Required Level: 7
(2 to 5)% Increased Chance of Blocking
Stun Attack
+(36 to 60)% Enhanced Defense
+(5 to 10) to all Attributes

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

Smite Damage: 44 to 66
Defense: (242-1175)
Durability: 81
Required Strength: 46
Required Dexterity: 87
Required Level: 10
100% Chance to cast level 5 Blast Wave when you Die
+1 to Paladin Skill Levels
5% Faster Run/Walk
5% Faster Block Rate
+(41 to 70)% Enhanced Defense
+(6.25 per level) Defense (Based on Character Level)
Total Character Defense Plus (7 to 10)%

**Shadowhymn
Bone Shield (1)**

Smite Damage: 8 to 12
Defense: (50-123)
Durability: 51
Required Dexterity: (39-37)
Required Level: 5
5% Chance to cast level 6 Shadowform when Struck
(3 to 5)% Increased Chance of Blocking
+(21 to 50)% Enhanced Defense
All Resists +(6 to 15)%
Damage Reduced by (4 to 7)
Magic Damage Reduced by (3 to 5)
Requirements (-11 to -15)%

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

Smite Damage: 12 to 18
Defense: (62-144)
Durability: 59
Required Dexterity: 55
Required Level: 7
5% Chance to cast level 1 Mind Flay when Struck
5% Chance to cast level 1 Bloodlust when Struck
Total Character Damage Plus (7 to 10)%
+(21 to 40)% Enhanced Defense
Fire Resist +(11 to 25)%

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

Defense: (10-12)
Durability: 25
Required Strength: 9
Required Level: 1
+(4 to 5)% to Fire Spell Damage
+(41 to 100) to Mana
All Resists +(7 to 10)%

**Tailchaser
Light Belt (1)**

Defense: (38-61)
Durability: 34
Required Strength: 27
Required Level: 3
5% Faster Run/Walk
5% Increased Attack Speed
5% Faster Cast Rate
5% Faster Hit Recovery
5% Faster Block Rate
+(21 to 40)% Enhanced Defense
+(101 to 150) Maximum Stamina

**Stranglevine
Belt (1)**

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

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

Thread of Life

Heavy Belt (1)

Defense: (94-154)
Durability: 52
Required Strength: 63
Required Level: 7
6% Chance to cast level 1 Banish when Struck
+(21 to 50)% Enhanced Defense
(3 to 5)% Bonus to Vitality
+(16 to 20) to Vitality
(6 to 10)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (6 to 8)
+1 to Light Radius

The Asteroid Belt

Plated Belt (1)

Defense: (147-237)
Durability: 61
Required Strength: 81
Required Level: 10
1% Chance to cast level 2 Blast Wave when Struck
1% Chance to cast level 2 Meteor Shower when Struck
+(51 to 80)% Enhanced Defense
(8 to 10)% Bonus to Strength
Fire Resist +(11 to 15)%
(7 to 10)% Chance of Uninterruptable Attack

Goldtouch

Leather Gloves (1)

Defense: (4-6)
Durability: 25
Required Strength: 10
Required Level: 1
2% Chance to cast level 3 Vanquish when you Kill an Enemy
(3 to 5)% Chance of Open Wounds
(-11 to -25) to Life
(21 to 40)% Extra Gold from Monsters
(9 to 15)% Better Chance of Getting Magic Items

Hammerfist

Heavy Gloves (1)

Defense: (12-26)
Durability: 32
Required Strength: 24
Required Level: 3
5% Chance to cast level 6 Banish when you Kill an Enemy
(3 to 10)% Chance of Open Wounds
+(26 to 40)% Enhanced Defense
+(3 to 5) Life after each Kill

Boneclasp

Chain Gloves (1)

Defense: (20-45)
Durability: 39
Required Strength: 38
Required Level: 5
2% Chance to cast level 4 Crucify on Striking
(4 to 5)% Deadly Strike
Hit Causes Monster to Flee +(6 to 15)%
Slows Target by (7 to 10)%
+(21 to 50)% Enhanced Defense

Lorekeeper

Light Gauntlets (1)

Defense: (27-63)
Durability: 46
Required Strength: (46-44)
Required Level: 6
10% Chance to cast level 4 Elemental when Struck
+(3 to 5)% to Spell Damage
+(31 to 60)% Enhanced Defense
(3 to 5)% Bonus to Energy
All Resists +(5 to 10)%

Requirements (-11 to -15)%

Jalal's Communion

Gauntlets (1)

Defense: (39-88)

Durability: 53

Required Strength: 66

Required Level: 10

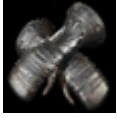
10% Chance to cast level 1 Gift of the Wild when you Kill an Enemy

10% Faster Cast Rate

+(41 to 70)% Enhanced Defense

Poison Resist +(16 to 30)%

+(11 to 15) Life after each Kill



Everchase

Boots (1)

Defense: (17-40)

Durability: 29

Required Strength: 10

Required Level: 1

10% Faster Run/Walk

(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration

+(11 to 30) Defense

+(51 to 150) Maximum Stamina



Spirit Walker

Heavy Boots (1)

Defense: (22-39)

Durability: 42

Required Strength: 28

Required Level: 3

+(6 to 10)% Bonus Elemental Damage to Mark of the Wild

+(21 to 40)% Enhanced Defense

+(41 to 100) Maximum Stamina

All Resists +(9 to 15)%

(11 to 15)% Curse Length Reduction



Toesie Warmer

Chain Boots (1)

Defense: (30-44)

Durability: 55

Required Strength: 44

Required Level: 4

20% Chance to cast level 2 Fire Fountain when you Kill an Enemy

5% Faster Run/Walk

Adds 3-7 Fire Damage

Increase Maximum Life (7 to 10)%

Fire Resist +(6 to 15)%

Total Character Defense Plus (4 to 5)%



Akarat's Trek

Light Plated Boots (1)

Defense: (53-97)

Durability: 68

Required Strength: 60

Required Level: 6

2% Chance to cast level 3 Judgement when Struck

Total Character Damage Plus (11 to 15)%

+(33 to 60)% Enhanced Defense

+(6 to 10) to all Attributes

+1 to Light Radius



Slippers of Yaerius

Greaves (1)

Defense: (68-117)

Durability: 81

Required Strength: 76

Required Level: 9

10% Faster Run/Walk

(6 to 10)% Bonus to Buff/Debuff/Cold Skill Duration

+(21 to 40)% Damage to Undead

+(31 to 50)% Enhanced Defense

+(9 to 15) to Strength

Half Freeze Duration



Amazon

Philios' Crest

Morion (1)



Defense: (9-12)
Durability: 32
(Amazon Only)
Required Strength: 10
Required Level: 2
(0.1875 per level)% to Fire Spell Damage (Based on Character Level)
Total Character Damage Plus (11 to 15)%
+(31 to 50)% Enhanced Defense
+(11 to 15) to all Attributes
+1 to Life
All Resists +(6 to 10)%

Skulldome

Cervelliere (1)

Defense: (36-67)
Durability: 44
(Amazon Only)
Required Strength: 39
Required Level: 5
(2 to 4)% Life Stolen per Hit
(6 to 10)% Chance of Crushing Blow
+(31 to 60)% Enhanced Defense
Poison Length Reduced by (11 to 15)%
+(11 to 15) Mana after each Kill

Athulua's Glory

Einherjar Helm (1)

Defense: (49-91)
Durability: 50
(Amazon Only)
Required Dexterity: 53
Required Level: 7
(21 to 40)% Bonus to Attack Rating
+(1 to 2) to Charm
+(31 to 60)% Enhanced Defense
(6 to 10)% Bonus to Strength
(6 to 10)% Bonus to Dexterity
+(11 to 15) to Strength
+(11 to 15) to Dexterity
(41 to 70)% Extra Gold from Monsters

Zerae's Veil

Spangenhelm (1)

Defense: (84-162)
Durability: 62
(Amazon Only)
Required Strength: 81
Required Level: 11
Indestructible
10% Faster Block Rate
+(1.3125 per level) to Maximum Damage (Based on Character Level)
+(1 to 2) to Lightning Cascade
+(41 to 80)% Enhanced Defense
Lightning Absorb (3 to 5)%
Damage Reduced by (3 to 5)
Total Character Defense Plus (7 to 10)%

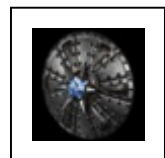


Assassin

Mageslayer's Oath

Parma (1)

Smite Damage: 20 to 30
Defense: (56-124)
Durability: 57
(Assassin Only)
Required Strength: 22
Required Dexterity: 45
Required Level: 5
(8 to 10)% Increased Chance of Blocking
(21 to 50)% Bonus to Attack Rating
+(31 to 50)% Enhanced Defense
+(4 to 5)% Chance to Avoid Damage



Cloudwhirl

Aspis (1)

Smite Damage: 28 to 42
Defense: (78-174)
Durability: 67
(Assassin Only)
Required Strength: (26-25)
Required Dexterity: (52-50)



Required Level: 6
100% Chance to cast level 17 Vortex when you Die
10% Faster Cast Rate
+(5 to 10)% to Lightning Spell Damage
+(31 to 50)% Enhanced Defense
Lightning Resist +(5 to 10)%
Requirements (-11 to -15)%

The Wailing Wall

Totem Shield (1)

Smite Damage: 8 to 12
Defense: (30-59)
Durability: 56
(Assassin Only)
Required Dexterity: 44
Required Level: 6
+1 to Assassin Skill Levels
5% Faster Cast Rate
+(8 to 10)% to Spell Damage
+(7 to 10) to all Attributes
(-21 to -40) to Life
+(11 to 20) Mana after each Kill
Attacker Takes Cold Damage of (11 to 30)

The Gauntlet

Bladed Shield (1)

Smite Damage: 12 to 18
Defense: (52-133)
Durability: 64
(Assassin Only)
Required Dexterity: 55
Required Level: 8
3% Chance to cast level 2 Spike Nova when Struck
5% Chance to cast level 4 Deathcore when you Kill an Enemy
5% Increased Attack Speed
(8 to 10)% Deadly Strike
(11 to 15)% Chance of Open Wounds
+(41 to 80)% Enhanced Defense
(51 to 150)% Damage Reflected

Barbarian

Larzuk's Contraption

Jawbone Cap (1)

Defense: (25-43)
Durability: 34
(Barbarian Only)
Required Strength: 26
Required Level: 3
5% Chance to cast level 1 Rain of Bombs when you Kill an Enemy
5% Increased Attack Speed
(2 to 3)% Mana Stolen per Hit
+(21 to 40)% Enhanced Defense
+(51 to 100) to Mana

Manafeast

Fanged Helm (1)

Defense: (44-81)
Durability: 40
(Barbarian Only)
Required Strength: 40
Required Level: 4
+1 to All Skills
(3 to 4)% Mana Stolen per Hit
(11 to 15)% Bonus to Energy
+(31 to 60)% Enhanced Defense
(21 to 25)% Damage Taken Goes To Mana

Demonhorn

Horned Helm (1)

Defense: (60-110)
Durability: 47
(Barbarian Only)
Required Strength: 55
Required Level: 6
100% Chance to cast level 30 Flamestrike when you Level-Up
+1 to All Skills
Adds (21-30)-(41-60) Fire Damage
(11 to 15)% Chance of Crushing Blow
+(31 to 60)% Enhanced Defense
Fire Resist +(31 to 40)%

+(11 to 15) Life after each Kill

**Berserkergang
Assault Helmet (1)**

Defense: (60-89)
Durability: 53
(Barbarian Only)
Required Strength: 70
Required Level: 8
+1 to Barbarian Skill Levels
10% Increased Attack Speed
(-3 to -5)% Decreased Chance of Blocking
(11 to 15)% Chance of Crushing Blow
(16 to 25)% Bonus to Vitality when using a Healing Potion
+(51 to 75)% Damage when using a Healing Potion
+(3 to 5)% Chance to Avoid Damage
Fire Resist +(31 to 40)%
Total Character Defense Plus (11 to 15)%

**The Legionnaire
Avenger Guard (1)**

Defense: (95-174)
Durability: 59
(Barbarian Only)
Required Strength: 85
Required Level: 12
15% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(2 to 3) to Protector Spirit (Barbarian Only)
+(2 to 3) to Defender Spirit (Barbarian Only)
+(2 to 3) to Guardian Spirit (Barbarian Only)
+(1 to 2) to Blades of Light
+(11 to 15)% Bonus to Summoned Minion Life
+(31 to 60)% Enhanced Defense
All Resists +(16 to 25)%
+(1 to 2) to Light Radius

Druid

**The Predator
Wolf Head (1)**

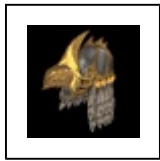
Defense: (24-39)
Durability: 31
(Druid Only)
Required Strength: 23
Required Level: 3
20% Chance to cast level 1 Bloodlust when you Kill an Enemy
(4 to 5)% Life Stolen per Hit
+(21 to 40)% Enhanced Defense
(-16 to -30) to Life
(11 to 15)% Better Chance of Getting Magic Items

**Augur's Pelt
Hawk Helm (1)**

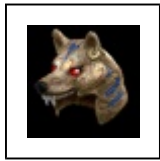
Defense: (38-70)
Durability: 37
(Druid Only)
Required Strength: 37
Required Level: 4
4% Chance to cast level 2 Raven Flight when you Kill an Enemy
100% Chance to cast level 24 Gift of the Wild when you Die
+(1 to 2) to Druid Skill Levels
(51 to 75)% Bonus to Attack Rating
+(21 to 50)% Enhanced Defense
(6 to 10)% Bonus to Dexterity
+(11 to 15) to Dexterity
Fire Resist +(31 to 40)%

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

Defense: (52-96)
Durability: 42
(Druid Only)
Required Strength: 50
Required Level: 6
+(16 to 25)% Bonus Damage to Mark of the Wild
+(16 to 25) to Minimum Damage
(11 to 15)% Chance of Crushing Blow
+(21 to 50)% Enhanced Defense
+(21 to 23) to all Attributes
All Resists +(11 to 15)%



Skythrone
Falcon Mask (1)
Defense: (73-131)
Durability: 48
(Druid Only)
Required Strength: (56-53)
Required Level: 8
5% Faster Run/Walk
5% Increased Attack Speed
+(1 to 2) to Catharsis
+(31 to 60)% Enhanced Defense
+(3 to 5)% Chance to Avoid Damage
Requirements (-11 to -15)%



Spirit of Corruption
Spirit Mask (1)
Defense: (94-170)
Durability: 54
(Druid Only)
Required Strength: 77
Required Level: 12
+(1 to 2) to Druid Skill Levels
+(26 to 50)% Bonus to Poison Skill Duration
+(1 to 2) to Plague Avatar (Druid Only)
+(1 to 2) to Poison Flash (Druid Only)
+(1 to 2) to Way of the Spider
+(41 to 70)% Enhanced Defense
Poison Length Reduced by (21 to 25)%

Necromancer



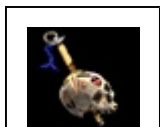
Trollskull
Preserved Head (1)
Defense: (25-48)
Durability: 36
(Necromancer Only)
Required Strength: 11
Required Level: 2
+1 to Necromancer Skill Levels
10% Faster Run/Walk
(11 to 15)% Increased Chance of Blocking
Replenish Life +(16 to 25)
Fire Resist (-16 to -20)%
Damage Reduced by (3 to 5)%



Fearward
Zombie Head (1)
Defense: (48-115)
Durability: 45
(Necromancer Only)
Required Strength: 17
Required Level: 4
+2 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(7 to 10)%
+(21 to 50)% Enhanced Defense
Fire Resist +(21 to 30)%
Lightning Resist +(21 to 30)%
Cold Resist +(21 to 30)%



Trang-Oul's Relic
Unraveller Head (1)
Defense: (70-162)
Durability: 53
(Necromancer Only)
Required Strength: 24
Required Level: 5
100% Chance to cast level 15 Frozen Crown when you Die
+(1 to 2) to Necromancer Skill Levels
Freezes Attacker +2
+(26 to 50)% Enhanced Defense
Cold Resist +(21 to 30)%
Level 2 Charm (15 Charges)



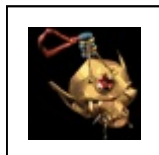
Hero's Fang
Gargoyle Head (1)
Defense: (91-219)
Durability: 62
(Necromancer Only)
Required Strength: 30
Required Level: 7

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

Firemouth

Demon Head (1)

Defense: (111-265)
Durability: 70
(Necromancer Only)
Required Strength: 36
Required Level: 12
5% Chance to cast level 3 Cataclysm when Struck
+(1 to 2) to Necromancer Skill Levels
+(7 to 10)% to Fire Spell Damage
+(1 to 3) to Inner Fire
+(1 to 3) to Rune of Fire
+(31 to 60)% Enhanced Defense
Fire Resist +(31 to 40)%
+(3 to 5) Fire Absorb
Attacker Takes Fire Damage of (31 to 55)

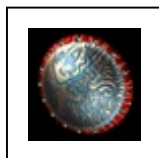


Paladin

Bullseye

Targe (1)

Smite Damage: 12 to 18
Defense: (30-57)
Durability: 40
(Paladin Only)
Required Strength: 13
Required Level: 2
(41 to 80)% Bonus to Attack Rating
(3 to 5)% Deadly Strike
(-26 to -50) Defense vs. Missile
+(3 to 5) to Strength
+(3 to 5) to Dexterity



Hypnodisk

Rondache (1)

Smite Damage: 20 to 30
Defense: (48-92)
Durability: 49
(Paladin Only)
Required Strength: 20
Required Level: 4
Blinds Attacker +2
+(3 to 5) to Dexterity
Reduces all Vendor Prices (3 to 5)%
+(1 to 2) to Light Radius



Leoric's Banner

Heraldic Shield (1)

Smite Damage: 28 to 42
Defense: (87-206)
Durability: 59
(Paladin Only)
Required Strength: 28
Required Level: 5
3% Life Stolen per Hit
(3 to 5)% Chance of Crushing Blow
(6 to 10)% Deadly Strike
+(1 to 2) to Summon Shadows
+(31 to 60)% Enhanced Defense
+(6 to 10) to all Attributes
(11 to 15)% Chance of Uninterruptable Attack



Zakarum's Legacy

Aerin Shield (1)

Smite Damage: 36 to 54
Defense: (110-262)
Durability: 68
(Paladin Only)
Required Strength: 36
Required Level: 7
100% Chance to cast level 33 Immolation Bomb when you Die
+(1 to 2) to Paladin Skill Levels



15% Faster Block Rate
(8 to 15)% Increased Chance of Blocking
+(31 to 60)% Enhanced Defense
(3 to 5)% Bonus to All Attributes
+(3 to 5)% Chance to Avoid Damage

Shadowmoon

Crown Shield (1)

Smite Damage: 44 to 66

Defense: (143-360)

Durability: 77

(Paladin Only)

Required Strength: 43

Required Level: 10

15% Chance to cast level 2 Dark Power when you Kill an Enemy

100% Chance to cast level 2 Shackles of Ice when you Kill an Enemy

(11 to 15)% Increased Chance of Blocking

+(6 to 10)% to Spell Damage

+(2 to 3) to Light and Shadow (Paladin Only)

+(41 to 80)% Enhanced Defense

Fire Resist +(31 to 40)%

Cold Resist +(31 to 40)%



Sorceress

Nightscape

Gambeson (1)

Defense: (42-85)

Durability: 44

(Sorceress Only)

Required Strength: (22-21)

Required Level: 3

+(11 to 15) Energy Factor to Spell Damage

+(5 to 10)% to Spell Damage

All Resists +(11 to 15)%

Damage Reduced by (2 to 5)

(-1 to -3) to Light Radius

Requirements (-11 to -15)%



Ennead's Bane

Lamellar Armor (1)

Defense: (70-177)

Durability: 50

(Sorceress Only)

Required Strength: 31

Required Level: 4

+1 to All Skills

10% Faster Cast Rate

+(31 to 60)% Enhanced Defense

Increase Maximum Mana (11 to 20)%

Fire Resist +(21 to 30)%

Lightning Resist +(21 to 30)%



Nor Tiraj's Turinash

Kazarghand (1)

Defense: (100-205)

Durability: 74

(Sorceress Only)

Required Strength: 55

Required Level: 7

+1 to Sorceress Skill Levels

+(1 to 2) to Elemental

(16 to 25)% Bonus to Energy

Fire Resist +(21 to 25)%

Cold Resist +(21 to 25)%



Demonspike Coat

Banded Plate (1)

Defense: (272-1011)

Durability: 110

(Sorceress Only)

Required Strength: 91

Required Level: 12

+(16 to 25) Energy Factor to Spell Damage

Indestructible

-5% Slower Run/Walk

+(31 to 60)% Enhanced Defense

+(3.75 per level) Defense (Based on Character Level)

Fire Resist +(11 to 25)%

Damage Reduced by (3 to 5)



Bartuc's Curse
Ceremonial Armor (1)
Defense: (244-599)
Durability: 116
(Sorceress Only)
Required Strength: 97
Required Level: 12
15% Faster Cast Rate
+(11 to 20)% to Spell Damage
+(31 to 60)% Enhanced Defense
(7 to 10)% Bonus to All Attributes
Damage Reduction Decreased by (-11 to -15)%
+(4 to 5)% to Experience Gained

TIER 2 ARMOR

General



The War Cloak
Quilted Armor (2)
Defense: (42-70)
Durability: 27
Required Strength: 19
Required Level: 9
(16 to 22)% Chance of Open Wounds
Total Character Damage Plus (11 to 14)%
Extra Bloody Hits
+(16 to 20) Life after each Kill



Runeflesh
Leather Armor (2)
Defense: (89-180)
Durability: 33
Required Strength: 28
Required Level: 9
13% Chance to cast level 3 Apocalypse when Struck
+(11 to 14)% Bonus Damage to Bloodlust
5% Increased Attack Speed
+(51 to 75)% Enhanced Defense
+(11 to 16) Life after each Kill
Attacker Takes Fire Damage of (16 to 23)



Elephant Skin
Hard Leather Armor (2)
Defense: (99-204)
Durability: 39
Required Strength: 36
Required Level: 11
Indestructible
(11 to 16)% Bonus to Strength
+(31 to 50)% Enhanced Defense
Damage Reduced by (6 to 8)%



Razorspine
Studded Leather (2)
Defense: (129-268)
Durability: 45
Required Strength: 45
Required Level: 12
11% Chance to cast level 2 Spike Nova when Struck
Indestructible
(16 to 20)% Chance of Open Wounds
+(41 to 60)% Enhanced Defense
+(6 to 8) to Strength
Damage Reduced by (6 to 7)%



Hratli's Craft
Ring Mail (2)
Defense: (164-363)
Durability: 51
Required Strength: (48-45)
Required Level: 12
+(76 to 140) Crafting Points
5% Faster Cast Rate
15% Faster Hit Recovery
+(51 to 78)% Enhanced Defense
Repairs 1 Durability in 100 Seconds

Requirements (-11 to -16)%

Robe of Leaves

Scale Mail (2)

Defense: (190-428)

Durability: 57

Required Strength: 62

Required Level: 12

Indestructible

+(1 to 2) to Druid Skill Levels

+(21 to 30)% Bonus Damage to Mark of the Wild

(11 to 15)% Bonus to Vitality

+(51 to 80)% Enhanced Defense

Lightning Resist +(11 to 15)%

Poison Resist +(26 to 40)%

Steelsnare

Chain Mail (2)

Defense: (223-501)

Durability: 63

Required Strength: 71

Required Level: 13

+(11 to 14) to Maximum Damage

(16 to 20)% Chance of Open Wounds

+(56 to 85)% Enhanced Defense

Total Character Defense Plus (16 to 20)%

Slows Attacker by (16 to 20)%

Repairs 1 Durability in 100 Seconds

Light's Widow

Breast Plate (2)

Defense: (249-562)

Durability: 69

Required Strength: 80

Required Level: 14

2% Chance to cast level 5 Gift of Vanquishing when Struck

+1 to All Skills

+(11 to 15)% to Spell Damage

+(56 to 85)% Enhanced Defense

(11 to 14)% Bonus to All Attributes

(101 to 150)% Extra Gold from Monsters

Candlewake

Splint Mail (2)

Defense: (265-588)

Durability: 75

Required Strength: (73-70)

Required Level: 15

4% Chance to cast level 3 Summon Shadows when you Kill an Enemy

100% Chance to cast level 15 Raven Flight when you Die

5% Faster Cast Rate

+(51 to 75)% Enhanced Defense

Damage Reduced by (6 to 9)

Requirements (-16 to -20)%

Arreat's Heart

Plate Mail (2)

Defense: (310-706)

Durability: 81

Required Strength: 97

Required Level: 15

4% Chance to cast level 3 Lightning Shield when Struck

+1 to Barbarian Skill Levels

+(61 to 90)% Enhanced Defense

(11 to 14)% Bonus to Strength

(11 to 14)% Bonus to Vitality

+(16 to 22) to Strength

+(16 to 22) to Vitality

Icetomb

Field Plate (2)

Defense: (359-852)

Durability: 87

Required Strength: (89-84)

Required Level: 15

17% Chance to cast level 2 Shackles of Ice when Struck

100% Chance to cast level 24 Rune of Ice when you Die

10% Chance to cast level 1 Glacial Nova when Struck

+(11 to 14)% to Cold Spell Damage

+(71 to 110)% Enhanced Defense

Cold Resist +(26 to 40)%

Cannot Be Frozen
Requirements (-16 to -20)%

Huo Zhi Wang

Light Plate (2)

Defense: (227-439)
Durability: 93
Required Strength: (96-86)
Required Level: 16
7% Chance to cast level 3 Immolation when Struck
100% Chance to cast level 4 Blast Wave when you Level-Up
5% Faster Cast Rate
+(11 to 14)% to Fire Spell Damage
Fire Resist +(31 to 50)%
(41 to 60)% Extra Gold from Monsters
Requirements (-16 to -25)%

Archon's Wrath

Gothic Plate (2)

Defense: (417-920)
Durability: 99
Required Strength: 123
Required Level: 18
+(61 to 90) Crafting Points
6% Chance to cast level 1 Retribute when Struck
5% Increased Attack Speed
5% Faster Cast Rate
+(71 to 95)% Enhanced Defense
Increase Maximum Life (11 to 16)%
Increase Maximum Mana (11 to 16)%

Robe of Steel

Full Plate Mail (2)

Defense: (366-806)
Durability: 105
Required Strength: (97-92)
Required Level: 19
+(1 to 2) to All Skills
+(11 to 14)% to Spell Damage
+(41 to 60)% Enhanced Defense
All Resists +(26 to 35)%
+(41 to 60) Life after each Demon Kill
Requirements (-26 to -30)%

Alma Divina

Ancient Armor (2)

Defense: (445-1026)
Durability: 111
Required Strength: 141
Required Level: 20
15% Faster Hit Recovery
15% Faster Block Rate
+(61 to 90)% Enhanced Defense
+(26 to 30) to all Attributes
Total Character Defense Plus (16 to 20)%
+2 to Light Radius

The Wanderer's Hood

Cap (2)

Defense: (32-36)
Durability: 27
Required Strength: 16
Required Level: 9
Indestructible
(6 to 8)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(16 to 24)%
-1 to Light Radius

Kasin Crest

Skull Cap (2)

Defense: (73-119)
Durability: 33
Required Strength: 36
Required Level: 11
20% Chance to cast level 4 Crucify when Struck
+(41 to 70)% Enhanced Defense
(11 to 14)% Bonus to All Attributes
All Resists +(16 to 20)%

Brainburst

Helm (2)

Defense: (107-169)
Durability: 39
Required Strength: 57
Required Level: 13
2% Chance to cast level 2 Blast Wave when Struck
+(41 to 65)% Enhanced Defense
(-21 to -36) to Mana
Fire Resist +(31 to 45)%
Attacker Takes Fire Damage of (41 to 60)
(41 to 60)% Damage Taken Goes To Mana

Ironhood

Full Helm (2)

Defense: (118-176)
Durability: 45
Required Strength: (60-57)
Required Level: 14
100% Chance to cast level 12 Mana Sweep when you Die
+1 to All Skills
+(7 to 9)% to Spell Damage
+(21 to 30)% Enhanced Defense
+(61 to 90) to Mana
-1 to Light Radius
Requirements (-21 to -25)%

Thunderbellow

Great Helm (2)

Defense: (205-344)
Durability: 51
Required Strength: 97
Required Level: 16
20% Chance to cast level 8 Supernova when you Kill an Enemy
+(6 to 7)% to Lightning Spell Damage
+(71 to 100)% Enhanced Defense
(6 to 8)% Bonus to Strength
Lightning Resist +(21 to 30)%
Attacker Takes Lightning Damage of (121 to 180)

Lightforge

Crown (2)

Defense: (244-408)
Durability: 57
Required Strength: 117
Required Level: 19
4% Chance to cast level 1 Vindicate on Striking
(11 to 14)% Velocity Bonus to Holy Armor
Adds 41-50 Fire Damage
+(71 to 100)% Enhanced Defense
+(16 to 24) to all Attributes
All Resists +(16 to 22)%
+(16 to 20) Life after each Demon Kill
+2 to Light Radius

Trang-Oul's Breath

Mask (2)

Defense: (91-141)
Durability: 26
Required Strength: (64-61)
Required Level: 16
1% Chance to cast level 14 Doom Serpents when Struck
+1 to Necromancer Skill Levels
+(6 to 7)% to Cold Spell Damage
+(31 to 50)% Enhanced Defense
Cold Resist +(11 to 17)%
Requirements (-11 to -16)%

Ravencage

Bone Helm (2)

Defense: (140-224)
Durability: 32
Required Strength: 88
Required Level: 19
14% Chance to cast level 2 Death Metal when you Kill an Enemy
+1 to Assassin Skill Levels
(11 to 13)% Deadly Strike
+(71 to 100)% Enhanced Defense
Cold Resist +(21 to 30)%
Half Freeze Duration

Leoric's Fall



Circlet (2)

Defense: (3-5)
Durability: 10
Required Level: 13
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
(4 to 5)% Life Stolen per Hit
+(2 to 4) to Death's Fury Totem
+(51 to 75) Defense
(-11 to -15) to Vitality
Damage Reduced by (6 to 8)

Dark Star**Coronet (2)**

Defense: (3-5)
Durability: 15
Required Level: 14
+1 to Assassin Skill Levels
Adds 10-20 Cold Damage
(5 to 6)% Mana Stolen per Hit
+(1 to 2) to Shadow Refuge (Assassin Only)
Cold Resist +(41 to 50)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

Royal Circlet**Tiara (2)**

Defense: (60-107)
Durability: 20
Required Level: 16
+1 to All Skills
(6 to 8)% Bonus to All Attributes
+(101 to 150)% Enhanced Defense
+(11 to 15) to all Attributes
All Resists (-11 to -15)%
(21 to 25)% Better Chance of Getting Magic Items

Tennousuuhai**Diadem (2)**

Defense: (116-171)
Durability: 25
Required Level: 19
+1 to All Skills
Adds 10-80 Magic Damage
+(16 to 20)% to Physical/Magic Spell Damage
+(4 to 6) to Starburst
+(81 to 120) Defense
+(16 to 20) to all Attributes
Magic Resist +(11 to 15)%
All Resists +(21 to 25)%

Razordisk**Buckler (2)**

Smite Damage: 4 to 6
Defense: (56-95)
Durability: 32
Required Strength: 9
Required Dexterity: 25
Required Level: 8
+(1 per level) to Maximum Damage (Based on Character Level)
(11 to 15)% Chance of Open Wounds
Total Character Damage Plus (16 to 20)%
+(41 to 70)% Enhanced Defense
+(6 to 8) to Strength
(151 to 200)% Damage Reflected

Witch Drum**Small Shield (2)**

Smite Damage: 12 to 18
Defense: (96-186)
Durability: 42
Required Strength: 16
Required Dexterity: (37-36)
Required Level: 11
5% Faster Cast Rate
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(6 to 8)% to Spell Damage
+(31 to 50)% Enhanced Defense
Requirements (-16 to -20)%

Wheel of Fortune

Large Shield (2)

Smite Damage: 24 to 36
 Defense: (164-340)
 Durability: 52
 Required Strength: 32
 Required Dexterity: 65
 Required Level: 13
 7% Chance to cast level 2 Nightmare when Struck
 Attacker Flees after Striking +(9 to 11)%
 +(51 to 80)% Enhanced Defense
 (6 to 8)% Chance of Uninterruptable Attack
 (76 to 100)% Extra Gold from Monsters
 (21 to 27)% Better Chance of Getting Magic Items

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

Smite Damage: 32 to 48
 Defense: (211-464)
 Durability: 62
 Required Strength: 44
 Required Dexterity: 86
 Required Level: 14
 30% Chance to cast level 1 Bloodlust when you Kill an Enemy
 100% Chance to cast level 3 Time Strike when Struck
 5% Increased Attack Speed
 10% Faster Block Rate
 (6 to 8)% Increased Chance of Blocking
 Total Character Damage Plus (6 to 8)%
 +(51 to 80)% Enhanced Defense

Shield of a Thousand Stars**Tower Shield (2)**

Smite Damage: 40 to 60
 Defense: (280-603)
 Durability: 72
 Required Strength: 55
 Required Dexterity: 106
 Required Level: 16
 (6 to 9)% Increased Chance of Blocking
 Stun Attack
 +(61 to 85)% Enhanced Defense
 +(11 to 16) to all Attributes

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

Smite Damage: 52 to 78
 Defense: (488-1624)
 Durability: 81
 Required Strength: 67
 Required Dexterity: 126
 Required Level: 19
 100% Chance to cast level 10 Blast Wave when you Die
 +1 to Paladin Skill Levels
 10% Faster Run/Walk
 10% Faster Block Rate
 +(71 to 100)% Enhanced Defense
 +(7 per level) Defense (Based on Character Level)
 Total Character Defense Plus (11 to 14)%

Shadowhymn**Bone Shield (2)**

Smite Damage: 8 to 12
 Defense: (120-248)
 Durability: 51
 Required Dexterity: (53-51)
 Required Level: 14
 6% Chance to cast level 8 Shadowform when Struck
 (6 to 8)% Increased Chance of Blocking
 +(51 to 80)% Enhanced Defense
 All Resists +(16 to 25)%
 Damage Reduced by (8 to 11)
 Magic Damage Reduced by (6 to 8)
 Requirements (-16 to -20)%

Akarat's Crucifix**Spiked Shield (2)**

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



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

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

Defense: (32-36)
Durability: 25
Required Strength: 13
Required Level: 8
+(6 to 7)% to Fire Spell Damage
+(101 to 160) to Mana
All Resists +(11 to 14)%

**Tailchaser
Light Belt (2)**

Defense: (88-131)
Durability: 34
Required Strength: 39
Required Level: 12
5% Faster Run/Walk
5% Increased Attack Speed
5% Faster Cast Rate
5% Faster Hit Recovery
5% Faster Block Rate
+(41 to 60)% Enhanced Defense
+(151 to 200) Maximum Stamina

**Stranglevine
Belt (2)**

Defense: (157-239)
Durability: 43
Required Strength: 65
Required Level: 14
+1 to Druid Skill Levels
Adds 2-6 Poison Damage over 1 seconds
+(6 to 8)% to Poison Spell Damage
+(61 to 90)% Enhanced Defense
Poison Length Reduced by (16 to 20)%
Slows Attacker by (11 to 13)%

**Thread of Life
Heavy Belt (2)**

Defense: (199-309)
Durability: 52
Required Strength: 91
Required Level: 15
8% Chance to cast level 2 Banish when Struck
+(51 to 80)% Enhanced Defense
(6 to 8)% Bonus to Vitality
+(21 to 25) to Vitality
(11 to 15)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (9 to 11)
+1 to Light Radius

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

Defense: (300-453)
Durability: 61
Required Strength: 117
Required Level: 19
1% Chance to cast level 4 Blast Wave when Struck
1% Chance to cast level 4 Meteor Shower when Struck
+(81 to 110)% Enhanced Defense
(11 to 13)% Bonus to Strength
Fire Resist +(16 to 20)%
(11 to 14)% Chance of Uninterruptable Attack

**Goldtouch
Leather Gloves (2)**

Defense: (25-28)
Durability: 25
Required Strength: 15
Required Level: 8
2% Chance to cast level 4 Vanquish when you Kill an Enemy
(6 to 8)% Chance of Open Wounds

(-26 to -40) to Life
(41 to 60)% Extra Gold from Monsters
(16 to 22)% Better Chance of Getting Magic Items

Hammerfist

Heavy Gloves (2)

Defense: (45-65)
Durability: 32
Required Strength: 35
Required Level: 12
10% Chance to cast level 9 Banish when you Kill an Enemy
(11 to 18)% Chance of Open Wounds
+(41 to 55)% Enhanced Defense
+(6 to 8) Life after each Kill

Boneclasp

Chain Gloves (2)

Defense: (60-109)
Durability: 39
Required Strength: 55
Required Level: 13
2% Chance to cast level 5 Crucify on Striking
(6 to 7)% Deadly Strike
Hit Causes Monster to Flee +(16 to 25)%
Slows Target by (11 to 14)%
+(51 to 80)% Enhanced Defense

Lorekeeper

Light Gauntlets (2)

Defense: (77-148)
Durability: 46
Required Strength: (63-60)
Required Level: 15
12% Chance to cast level 5 Elemental when Struck
+(6 to 8)% to Spell Damage
+(61 to 90)% Enhanced Defense
(6 to 8)% Bonus to Energy
All Resists +(11 to 16)%
Requirements (-16 to -20)%

Jalal's Communion

Gauntlets (2)

Defense: (95-188)
Durability: 53
Required Strength: 96
Required Level: 18
15% Chance to cast level 1 Gift of the Wild when you Kill an Enemy
15% Faster Cast Rate
+(71 to 100)% Enhanced Defense
Poison Resist +(31 to 45)%
+(16 to 20) Life after each Kill

Everchase

Boots (2)

Defense: (59-84)
Durability: 29
Required Strength: 17
Required Level: 8
15% Faster Run/Walk
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(31 to 50) Defense
+(151 to 250) Maximum Stamina

Spirit Walker

Heavy Boots (2)

Defense: (59-94)
Durability: 42
Required Strength: 41
Required Level: 11
+(11 to 15)% Bonus Elemental Damage to Mark of the Wild
+(41 to 60)% Enhanced Defense
+(101 to 160) Maximum Stamina
All Resists +(16 to 22)%
(16 to 20)% Curse Length Reduction

Toesie Warmer

Chain Boots (2)

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

Required Level: 13
 24% Chance to cast level 4 Fire Fountain when you Kill an Enemy
 5% Faster Run/Walk
 Adds 6-14 Fire Damage
 Increase Maximum Life (11 to 14)%
 Fire Resist +(16 to 25)%
 Total Character Defense Plus (6 to 7)%

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

Defense: (125-204)
 Durability: 68
 Required Strength: 87
 Required Level: 15
 2% Chance to cast level 4 Judgement when Struck
 Total Character Damage Plus (16 to 20)%
 +(61 to 88)% Enhanced Defense
 +(11 to 15) to all Attributes
 +1 to Light Radius

**Slippers of Yaerius
 Greaves (2)**

Defense: (141-227)
 Durability: 81
 Required Strength: 110
 Required Level: 18
 10% Faster Run/Walk
 (11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
 +(41 to 60)% Damage to Undead
 +(51 to 70)% Enhanced Defense
 +(16 to 22) to Strength
 Half Freeze Duration

Amazon

**Philios' Crest
 Morion (2)**

Defense: (34-42)
 Durability: 32
 (Amazon Only)
 Required Strength: 16
 Required Level: 10
 (0.25 per level)% to Fire Spell Damage (Based on Character Level)
 Total Character Damage Plus (16 to 20)%
 +(51 to 70)% Enhanced Defense
 +(16 to 20) to all Attributes
 +1 to Life
 All Resists +(11 to 15)%

**Skulldome
 Cervelliere (2)**

Defense: (86-140)
 Durability: 44
 (Amazon Only)
 Required Strength: 57
 Required Level: 14
 (5 to 7)% Life Stolen per Hit
 (11 to 15)% Chance of Crushing Blow
 +(61 to 90)% Enhanced Defense
 Poison Length Reduced by (16 to 20)%
 +(16 to 20) Mana after each Kill

**Athulua's Glory
 Einherjar Helm (2)**

Defense: (112-184)
 Durability: 50
 (Amazon Only)
 Required Dexterity: 77
 Required Level: 15
 (41 to 60)% Bonus to Attack Rating
 +(2 to 4) to Charm
 +(61 to 90)% Enhanced Defense
 (11 to 15)% Bonus to Strength
 (11 to 15)% Bonus to Dexterity
 +(16 to 20) to Strength
 +(16 to 20) to Dexterity
 (71 to 100)% Extra Gold from Monsters

**Zerae's Veil
 Spangenhelm (2)**

Defense: (184-321)

Durability: 62
(Amazon Only)
Required Strength: 117
Required Level: 20
Indestructible
15% Faster Block Rate
+(1.5 per level) to Maximum Damage (Based on Character Level)
+(2 to 5) to Lightning Cascade
+(81 to 120)% Enhanced Defense
Lightning Absorb (6 to 8)%
Damage Reduced by (6 to 8)
Total Character Defense Plus (11 to 14)%

Assassin

Mageslayer's Oath Parma (2)

Smite Damage: 24 to 36
Defense: (117-231)
Durability: 57
(Assassin Only)
Required Strength: 32
Required Dexterity: 65
Required Level: 14
(11 to 13)% Increased Chance of Blocking
(51 to 80)% Bonus to Attack Rating
+(51 to 70)% Enhanced Defense
+(6 to 7)% Chance to Avoid Damage

Cloudwhirl Aspis (2)

Smite Damage: 32 to 48
Defense: (151-314)
Durability: 67
(Assassin Only)
Required Strength: (36-35)
Required Dexterity: (72-68)
Required Level: 15
100% Chance to cast level 25 Vortex when you Die
20% Faster Cast Rate
+(11 to 16)% to Lightning Spell Damage
+(51 to 70)% Enhanced Defense
Lightning Resist +(11 to 16)%
Requirements (-16 to -20)%

The Wailing Wall Totem Shield (2)

Smite Damage: 8 to 12
Defense: (57-99)
Durability: 56
(Assassin Only)
Required Dexterity: 64
Required Level: 15
+(1 to 2) to Assassin Skill Levels
5% Faster Cast Rate
+(11 to 13)% to Spell Damage
+(11 to 14) to all Attributes
(-41 to -60) to Life
+(21 to 30) Mana after each Kill
Attacker Takes Cold Damage of (31 to 50)

The Gauntlet

Bladed Shield (2)

Smite Damage: 12 to 18
Defense: (124-270)
Durability: 64
(Assassin Only)
Required Dexterity: 80
Required Level: 17
4% Chance to cast level 2 Spike Nova when Struck
7% Chance to cast level 8 Deathcore when you Kill an Enemy
10% Increased Attack Speed
(11 to 13)% Deadly Strike
(16 to 20)% Chance of Open Wounds
+(81 to 120)% Enhanced Defense
(151 to 250)% Damage Reflected

Barbarian

Larzuk's Contraption

Jawbone Cap (2)

Defense: (63-95)

Durability: 34

(Barbarian Only)

Required Strength: 37

Required Level: 11

7% Chance to cast level 3 Rain of Bombs when you Kill an Enemy

10% Increased Attack Speed

(4 to 5)% Mana Stolen per Hit

+(41 to 60)% Enhanced Defense

+(101 to 150) to Mana

Manafeast**Fanged Helm (2)**

Defense: (106-169)

Durability: 40

(Barbarian Only)

Required Strength: 59

Required Level: 13

+1 to All Skills

(5 to 6)% Mana Stolen per Hit

(16 to 20)% Bonus to Energy

+(61 to 90)% Enhanced Defense

(26 to 30)% Damage Taken Goes To Mana

Demonhorn**Horned Helm (2)**

Defense: (136-224)

Durability: 47

(Barbarian Only)

Required Strength: 80

Required Level: 14

100% Chance to cast level 35 Flamestrike when you Level-Up

+1 to All Skills

Adds (31-40)-(61-80) Fire Damage

(16 to 20)% Chance of Crushing Blow

+(61 to 90)% Enhanced Defense

Fire Resist +(41 to 50)%

+(16 to 20) Life after each Kill

Berserkergang**Assault Helmet (2)**

Defense: (104-149)

Durability: 53

(Barbarian Only)

Required Strength: 101

Required Level: 16

+1 to Barbarian Skill Levels

15% Increased Attack Speed

(-6 to -8)% Decreased Chance of Blocking

(16 to 20)% Chance of Crushing Blow

(26 to 35)% Bonus to Vitality when using a Healing Potion

+(76 to 100)% Damage when using a Healing Potion

+(6 to 8)% Chance to Avoid Damage

Fire Resist +(41 to 50)%

Total Character Defense Plus (16 to 20)%

The Legionnaire**Avenger Guard (2)**

Defense: (199-336)

Durability: 59

(Barbarian Only)

Required Strength: 122

Required Level: 19

17% Chance to cast level 5 Gift of the Wild when you Kill an Enemy

+1 to Barbarian Skill Levels

+(2 to 3) to Protector Spirit (Barbarian Only)

+(2 to 3) to Defender Spirit (Barbarian Only)

+(2 to 3) to Guardian Spirit (Barbarian Only)

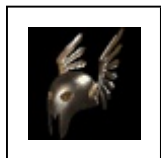
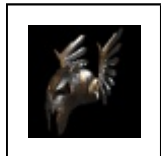
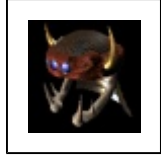
+(2 to 3) to Blades of Light

+(16 to 20)% Bonus to Summoned Minion Life

+(61 to 90)% Enhanced Defense

All Resists +(26 to 35)%

+(1 to 2) to Light Radius

**Druid****The Predator****Wolf Head (2)**

Defense: (57-89)

Durability: 31

(Druid Only)
Required Strength: 34
Required Level: 11
25% Chance to cast level 3 Bloodlust when you Kill an Enemy
(6 to 7)% Life Stolen per Hit
+(41 to 60)% Enhanced Defense
(-31 to -45) to Life
(16 to 20)% Better Chance of Getting Magic Items

Augur's Pelt

Hawk Helm (2)

Defense: (90-147)
Durability: 37
(Druid Only)
Required Strength: 54
Required Level: 13
5% Chance to cast level 2 Raven Flight when you Kill an Enemy
100% Chance to cast level 30 Gift of the Wild when you Die
+(1 to 2) to Druid Skill Levels
(76 to 100)% Bonus to Attack Rating
+(51 to 80)% Enhanced Defense
(11 to 15)% Bonus to Dexterity
+(16 to 20) to Dexterity
Fire Resist +(41 to 50)%

Jalal's Charge

Antlers (2)

Defense: (117-194)
Durability: 42
(Druid Only)
Required Strength: 73
Required Level: 14
+(26 to 35)% Bonus Damage to Mark of the Wild
+(26 to 35) to Minimum Damage
(16 to 20)% Chance of Crushing Blow
+(51 to 80)% Enhanced Defense
+(24 to 26) to all Attributes
All Resists +(16 to 20)%

Skythrone

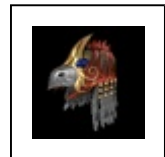
Falcon Mask (2)

Defense: (154-260)
Durability: 48
(Druid Only)
Required Strength: (77-73)
Required Level: 16
5% Faster Run/Walk
5% Increased Attack Speed
+(1 to 3) to Catharsis
+(61 to 90)% Enhanced Defense
+(6 to 8)% Chance to Avoid Damage
Requirements (-16 to -20)%

Spirit of Corruption

Spirit Mask (2)

Defense: (194-326)
Durability: 54
(Druid Only)
Required Strength: 111
Required Level: 19
+(1 to 2) to Druid Skill Levels
+(51 to 75)% Bonus to Poison Skill Duration
+(2 to 3) to Plague Avatar (Druid Only)
+(2 to 3) to Poison Flash (Druid Only)
+(1 to 4) to Way of the Spider
+(71 to 100)% Enhanced Defense
Poison Length Reduced by (26 to 30)%



Necromancer

Trollskull

Preserved Head (2)

Defense: (49-82)
Durability: 36
(Necromancer Only)
Required Strength: 16
Required Level: 11
+1 to Necromancer Skill Levels
10% Faster Run/Walk
(16 to 20)% Increased Chance of Blocking
Replenish Life +(26 to 35)



Fire Resist (-21 to -25)%
Damage Reduced by (6 to 8)%

Fearward

Zombie Head (2)

Defense: (108-226)
Durability: 45
(Necromancer Only)
Required Strength: 25
Required Level: 13
+3 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(11 to 14)%
+(51 to 80)% Enhanced Defense
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
Cold Resist +(31 to 40)%

Trang-Oul's Relic

Unraveller Head (2)

Defense: (140-301)
Durability: 53
(Necromancer Only)
Required Strength: 35
Required Level: 14
100% Chance to cast level 20 Frozen Crown when you Die
+(1 to 2) to Necromancer Skill Levels
Freezes Attacker +3
+(51 to 75)% Enhanced Defense
Cold Resist +(31 to 40)%
Level 4 Charm (20 Charges)

Hero's Fang

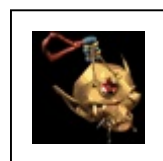
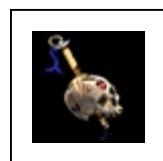
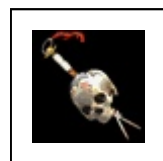
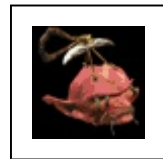
Gargoyle Head (2)

Defense: (186-412)
Durability: 62
(Necromancer Only)
Required Strength: 44
Required Level: 16
20% Increased Attack Speed
20% Faster Hit Recovery
+(51 to 75) to Maximum Damage
(5 to 6)% Life Stolen per Hit
+(3 to 4) to Scorpion Blade
+(3 to 4) to Titan Strike
+(61 to 90)% Enhanced Defense
Total Character Defense Plus (26 to 30)%

Firemouth

Demon Head (2)

Defense: (222-495)
Durability: 70
(Necromancer Only)
Required Strength: 53
Required Level: 19
7% Chance to cast level 5 Cataclysm when Struck
+(1 to 3) to Necromancer Skill Levels
+(11 to 14)% to Fire Spell Damage
+(4 to 6) to Inner Fire
+(4 to 6) to Rune of Fire
+(61 to 90)% Enhanced Defense
Fire Resist +(41 to 50)%
+(6 to 8) Fire Absorb
Attacker Takes Fire Damage of (56 to 80)

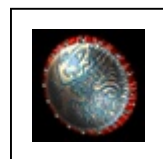


Paladin

Bullseye

Targe (2)

Smite Damage: 12 to 18
Defense: (59-99)
Durability: 40
(Paladin Only)
Required Strength: 19
Required Level: 11
(81 to 120)% Bonus to Attack Rating
(6 to 8)% Deadly Strike
(-51 to -75) Defense vs. Missile
+(6 to 8) to Strength
+(6 to 8) to Dexterity



Hypnodisk

Rondache (2)

Smite Damage: 24 to 36
Defense: (87-151)
Durability: 49
(Paladin Only)
Required Strength: 30
Required Level: 13
Blinds Attacker +3
+(6 to 8) to Dexterity
Reduces all Vendor Prices (6 to 8)%
+(1 to 2) to Light Radius

Leoric's Banner**Heraldic Shield (2)**

Smite Damage: 32 to 48
Defense: (180-391)
Durability: 59
(Paladin Only)
Required Strength: 41
Required Level: 14
4% Life Stolen per Hit
(6 to 8)% Chance of Crushing Blow
(11 to 15)% Deadly Strike
+(3 to 4) to Summon Shadows
+(61 to 90)% Enhanced Defense
+(11 to 15) to all Attributes
(16 to 20)% Chance of Uninterruptable Attack

Zakarum's Legacy**Aerin Shield (2)**

Smite Damage: 40 to 60
Defense: (223-494)
Durability: 68
(Paladin Only)
Required Strength: 52
Required Level: 16
100% Chance to cast level 36 Immolation Bomb when you Die
+(1 to 2) to Paladin Skill Levels
20% Faster Block Rate
(16 to 23)% Increased Chance of Blocking
+(61 to 90)% Enhanced Defense
(6 to 8)% Bonus to All Attributes
+(6 to 8)% Chance to Avoid Damage

Shadowmoon**Crown Shield (2)**

Smite Damage: 52 to 78
Defense: (300-688)
Durability: 77
(Paladin Only)
Required Strength: 63
Required Level: 19
20% Chance to cast level 4 Dark Power when you Kill an Enemy
100% Chance to cast level 4 Shackles of Ice when you Kill an Enemy
(16 to 20)% Increased Chance of Blocking
+(11 to 15)% to Spell Damage
+(2 to 4) to Light and Shadow (Paladin Only)
+(81 to 120)% Enhanced Defense
Fire Resist +(41 to 50)%
Cold Resist +(41 to 50)%

Sorceress**Nightscape****Gambeson (2)**

Defense: (81-145)
Durability: 44
(Sorceress Only)
Required Strength: (30-28)
Required Level: 12
+(16 to 20) Energy Factor to Spell Damage
+(11 to 16)% to Spell Damage
All Resists +(16 to 20)%
Damage Reduced by (6 to 9)
(-1 to -4) to Light Radius
Requirements (-16 to -20)%

Ennead's Bane**Lamellar Armor (2)**

Defense: (159-342)
Durability: 50

(Sorceress Only)
Required Strength: 45
Required Level: 13
+(1 to 2) to All Skills
15% Faster Cast Rate
+(61 to 90)% Enhanced Defense
Increase Maximum Mana (21 to 30)%
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%

Nor Tiraj's Turinash

Kazarghand (2)

Defense: (172-327)
Durability: 74
(Sorceress Only)
Required Strength: 80
Required Level: 15
+1 to Sorceress Skill Levels
+(3 to 6) to Elemental
(26 to 35)% Bonus to Energy
Fire Resist +(26 to 30)%
Cold Resist +(26 to 30)%

Demonspike Coat

Banded Plate (2)

Defense: (550-1631)
Durability: 110
(Sorceress Only)
Required Strength: 132
Required Level: 20
+(26 to 35) Energy Factor to Spell Damage
Indestructible
-5% Slower Run/Walk
+(61 to 90)% Enhanced Defense
+(5 per level) Defense (Based on Character Level)
Fire Resist +(26 to 40)%
Damage Reduced by (6 to 8)

Bartuc's Curse

Ceremonial Armor (2)

Defense: (479-1105)
Durability: 116
(Sorceress Only)
Required Strength: 141
Required Level: 21
20% Faster Cast Rate
+(21 to 30)% to Spell Damage
+(61 to 90)% Enhanced Defense
(11 to 14)% Bonus to All Attributes
Damage Reduction Decreased by (-16 to -20)%
+(6 to 7)% to Experience Gained



TIER 3 ARMOR

General



The War Cloak

Quilted Armor (3)

Defense: (76-114)
Durability: 27
Required Strength: 27
Required Level: 18
(23 to 29)% Chance of Open Wounds
Total Character Damage Plus (15 to 18)%
Extra Bloody Hits
+(21 to 25) Life after each Kill



Rune flesh

Leather Armor (3)

Defense: (177-328)
Durability: 33
Required Strength: 40
Required Level: 18
16% Chance to cast level 4 Apocalypse when Struck
+(15 to 18)% Bonus Damage to Bloodlust
10% Increased Attack Speed
+(76 to 100)% Enhanced Defense

+(17 to 22) Life after each Kill
Attacker Takes Fire Damage of (24 to 31)

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

Defense: (190-360)
Durability: 39
Required Strength: 53
Required Level: 19
Indestructible
(17 to 22)% Bonus to Strength
+(51 to 70)% Enhanced Defense
Damage Reduced by (9 to 11)%

**Razorspine
Studded Leather (3)**

Defense: (239-468)
Durability: 45
Required Strength: 65
Required Level: 21
17% Chance to cast level 2 Spike Nova when Struck
Indestructible
(21 to 25)% Chance of Open Wounds
+(61 to 80)% Enhanced Defense
+(9 to 11) to Strength
Damage Reduced by (8 to 9)%

**Hratli's Craft
Ring Mail (3)**

Defense: (307-634)
Durability: 51
Required Strength: (64-60)
Required Level: 21
+(141 to 205) Crafting Points
10% Faster Cast Rate
20% Faster Hit Recovery
+(79 to 106)% Enhanced Defense
Repairs 1 Durability in 50 Seconds
Requirements (-17 to -22)%

**Robe of Leaves
Scale Mail (3)**

Defense: (358-749)
Durability: 57
Required Strength: 90
Required Level: 21
Indestructible
+(1 to 2) to Druid Skill Levels
+(31 to 40)% Bonus Damage to Mark of the Wild
(16 to 20)% Bonus to Vitality
+(81 to 110)% Enhanced Defense
Lightning Resist +(16 to 20)%
Poison Resist +(41 to 55)%

**Steelsnare
Chain Mail (3)**

Defense: (412-872)
Durability: 63
Required Strength: 103
Required Level: 22
+(15 to 18) to Maximum Damage
(21 to 25)% Chance of Open Wounds
+(86 to 115)% Enhanced Defense
Total Character Defense Plus (21 to 25)%
Slows Attacker by (21 to 25)%
Repairs 1 Durability in 50 Seconds

**Light's Widow
Breast Plate (3)**

Defense: (457-976)
Durability: 69
Required Strength: 116
Required Level: 23
3% Chance to cast level 7 Gift of Vanquishing when Struck
+1 to All Skills
+(16 to 20)% to Spell Damage
+(86 to 115)% Enhanced Defense
(15 to 18)% Bonus to All Attributes
(151 to 200)% Extra Gold from Monsters

Candlewake

Splint Mail (3)

Defense: (473-1004)

Durability: 75

Required Strength: (101-96)

Required Level: 23

6% Chance to cast level 4 Summon Shadows when you Kill an Enemy

100% Chance to cast level 20 Raven Flight when you Die

10% Faster Cast Rate

+(76 to 100)% Enhanced Defense

Damage Reduced by (10 to 13)

Requirements (-21 to -25)%

Arreat's Heart**Plate Mail (3)**

Defense: (561-1209)

Durability: 81

Required Strength: 141

Required Level: 23

5% Chance to cast level 4 Lightning Shield when Struck

+1 to Barbarian Skill Levels

+(91 to 120)% Enhanced Defense

(15 to 18)% Bonus to Strength

(15 to 18)% Bonus to Vitality

+(23 to 29) to Strength

+(23 to 29) to Vitality

Icetomb**Field Plate (3)**

Defense: (673-1495)

Durability: 87

Required Strength: (120-114)

Required Level: 25

19% Chance to cast level 3 Shackles of Ice when Struck

100% Chance to cast level 32 Rune of Ice when you Die

12% Chance to cast level 2 Glacial Nova when Struck

+(15 to 18)% to Cold Spell Damage

+(111 to 150)% Enhanced Defense

Cold Resist +(41 to 55)%

Cannot Be Frozen

Requirements (-21 to -25)%

Huo Zhi Wang**Light Plate (3)**

Defense: (342-647)

Durability: 93

Required Strength: (122-107)

Required Level: 25

9% Chance to cast level 4 Immolation when Struck

100% Chance to cast level 6 Blast Wave when you Level-Up

10% Faster Cast Rate

+(15 to 18)% to Fire Spell Damage

Fire Resist +(51 to 70)%

(61 to 80)% Extra Gold from Monsters

Requirements (-26 to -35)%

Archon's Wrath**Gothic Plate (3)**

Defense: (717-1528)

Durability: 99

Required Strength: 179

Required Level: 27

+(91 to 120) Crafting Points

7% Chance to cast level 1 Retribute when Struck

10% Increased Attack Speed

10% Faster Cast Rate

+(96 to 120)% Enhanced Defense

Increase Maximum Life (17 to 22)%

Increase Maximum Mana (17 to 22)%

Robe of Steel**Full Plate Mail (3)**

Defense: (627-1339)

Durability: 105

Required Strength: (131-124)

Required Level: 28

+(1 to 2) to All Skills

+(15 to 18)% to Spell Damage

+(61 to 80)% Enhanced Defense

All Resists +(36 to 45)%

+(61 to 80) Life after each Demon Kill

Requirements (-31 to -35)%





Alma Divina

Ancient Armor (3)

Defense: (794-1746)
Durability: 111
Required Strength: 204
Required Level: 30
20% Faster Hit Recovery
20% Faster Block Rate
+(91 to 120)% Enhanced Defense
+(31 to 35) to all Attributes
Total Character Defense Plus (21 to 25)%
+3 to Light Radius



The Wanderer's Hood

Cap (3)

Defense: (61-67)
Durability: 27
Required Strength: 23
Required Level: 17
Indestructible
(9 to 11)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(25 to 33)%
-2 to Light Radius



Kasin Crest

Skull Cap (3)

Defense: (157-236)
Durability: 33
Required Strength: 53
Required Level: 20
25% Chance to cast level 5 Crucify when Struck
+(71 to 100)% Enhanced Defense
(15 to 18)% Bonus to All Attributes
All Resists +(21 to 25)%



Brainburst

Helm (3)

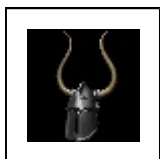
Defense: (209-311)
Durability: 39
Required Strength: 82
Required Level: 22
3% Chance to cast level 3 Blast Wave when Struck
+(66 to 90)% Enhanced Defense
(-37 to -52) to Mana
Fire Resist +(46 to 60)%
Attacker Takes Fire Damage of (61 to 80)
(61 to 80)% Damage Taken Goes To Mana



Ironhood

Full Helm (3)

Defense: (206-299)
Durability: 45
Required Strength: (82-77)
Required Level: 23
100% Chance to cast level 18 Mana Sweep when you Die
+1 to All Skills
+(10 to 12)% to Spell Damage
+(31 to 40)% Enhanced Defense
+(91 to 120) to Mana
-2 to Light Radius
Requirements (-26 to -30)%



Thunderbellow

Great Helm (3)

Defense: (379-602)
Durability: 51
Required Strength: 141
Required Level: 25
25% Chance to cast level 12 Supernova when you Kill an Enemy
+(8 to 9)% to Lightning Spell Damage
+(101 to 130)% Enhanced Defense
(9 to 11)% Bonus to Strength
Lightning Resist +(31 to 40)%
Attacker Takes Lightning Damage of (181 to 240)



Lightforge

Crown (3)

Defense: (446-715)
Durability: 57

Required Strength: 170
Required Level: 28
6% Chance to cast level 2 Vindicate on Striking
(15 to 18)% Velocity Bonus to Holy Armor
Adds 61-74 Fire Damage
+(101 to 130)% Enhanced Defense
+(25 to 33) to all Attributes
All Resists +(23 to 29)%
+(21 to 25) Life after each Demon Kill
+3 to Light Radius

**Trang-Oul's Breath
Mask (3)**

Defense: (178-261)
Durability: 26
Required Strength: (87-81)
Required Level: 24
1% Chance to cast level 18 Doom Serpents when Struck
+1 to Necromancer Skill Levels
+(8 to 9)% to Cold Spell Damage
+(51 to 70)% Enhanced Defense
Cold Resist +(18 to 24)%
Requirements (-17 to -22)%

**Ravencage
Bone Helm (3)**

Defense: (265-404)
Durability: 32
Required Strength: 128
Required Level: 27
17% Chance to cast level 3 Death Metal when you Kill an Enemy
+1 to Assassin Skill Levels
(14 to 16)% Deadly Strike
+(101 to 130)% Enhanced Defense
Cold Resist +(31 to 40)%
Half Freeze Duration

**Leoric's Fall
Circlet (3)**

Defense: (3-5)
Durability: 10
Required Level: 22
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
(6 to 7)% Life Stolen per Hit
+(3 to 5) to Death's Fury Totem
+(76 to 100) Defense
(-16 to -20) to Vitality
Damage Reduced by (9 to 11)

**Dark Star
Coronet (3)**

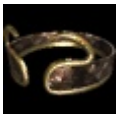
Defense: (3-5)
Durability: 15
Required Level: 23
+1 to Assassin Skill Levels
Adds 15-30 Cold Damage
(7 to 8)% Mana Stolen per Hit
+(2 to 3) to Shadow Refuge (Assassin Only)
Cold Resist +(51 to 60)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

**Royal Circlet
Tiara (3)**

Defense: (117-195)
Durability: 20
Required Level: 25
+1 to All Skills
(9 to 11)% Bonus to All Attributes
+(151 to 200)% Enhanced Defense
+(16 to 20) to all Attributes
All Resists (-16 to -20)%
(26 to 30)% Better Chance of Getting Magic Items

**Tennousuuhai
Diadem (3)**

Defense: (176-237)
Durability: 25
Required Level: 28
+1 to All Skills
Adds 15-120 Magic Damage



+ (21 to 25)% to Physical/Magic Spell Damage
+ (7 to 9) to Starburst
+ (121 to 160) Defense
+ (21 to 25) to all Attributes
Magic Resist + (16 to 20)%
All Resists + (26 to 30)%

Razordisk

Buckler (3)

Smite Damage: 4 to 6
Defense: (129-192)
Durability: 32
Required Strength: 13
Required Dexterity: 36
Required Level: 17
+ (1.125 per level) to Maximum Damage (Based on Character Level)
(16 to 20)% Chance of Open Wounds
Total Character Damage Plus (21 to 25)%
+ (71 to 100)% Enhanced Defense
+ (9 to 11) to Strength
(201 to 250)% Damage Reflected

Witch Drum

Small Shield (3)

Smite Damage: 16 to 24
Defense: (184-328)
Durability: 42
Required Strength: (22-21)
Required Dexterity: (51-48)
Required Level: 20
10% Faster Cast Rate
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+ (9 to 11)% to Spell Damage
+ (51 to 70)% Enhanced Defense
Requirements (-21 to -25)%

Wheel of Fortune

Large Shield (3)

Smite Damage: 28 to 42
Defense: (311-609)
Durability: 52
Required Strength: 46
Required Dexterity: 95
Required Level: 21
9% Chance to cast level 3 Nightmare when Struck
Attacker Flees after Striking + (12 to 14)%
+ (81 to 110)% Enhanced Defense
(9 to 11)% Chance of Uninterruptable Attack
(101 to 125)% Extra Gold from Monsters
(28 to 34)% Better Chance of Getting Magic Items

Banner of Steel

Kite Shield (3)

Smite Damage: 36 to 54
Defense: (394-810)
Durability: 62
Required Strength: 63
Required Dexterity: 124
Required Level: 23
35% Chance to cast level 2 Bloodlust when you Kill an Enemy
100% Chance to cast level 4 Time Strike when Struck
10% Increased Attack Speed
15% Faster Block Rate
(9 to 11)% Increased Chance of Blocking
Total Character Damage Plus (9 to 11)%
+ (81 to 110)% Enhanced Defense

Shield of a Thousand Stars

Tower Shield (3)

Smite Damage: 48 to 72
Defense: (500-1014)
Durability: 72
Required Strength: 80
Required Dexterity: 153
Required Level: 25
(10 to 13)% Increased Chance of Blocking
Stun Attack
+ (86 to 110)% Enhanced Defense
+ (17 to 22) to all Attributes

Heaven's Gate

Gothic Shield (3)

Smite Damage: 60 to 90
Defense: (850-2264)
Durability: 81
Required Strength: 97
Required Dexterity: 183
Required Level: 28
100% Chance to cast level 15 Blast Wave when you Die
+1 to Paladin Skill Levels
15% Faster Run/Walk
15% Faster Block Rate
+(101 to 130)% Enhanced Defense
+(7.75 per level) Defense (Based on Character Level)
Total Character Defense Plus (15 to 18)%

Shadowhymn

Bone Shield (3)

Smite Damage: 12 to 18
Defense: (235-449)
Durability: 51
Required Dexterity: (73-69)
Required Level: 23
7% Chance to cast level 10 Shadowform when Struck
(9 to 11)% Increased Chance of Blocking
+(81 to 110)% Enhanced Defense
All Resists +(26 to 35)%
Damage Reduced by (12 to 15)
Magic Damage Reduced by (9 to 11)
Requirements (-21 to -25)%

Akarat's Crucifix

Spiked Shield (3)

Smite Damage: 16 to 24
Defense: (251-475)
Durability: 59
Required Dexterity: 116
Required Level: 24
9% Chance to cast level 3 Mind Flay when Struck
9% Chance to cast level 3 Bloodlust when Struck
Total Character Damage Plus (15 to 18)%
+(61 to 80)% Enhanced Defense
Fire Resist +(41 to 55)%

Nor Tiraj's Wisdom

Sash (3)

Defense: (61-67)
Durability: 25
Required Strength: 19
Required Level: 17
+(8 to 9)% to Fire Spell Damage
+(161 to 220) to Mana
All Resists +(15 to 18)%

Tailchaser

Light Belt (3)

Defense: (175-237)
Durability: 34
Required Strength: 57
Required Level: 21
10% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
10% Faster Hit Recovery
10% Faster Block Rate
+(61 to 80)% Enhanced Defense
+(201 to 250) Maximum Stamina

Stranglevine

Belt (3)

Defense: (301-435)
Durability: 43
Required Strength: 95
Required Level: 22
+1 to Druid Skill Levels
Adds 5-14 Poison Damage over 1 seconds
+(9 to 11)% to Poison Spell Damage
+(91 to 120)% Enhanced Defense
Poison Length Reduced by (21 to 25)%
Slows Attacker by (14 to 16)%



Thread of Life

Heavy Belt (3)

Defense: (372-550)

Durability: 52

Required Strength: 132

Required Level: 24

10% Chance to cast level 2 Banish when Struck

+(81 to 110)% Enhanced Defense

(9 to 11)% Bonus to Vitality

+(26 to 30) to Vitality

(16 to 20)% Bonus to Vitality when using a Healing Potion

Damage Reduced by (12 to 14)

+2 to Light Radius



The Asteroid Belt

Plated Belt (3)

Defense: (535-787)

Durability: 61

Required Strength: 170

Required Level: 27

1% Chance to cast level 6 Blast Wave when Struck

1% Chance to cast level 6 Meteor Shower when Struck

+(111 to 140)% Enhanced Defense

(14 to 16)% Bonus to Strength

Fire Resist +(21 to 25)%

(15 to 18)% Chance of Uninterruptable Attack



Goldtouch

Leather Gloves (3)

Defense: (50-54)

Durability: 25

Required Strength: 21

Required Level: 17

3% Chance to cast level 5 Vanquish when you Kill an Enemy

(9 to 11)% Chance of Open Wounds

(-41 to -55) to Life

(61 to 80)% Extra Gold from Monsters

(23 to 29)% Better Chance of Getting Magic Items



Hammerfist

Heavy Gloves (3)

Defense: (98-132)

Durability: 32

Required Strength: 50

Required Level: 20

15% Chance to cast level 12 Banish when you Kill an Enemy

(19 to 26)% Chance of Open Wounds

+(56 to 70)% Enhanced Defense

+(9 to 11) Life after each Kill



Boneclasp

Chain Gloves (3)

Defense: (137-216)

Durability: 39

Required Strength: 80

Required Level: 22

3% Chance to cast level 6 Crucify on Striking

(8 to 9)% Deadly Strike

Hit Causes Monster to Flee +(26 to 35)%

Slows Target by (15 to 18)%

+(81 to 110)% Enhanced Defense



Lorekeeper

Light Gauntlets (3)

Defense: (164-277)

Durability: 46

Required Strength: (86-81)

Required Level: 24

14% Chance to cast level 6 Elemental when Struck

+(9 to 11)% to Spell Damage

+(91 to 120)% Enhanced Defense

(9 to 11)% Bonus to Energy

All Resists +(17 to 22)%

Requirements (-21 to -25)%



Jalal's Communion

Gauntlets (3)

Defense: (196-347)

Durability: 53

Required Strength: 139
Required Level: 27
20% Chance to cast level 2 Gift of the Wild when you Kill an Enemy
20% Faster Cast Rate
+(101 to 130)% Enhanced Defense
Poison Resist +(46 to 60)%
+(21 to 25) Life after each Kill

Everchase

Boots (3)

Defense: (105-133)
Durability: 29
Required Strength: 25
Required Level: 17
20% Faster Run/Walk
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(51 to 70) Defense
+(251 to 350) Maximum Stamina

Spirit Walker

Heavy Boots (3)

Defense: (125-181)
Durability: 42
Required Strength: 59
Required Level: 20
+(16 to 20)% Bonus Elemental Damage to Mark of the Wild
+(61 to 80)% Enhanced Defense
+(161 to 220) Maximum Stamina
All Resists +(23 to 29)%
(21 to 25)% Curse Length Reduction

Toesie Warmer

Chain Boots (3)

Defense: (103-136)
Durability: 55
Required Strength: 93
Required Level: 22
28% Chance to cast level 6 Fire Fountain when you Kill an Enemy
10% Faster Run/Walk
Adds 9-21 Fire Damage
Increase Maximum Life (15 to 18)%
Fire Resist +(26 to 35)%
Total Character Defense Plus (8 to 9)%

Akarat's Trek

Light Plated Boots (3)

Defense: (238-371)
Durability: 68
Required Strength: 126
Required Level: 24
2% Chance to cast level 5 Judgement when Struck
Total Character Damage Plus (21 to 25)%
+(89 to 116)% Enhanced Defense
+(16 to 20) to all Attributes
+1 to Light Radius

Slippers of Yaerius

Greaves (3)

Defense: (258-399)
Durability: 81
Required Strength: 160
Required Level: 27
15% Faster Run/Walk
(16 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(61 to 80)% Damage to Undead
+(71 to 90)% Enhanced Defense
+(23 to 29) to Strength
Half Freeze Duration

Amazon

Philios' Crest

Morion (3)

Defense: (73-91)
Durability: 32
(Amazon Only)
Required Strength: 23
Required Level: 18
(0.3125 per level)% to Fire Spell Damage (Based on Character Level)

Total Character Damage Plus (21 to 25)%
+(71 to 90)% Enhanced Defense
+(21 to 25) to all Attributes
+1 to Life
All Resists +(16 to 20)%

Skulldome

Cervelliere (3)

Defense: (171-259)
Durability: 44
(Amazon Only)
Required Strength: 82
Required Level: 23
(8 to 10)% Life Stolen per Hit
(16 to 20)% Chance of Crushing Blow
+(91 to 120)% Enhanced Defense
Poison Length Reduced by (21 to 25)%
+(21 to 25) Mana after each Kill

Athulua's Glory

Einherjar Helm (3)

Defense: (215-338)
Durability: 50
(Amazon Only)
Required Dexterity: 111
Required Level: 24
(61 to 80)% Bonus to Attack Rating
+(3 to 6) to Charm
+(91 to 120)% Enhanced Defense
(16 to 20)% Bonus to Strength
(16 to 20)% Bonus to Dexterity
+(21 to 25) to Strength
+(21 to 25) to Dexterity
(101 to 130)% Extra Gold from Monsters

Zerae's Veil

Spangenhelm (3)

Defense: (351-579)
Durability: 62
(Amazon Only)
Required Strength: 170
Required Level: 29
Indestructible
20% Faster Block Rate
+(1.6875 per level) to Maximum Damage (Based on Character Level)
+(3 to 8) to Lightning Cascade
+(121 to 160)% Enhanced Defense
Lightning Absorb (9 to 11)%
Damage Reduced by (9 to 11)
Total Character Defense Plus (15 to 18)%



Assassin

Mageslayer's Oath

Parma (3)

Smite Damage: 28 to 42
Defense: (210-395)
Durability: 57
(Assassin Only)
Required Strength: 46
Required Dexterity: 95
Required Level: 22
(14 to 16)% Increased Chance of Blocking
(81 to 110)% Bonus to Attack Rating
+(71 to 90)% Enhanced Defense
+(8 to 9)% Chance to Avoid Damage

Cloudwhirl

Aspis (3)

Smite Damage: 36 to 54
Defense: (266-526)
Durability: 67
(Assassin Only)
Required Strength: (49-47)
Required Dexterity: (97-93)
Required Level: 24
100% Chance to cast level 33 Vortex when you Die
30% Faster Cast Rate
+(17 to 22)% to Lightning Spell Damage
+(71 to 90)% Enhanced Defense
Lightning Resist +(17 to 22)%



Requirements (-21 to -25)%

**The Wailing Wall
Totem Shield (3)**

Smite Damage: 12 to 18
Defense: (93-154)
Durability: 56
(Assassin Only)
Required Dexterity: 93
Required Level: 24
+(1 to 2) to Assassin Skill Levels
10% Faster Cast Rate
+(14 to 16)% to Spell Damage
+(15 to 18) to all Attributes
(-61 to -80) to Life
+(31 to 40) Mana after each Kill
Attacker Takes Cold Damage of (51 to 70)

The Gauntlet

Bladed Shield (3)

Smite Damage: 16 to 24
Defense: (247-493)
Durability: 64
(Assassin Only)
Required Dexterity: 116
Required Level: 25
5% Chance to cast level 3 Spike Nova when Struck
9% Chance to cast level 12 Deathcore when you Kill an Enemy
15% Increased Attack Speed
(14 to 16)% Deadly Strike
(21 to 25)% Chance of Open Wounds
+(121 to 160)% Enhanced Defense
(251 to 350)% Damage Reflected

Barbarian

Larzuk's Contraption

Jawbone Cap (3)

Defense: (128-183)
Durability: 34
(Barbarian Only)
Required Strength: 55
Required Level: 20
9% Chance to cast level 5 Rain of Bombs when you Kill an Enemy
15% Increased Attack Speed
(6 to 7)% Mana Stolen per Hit
+(61 to 80)% Enhanced Defense
+(151 to 200) to Mana

Manafeast

Fanged Helm (3)

Defense: (208-312)
Durability: 40
(Barbarian Only)
Required Strength: 86
Required Level: 22
+1 to All Skills
(7 to 8)% Mana Stolen per Hit
(21 to 25)% Bonus to Energy
+(91 to 120)% Enhanced Defense
(31 to 35)% Damage Taken Goes To Mana

Demonhorn

Horned Helm (3)

Defense: (261-409)
Durability: 47
(Barbarian Only)
Required Strength: 116
Required Level: 23
100% Chance to cast level 40 Flamestrike when you Level-Up
+(1 to 2) to All Skills
Adds (41-50)-(81-100) Fire Damage
(21 to 25)% Chance of Crushing Blow
+(91 to 120)% Enhanced Defense
Fire Resist +(51 to 60)%
+(21 to 25) Life after each Kill

Berserkergang

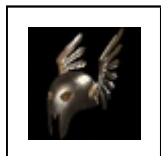
Assault Helmet (3)

Defense: (164-227)
Durability: 53

(Barbarian Only)
Required Strength: 148
Required Level: 25
+1 to Barbarian Skill Levels
20% Increased Attack Speed
(-9 to -11)% Decreased Chance of Blocking
(21 to 25)% Chance of Crushing Blow
(36 to 45)% Bonus to Vitality when using a Healing Potion
+(101 to 125)% Damage when using a Healing Potion
+(9 to 11)% Chance to Avoid Damage
Fire Resist +(51 to 60)%
Total Character Defense Plus (21 to 25)%

**The Legionnaire
Avenger Guard (3)**

Defense: (368-593)
Durability: 59
(Barbarian Only)
Required Strength: 178
Required Level: 28
19% Chance to cast level 7 Gift of the Wild when you Kill an Enemy
+1 to Barbarian Skill Levels
+(3 to 4) to Protector Spirit (Barbarian Only)
+(3 to 4) to Defender Spirit (Barbarian Only)
+(3 to 4) to Guardian Spirit (Barbarian Only)
+(3 to 4) to Blades of Light
+(21 to 25)% Bonus to Summoned Minion Life
+(91 to 120)% Enhanced Defense
All Resists +(36 to 45)%
+(2 to 3) to Light Radius



Druid

**The Predator
Wolf Head (3)**

Defense: (117-169)
Durability: 31
(Druid Only)
Required Strength: 50
Required Level: 20
30% Chance to cast level 5 Bloodlust when you Kill an Enemy
(8 to 9)% Life Stolen per Hit
+(61 to 80)% Enhanced Defense
(-46 to -60) to Life
(21 to 25)% Better Chance of Getting Magic Items



**Augur's Pelt
Hawk Helm (3)**

Defense: (181-275)
Durability: 37
(Druid Only)
Required Strength: 78
Required Level: 22
6% Chance to cast level 3 Raven Flight when you Kill an Enemy
100% Chance to cast level 36 Gift of the Wild when you Die
+(1 to 2) to Druid Skill Levels
(101 to 125)% Bonus to Attack Rating
+(81 to 110)% Enhanced Defense
(16 to 20)% Bonus to Dexterity
+(21 to 25) to Dexterity
Fire Resist +(51 to 60)%



**Jalal's Charge
Antlers (3)**

Defense: (228-359)
Durability: 42
(Druid Only)
Required Strength: 105
Required Level: 23
+(36 to 45)% Bonus Damage to Mark of the Wild
+(36 to 45) to Minimum Damage
(21 to 25)% Chance of Crushing Blow
+(81 to 110)% Enhanced Defense
+(27 to 29) to all Attributes
All Resists +(21 to 25)%



**Skythrone
Falcon Mask (3)**

Defense: (288-459)
Durability: 48
(Druid Only)



Required Strength: (105-100)
Required Level: 25
10% Faster Run/Walk
10% Increased Attack Speed
+(2 to 4) to Catharsis
+(91 to 120)% Enhanced Defense
+(9 to 11)% Chance to Avoid Damage
Requirements (-21 to -25)%

Spirit of Corruption

Spirit Mask (3)

Defense: (355-570)
Durability: 54
(Druid Only)
Required Strength: 161
Required Level: 28
+(1 to 3) to Druid Skill Levels
+(76 to 100)% Bonus to Poison Skill Duration
+(2 to 3) to Plague Avatar (Druid Only)
+(2 to 3) to Poison Flash (Druid Only)
+(2 to 6) to Way of the Spider
+(101 to 130)% Enhanced Defense
Poison Length Reduced by (31 to 35)%



Necromancer

Trollskull

Preserved Head (3)

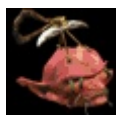
Defense: (81-128)
Durability: 36
(Necromancer Only)
Required Strength: 23
Required Level: 20
+1 to Necromancer Skill Levels
15% Faster Run/Walk
(21 to 25)% Increased Chance of Blocking
Replenish Life +(36 to 45)
Fire Resist (-26 to -30)%
Damage Reduced by (9 to 11)%



Fearward

Zombie Head (3)

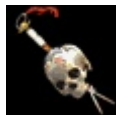
Defense: (206-405)
Durability: 45
(Necromancer Only)
Required Strength: 36
Required Level: 21
+4 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(15 to 18)%
+(81 to 110)% Enhanced Defense
Fire Resist +(41 to 50)%
Lightning Resist +(41 to 50)%
Cold Resist +(41 to 50)%



Trang-Oul's Relic

Unraveller Head (3)

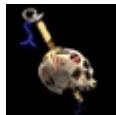
Defense: (255-514)
Durability: 53
(Necromancer Only)
Required Strength: 50
Required Level: 23
100% Chance to cast level 25 Frozen Crown when you Die
+(1 to 3) to Necromancer Skill Levels
Freezes Attacker +4
+(76 to 100)% Enhanced Defense
Cold Resist +(41 to 50)%
Level 6 Charm (25 Charges)



Hero's Fang

Gargoyle Head (3)

Defense: (341-708)
Durability: 62
(Necromancer Only)
Required Strength: 64
Required Level: 25
25% Increased Attack Speed
25% Faster Hit Recovery
+(76 to 100) to Maximum Damage
(7 to 8)% Life Stolen per Hit
+(5 to 6) to Scorpion Blade
+(5 to 6) to Titan Strike

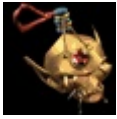


+(91 to 120)% Enhanced Defense
Total Character Defense Plus (31 to 35)%

Firemouth

Demon Head (3)

Defense: (401-849)
Durability: 70
(Necromancer Only)
Required Strength: 77
Required Level: 28
9% Chance to cast level 7 Cataclysm when Struck
+(2 to 3) to Necromancer Skill Levels
+(15 to 18)% to Fire Spell Damage
+(7 to 9) to Inner Fire
+(7 to 9) to Rune of Fire
+(91 to 120)% Enhanced Defense
Fire Resist +(51 to 60)%
+(9 to 11) Fire Absorb
Attacker Takes Fire Damage of (81 to 105)

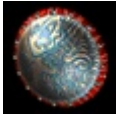


Paladin

Bullseye

Targe (3)

Smite Damage: 16 to 24
Defense: (97-154)
Durability: 40
(Paladin Only)
Required Strength: 27
Required Level: 20
(121 to 160)% Bonus to Attack Rating
(9 to 11)% Deadly Strike
(-76 to -100) Defense vs. Missile
+(9 to 11) to Strength
+(9 to 11) to Dexterity



Hypnodisk

Rondache (3)

Smite Damage: 28 to 42
Defense: (137-232)
Durability: 49
(Paladin Only)
Required Strength: 43
Required Level: 21
Blinds Attacker +4
+(9 to 11) to Dexterity
Reduces all Vendor Prices (9 to 11)%
+(1 to 3) to Light Radius



Leoric's Banner

Heraldic Shield (3)

Smite Damage: 36 to 54
Defense: (332-677)
Durability: 59
(Paladin Only)
Required Strength: 60
Required Level: 23
5% Life Stolen per Hit
(9 to 11)% Chance of Crushing Blow
(16 to 20)% Deadly Strike
+(5 to 6) to Summon Shadows
+(91 to 120)% Enhanced Defense
+(16 to 20) to all Attributes
(21 to 25)% Chance of Uninterruptable Attack



Zakarum's Legacy

Aerin Shield (3)

Smite Damage: 48 to 72
Defense: (410-849)
Durability: 68
(Paladin Only)
Required Strength: 76
Required Level: 25
100% Chance to cast level 39 Immolation Bomb when you Die
+(2 to 3) to Paladin Skill Levels
25% Faster Block Rate
(24 to 31)% Increased Chance of Blocking
+(91 to 120)% Enhanced Defense
(9 to 11)% Bonus to All Attributes
+(9 to 11)% Chance to Avoid Damage



Shadowmoon

Crown Shield (3)

Smite Damage: 60 to 90

Defense: (556-1206)

Durability: 77

(Paladin Only)

Required Strength: 92

Required Level: 28

25% Chance to cast level 6 Dark Power when you Kill an Enemy

100% Chance to cast level 6 Shackles of Ice when you Kill an Enemy

(21 to 25)% Increased Chance of Blocking

+(16 to 20)% to Spell Damage

+(3 to 5) to Light and Shadow (Paladin Only)

+(121 to 160)% Enhanced Defense

Fire Resist +(51 to 60)%

Cold Resist +(51 to 60)%

Sorceress

Nightscape

Gambeson (3)

Defense: (135-228)

Durability: 44

(Sorceress Only)

Required Strength: (41-39)

Required Level: 20

+(21 to 25) Energy Factor to Spell Damage

+(17 to 22)% to Spell Damage

All Resists +(21 to 25)%

Damage Reduced by (10 to 13)

(-1 to -5) to Light Radius

Requirements (-21 to -25)%

Ennead's Bane

Lamellar Armor (3)

Defense: (305-615)

Durability: 50

(Sorceress Only)

Required Strength: 65

Required Level: 22

+(1 to 2) to All Skills

20% Faster Cast Rate

+(91 to 120)% Enhanced Defense

Increase Maximum Mana (31 to 40)%

Fire Resist +(41 to 50)%

Lightning Resist +(41 to 50)%

Nor Tiraj's Turinash

Kazarghand (3)

Defense: (265-489)

Durability: 74

(Sorceress Only)

Required Strength: 116

Required Level: 24

+(1 to 2) to Sorceress Skill Levels

+(5 to 10) to Elemental

(36 to 45)% Bonus to Energy

Fire Resist +(31 to 35)%

Cold Resist +(31 to 35)%

Demonspike Coat

Banded Plate (3)

Defense: (983-2514)

Durability: 110

(Sorceress Only)

Required Strength: 191

Required Level: 29

+(36 to 45) Energy Factor to Spell Damage

Indestructible

-10% Slower Run/Walk

+(91 to 120)% Enhanced Defense

+(6.25 per level) Defense (Based on Character Level)

Fire Resist +(41 to 55)%

Damage Reduced by (9 to 11)

Bartuc's Curse

Ceremonial Armor (3)

Defense: (855-1883)

Durability: 116

(Sorceress Only)

Required Strength: 204



Required Level: 31
25% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(91 to 120)% Enhanced Defense
(15 to 18)% Bonus to All Attributes
Damage Reduction Decreased by (-21 to -25)%
+(8 to 9)% to Experience Gained

TIER 4 ARMOR

General



The War Cloak
Quilted Armor (4)
Defense: (122-174)
Durability: 27
Required Strength: 40
Required Level: 26
(30 to 36)% Chance of Open Wounds
Total Character Damage Plus (19 to 22)%
Extra Bloody Hits
+(26 to 30) Life after each Kill



Runeflesh
Leather Armor (4)
Defense: (309-544)
Durability: 33
Required Strength: 58
Required Level: 27
19% Chance to cast level 5 Apocalypse when Struck
+(19 to 22)% Bonus Damage to Bloodlust
10% Increased Attack Speed
+(101 to 125)% Enhanced Defense
+(23 to 28) Life after each Kill
Attacker Takes Fire Damage of (32 to 39)



Elephant Skin
Hard Leather Armor (4)
Defense: (323-585)
Durability: 39
Required Strength: 76
Required Level: 28
Indestructible
(23 to 28)% Bonus to Strength
+(71 to 90)% Enhanced Defense
Damage Reduced by (12 to 14)%



Razorspine
Studded Leather (4)
Defense: (401-756)
Durability: 45
Required Strength: 95
Required Level: 29
23% Chance to cast level 3 Spike Nova when Struck
Indestructible
(26 to 30)% Chance of Open Wounds
+(81 to 100)% Enhanced Defense
+(12 to 14) to Strength
Damage Reduced by (10 to 11)%



Hratli's Craft
Ring Mail (4)
Defense: (529-1041)
Durability: 51
Required Strength: (87-81)
Required Level: 30
+(206 to 270) Crafting Points
10% Faster Cast Rate
25% Faster Hit Recovery
+(107 to 134)% Enhanced Defense
Repairs 1 Durability in 50 Seconds
Requirements (-23 to -28)%



Robe of Leaves
Scale Mail (4)
Defense: (611-1228)
Durability: 57

Required Strength: 131
Required Level: 30
Indestructible
+(2 to 3) to Druid Skill Levels
+(41 to 50)% Bonus Damage to Mark of the Wild
(21 to 25)% Bonus to Vitality
+(111 to 140)% Enhanced Defense
Lightning Resist +(21 to 25)%
Poison Resist +(56 to 70)%

Steelsnare

Chain Mail (4)

Defense: (699-1420)
Durability: 63
Required Strength: 149
Required Level: 31
+(19 to 22) to Maximum Damage
(26 to 30)% Chance of Open Wounds
+(116 to 145)% Enhanced Defense
Total Character Defense Plus (26 to 30)%
Slows Attacker by (26 to 30)%
Repairs 1 Durability in 50 Seconds

Light's Widow

Breast Plate (4)

Defense: (775-1590)
Durability: 69
Required Strength: 168
Required Level: 31
3% Chance to cast level 9 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(21 to 25)% to Spell Damage
+(116 to 145)% Enhanced Defense
(19 to 22)% Bonus to All Attributes
(201 to 250)% Extra Gold from Monsters

Candlewake

Splint Mail (4)

Defense: (787-1611)
Durability: 75
Required Strength: (137-130)
Required Level: 32
8% Chance to cast level 5 Summon Shadows when you Kill an Enemy
100% Chance to cast level 25 Raven Flight when you Die
10% Faster Cast Rate
+(101 to 125)% Enhanced Defense
Damage Reduced by (14 to 17)
Requirements (-26 to -30)%

Arreat's Heart

Plate Mail (4)

Defense: (937-1965)
Durability: 81
Required Strength: 204
Required Level: 32
6% Chance to cast level 5 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
+(121 to 150)% Enhanced Defense
(19 to 22)% Bonus to Strength
(19 to 22)% Bonus to Vitality
+(30 to 36) to Strength
+(30 to 36) to Vitality

Ice tomb

Field Plate (4)

Defense: (1154-2465)
Durability: 87
Required Strength: (165-156)
Required Level: 33
21% Chance to cast level 3 Shackles of Ice when Struck
100% Chance to cast level 40 Rune of Ice when you Die
14% Chance to cast level 2 Glacial Nova when Struck
+(19 to 22)% to Cold Spell Damage
+(151 to 190)% Enhanced Defense
Cold Resist +(56 to 70)%
Cannot Be Frozen
Requirements (-26 to -30)%

Huo Zhi Wang

Light Plate (4)

Defense: (494-920)

Durability: 93
Required Strength: (154-132)
Required Level: 34
11% Chance to cast level 5 Immolation when Struck
100% Chance to cast level 8 Blast Wave when you Level-Up
10% Faster Cast Rate
+(19 to 22)% to Fire Spell Damage
Fire Resist +(71 to 90)%
(81 to 100)% Extra Gold from Monsters
Requirements (-36 to -45)%

**Archon's Wrath
Gothic Plate (4)**

Defense: (1164-2418)
Durability: 99
Required Strength: 259
Required Level: 35
+(121 to 150) Crafting Points
8% Chance to cast level 1 Retribute when Struck
10% Increased Attack Speed
10% Faster Cast Rate
+(121 to 145)% Enhanced Defense
Increase Maximum Life (23 to 28)%
Increase Maximum Mana (23 to 28)%

**Robe of Steel
Full Plate Mail (4)**

Defense: (1013-2112)
Durability: 105
Required Strength: (177-166)
Required Level: 37
+(2 to 3) to All Skills
+(19 to 22)% to Spell Damage
+(81 to 100)% Enhanced Defense
All Resists +(46 to 55)%
+(81 to 100) Life after each Demon Kill
Requirements (-36 to -40)%

**Alma Divina
Ancient Armor (4)**

Defense: (1312-2815)
Durability: 111
Required Strength: 296
Required Level: 38
25% Faster Hit Recovery
25% Faster Block Rate
+(121 to 150)% Enhanced Defense
+(36 to 40) to all Attributes
Total Character Defense Plus (26 to 30)%
+4 to Light Radius

**The Wanderer's Hood
Cap (4)**

Defense: (98-109)
Durability: 27
Required Strength: 34
Required Level: 26
Indestructible
(12 to 14)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(34 to 42)%
-2 to Light Radius

**Kasin Crest
Skull Cap (4)**

Defense: (287-404)
Durability: 33
Required Strength: 76
Required Level: 29
25% Chance to cast level 6 Crucify when Struck
+(101 to 130)% Enhanced Defense
(19 to 22)% Bonus to All Attributes
All Resists +(26 to 30)%

**Brainburst
Helm (4)**

Defense: (360-528)
Durability: 39
Required Strength: 119
Required Level: 30
3% Chance to cast level 4 Blast Wave when Struck

+(91 to 115)% Enhanced Defense
(-53 to -68) to Mana
Fire Resist +(61 to 75)%
Attacker Takes Fire Damage of (81 to 100)
(81 to 100)% Damage Taken Goes To Mana

Ironhood

Full Helm (4)

Defense: (328-469)
Durability: 45
Required Strength: (111-105)
Required Level: 32
100% Chance to cast level 24 Mana Sweep when you Die
+(1 to 2) to All Skills
+(13 to 15)% to Spell Damage
+(41 to 50)% Enhanced Defense
+(121 to 150) to Mana
-2 to Light Radius
Requirements (-31 to -35)%

Thunderbellow

Great Helm (4)

Defense: (639-987)
Durability: 51
Required Strength: 204
Required Level: 34
30% Chance to cast level 16 Supernova when you Kill an Enemy
+(10 to 11)% to Lightning Spell Damage
+(131 to 160)% Enhanced Defense
(12 to 14)% Bonus to Strength
Lightning Resist +(41 to 50)%
Attacker Takes Lightning Damage of (241 to 300)

Lightforge

Crown (4)

Defense: (748-1164)
Durability: 57
Required Strength: 247
Required Level: 37
8% Chance to cast level 2 Vindicate on Striking
(19 to 22)% Velocity Bonus to Holy Armor
Adds 91-111 Fire Damage
+(131 to 160)% Enhanced Defense
+(34 to 42) to all Attributes
All Resists +(30 to 36)%
+(26 to 30) Life after each Demon Kill
+3 to Light Radius

Trang-Oul's Breath

Mask (4)

Defense: (300-431)
Durability: 26
Required Strength: (117-109)
Required Level: 33
1% Chance to cast level 22 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(10 to 11)% to Cold Spell Damage
+(71 to 90)% Enhanced Defense
Cold Resist +(25 to 31)%
Requirements (-23 to -28)%

Ravencage

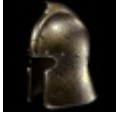
Bone Helm (4)

Defense: (462-681)
Durability: 32
Required Strength: 186
Required Level: 36
20% Chance to cast level 4 Death Metal when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
(17 to 19)% Deadly Strike
+(131 to 160)% Enhanced Defense
Cold Resist +(41 to 50)%
Half Freeze Duration

Leoric's Fall

Circlet (4)

Defense: (3-5)
Durability: 10
Required Level: 30
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
(8 to 9)% Life Stolen per Hit



+ (4 to 6) to Death's Fury Totem
+ (101 to 125) Defense
(-21 to -25) to Vitality
Damage Reduced by (12 to 14)

Dark Star

Coronet (4)

Defense: (3-5)
Durability: 15
Required Level: 32
+ (1 to 2) to Assassin Skill Levels
Adds 20-40 Cold Damage
(9 to 10)% Mana Stolen per Hit
+ (2 to 3) to Shadow Refuge (Assassin Only)
Cold Resist + (61 to 70)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

Royal Circlet

Tiara (4)

Defense: (207-332)
Durability: 20
Required Level: 34
+ (1 to 2) to All Skills
(12 to 14)% Bonus to All Attributes
+ (201 to 250)% Enhanced Defense
+ (21 to 25) to all Attributes
All Resists (-21 to -25)%
(31 to 35)% Better Chance of Getting Magic Items

Tennousuuhai

Diadem (4)

Defense: (242-312)
Durability: 25
Required Level: 37
+ (1 to 2) to All Skills
Adds 20-160 Magic Damage
+ (26 to 30)% to Physical/Magic Spell Damage
+ (10 to 12) to Starburst
+ (161 to 200) Defense
+ (26 to 30) to all Attributes
Magic Resist + (21 to 25)%
All Resists + (31 to 35)%

Razordisk

Buckler (4)

Smite Damage: 8 to 12
Defense: (237-342)
Durability: 32
Required Strength: 18
Required Dexterity: 52
Required Level: 26
+ (1.25 per level) to Maximum Damage (Based on Character Level)
(21 to 25)% Chance of Open Wounds
Total Character Damage Plus (26 to 30)%
+ (101 to 130)% Enhanced Defense
+ (12 to 14) to Strength
(251 to 300)% Damage Reflected

Witch Drum

Small Shield (4)

Smite Damage: 20 to 30
Defense: (316-543)
Durability: 42
Required Strength: (31-30)
Required Dexterity: (70-66)
Required Level: 29
10% Faster Cast Rate
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+ (12 to 14)% to Spell Damage
+ (71 to 90)% Enhanced Defense
Requirements (-26 to -30)%

Wheel of Fortune

Large Shield (4)

Smite Damage: 32 to 48
Defense: (535-1008)
Durability: 52
Required Strength: 67
Required Dexterity: 137

Required Level: 30
 11% Chance to cast level 4 Nightmare when Struck
 Attacker Flees after Striking +(15 to 17)%
 +(111 to 140)% Enhanced Defense
 (12 to 14)% Chance of Uninterruptable Attack
 (126 to 150)% Extra Gold from Monsters
 (35 to 41)% Better Chance of Getting Magic Items

Banner of Steel

Kite Shield (4)

Smite Damage: 44 to 66
 Defense: (679-1334)
 Durability: 62
 Required Strength: 91
 Required Dexterity: 180
 Required Level: 32
 40% Chance to cast level 2 Bloodlust when you Kill an Enemy
 100% Chance to cast level 5 Time Strike when Struck
 10% Increased Attack Speed
 15% Faster Block Rate
 (12 to 14)% Increased Chance of Blocking
 Total Character Damage Plus (12 to 14)%
 +(111 to 140)% Enhanced Defense

Shield of a Thousand Stars

Tower Shield (4)

Smite Damage: 56 to 84
 Defense: (818-1623)
 Durability: 72
 Required Strength: 116
 Required Dexterity: 223
 Required Level: 34
 (14 to 17)% Increased Chance of Blocking
 Stun Attack
 +(111 to 135)% Enhanced Defense
 +(23 to 28) to all Attributes

Heaven's Gate

Gothic Shield (4)

Smite Damage: 68 to 102
 Defense: (1359-3172)
 Durability: 81
 Required Strength: 140
 Required Dexterity: 265
 Required Level: 36
 100% Chance to cast level 20 Blast Wave when you Die
 +(1 to 2) to Paladin Skill Levels
 20% Faster Run/Walk
 20% Faster Block Rate
 +(131 to 160)% Enhanced Defense
 +(8.5 per level) Defense (Based on Character Level)
 Total Character Defense Plus (19 to 22)%

Shadowhymn

Bone Shield (4)

Smite Damage: 12 to 18
 Defense: (417-756)
 Durability: 51
 Required Dexterity: (99-93)
 Required Level: 31
 8% Chance to cast level 12 Shadowform when Struck
 (12 to 14)% Increased Chance of Blocking
 +(111 to 140)% Enhanced Defense
 All Resists +(36 to 45)%
 Damage Reduced by (16 to 19)
 Magic Damage Reduced by (12 to 14)
 Requirements (-26 to -30)%

Akarat's Crucifix

Spiked Shield (4)

Smite Damage: 20 to 30
 Defense: (418-764)
 Durability: 59
 Required Dexterity: 168
 Required Level: 33
 11% Chance to cast level 4 Mind Flay when Struck
 11% Chance to cast level 4 Bloodlust when Struck
 Total Character Damage Plus (19 to 22)%
 +(81 to 100)% Enhanced Defense
 Fire Resist +(56 to 70)%





Nor Tiraj's Wisdom Sash (4)
Defense: (98-109)
Durability: 25
Required Strength: 27
Required Level: 26
+(10 to 11)% to Fire Spell Damage
+(221 to 280) to Mana
All Resists +(19 to 22)%



Tailchaser Light Belt (4)
Defense: (300-400)
Durability: 34
Required Strength: 82
Required Level: 29
10% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
10% Faster Hit Recovery
10% Faster Block Rate
+(81 to 100)% Enhanced Defense
+(251 to 300) Maximum Stamina



Stranglevine Belt (4)
Defense: (514-725)
Durability: 43
Required Strength: 137
Required Level: 31
+(1 to 2) to Druid Skill Levels
Adds 11-32 Poison Damage over 2 seconds
+(12 to 14)% to Poison Spell Damage
+(121 to 150)% Enhanced Defense
Poison Length Reduced by (26 to 30)%
Slows Attacker by (17 to 19)%



Thread of Life Heavy Belt (4)
Defense: (633-912)
Durability: 52
Required Strength: 192
Required Level: 33
12% Chance to cast level 3 Banish when Struck
+(111 to 140)% Enhanced Defense
(12 to 14)% Bonus to Vitality
+(31 to 35) to Vitality
(21 to 25)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (15 to 17)
+2 to Light Radius



The Asteroid Belt Plated Belt (4)
Defense: (891-1268)
Durability: 61
Required Strength: 247
Required Level: 36
1% Chance to cast level 8 Blast Wave when Struck
1% Chance to cast level 8 Meteor Shower when Struck
+(141 to 170)% Enhanced Defense
(17 to 19)% Bonus to Strength
Fire Resist +(26 to 30)%
(19 to 22)% Chance of Uninterruptable Attack



Goldtouch Leather Gloves (4)
Defense: (84-90)
Durability: 25
Required Strength: 30
Required Level: 26
3% Chance to cast level 6 Vanquish when you Kill an Enemy
(12 to 14)% Chance of Open Wounds
(-56 to -70) to Life
(81 to 100)% Extra Gold from Monsters
(30 to 36)% Better Chance of Getting Magic Items



Hammerfist Heavy Gloves (4)

Defense: (172-229)
Durability: 32
Required Strength: 73
Required Level: 29
20% Chance to cast level 15 Banish when you Kill an Enemy
(27 to 34)% Chance of Open Wounds
+(71 to 85)% Enhanced Defense
+(12 to 14) Life after each Kill

Boneclasp

Chain Gloves (4)

Defense: (248-379)
Durability: 39
Required Strength: 116
Required Level: 31
3% Chance to cast level 7 Crucify on Striking
(10 to 11)% Deadly Strike
Hit Causes Monster to Flee +(36 to 45)%
Slows Target by (19 to 22)%
+(111 to 140)% Enhanced Defense

Lorekeeper

Light Gauntlets (4)

Defense: (296-477)
Durability: 46
Required Strength: (117-111)
Required Level: 33
16% Chance to cast level 7 Elemental when Struck
+(12 to 14)% to Spell Damage
+(121 to 150)% Enhanced Defense
(12 to 14)% Bonus to Energy
All Resists +(23 to 28)%
Requirements (-26 to -30)%

Jalal's Communion

Gauntlets (4)

Defense: (355-590)
Durability: 53
Required Strength: 201
Required Level: 36
25% Chance to cast level 2 Gift of the Wild when you Kill an Enemy
25% Faster Cast Rate
+(131 to 160)% Enhanced Defense
Poison Resist +(61 to 75)%
+(26 to 30) Life after each Kill

Everchase

Boots (4)

Defense: (161-193)
Durability: 29
Required Strength: 37
Required Level: 25
25% Faster Run/Walk
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+(71 to 90) Defense
+(351 to 450) Maximum Stamina

Spirit Walker

Heavy Boots (4)

Defense: (224-308)
Durability: 42
Required Strength: 85
Required Level: 28
+(21 to 25)% Bonus Elemental Damage to Mark of the Wild
+(81 to 100)% Enhanced Defense
+(221 to 280) Maximum Stamina
All Resists +(30 to 36)%
(26 to 30)% Curse Length Reduction

Toesie Warmer

Chain Boots (4)

Defense: (158-204)
Durability: 55
Required Strength: 134
Required Level: 31
32% Chance to cast level 8 Fire Fountain when you Kill an Enemy
10% Faster Run/Walk
Adds 12-28 Fire Damage
Increase Maximum Life (19 to 22)%
Fire Resist +(36 to 45)%

Total Character Defense Plus (10 to 11)%

**Akarat's Trek
Light Plated Boots (4)**

Defense: (414-624)
Durability: 68
Required Strength: 183
Required Level: 32
2% Chance to cast level 6 Judgement when Struck
Total Character Damage Plus (26 to 30)%
+(117 to 144)% Enhanced Defense
+(21 to 25) to all Attributes
+2 to Light Radius



**Slippers of Yaerius
Greaves (4)**

Defense: (433-642)
Durability: 81
Required Strength: 232
Required Level: 36
15% Faster Run/Walk
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
+(81 to 100)% Damage to Undead
+(91 to 110)% Enhanced Defense
+(30 to 36) to Strength
Half Freeze Duration



Amazon

**Philios' Crest
Morion (4)**

Defense: (133-163)
Durability: 32
(Amazon Only)
Required Strength: 34
Required Level: 27
(0.375 per level)% to Fire Spell Damage (Based on Character Level)
Total Character Damage Plus (26 to 30)%
+(91 to 110)% Enhanced Defense
+(26 to 30) to all Attributes
+1 to Life
All Resists +(21 to 25)%



**Skulldome
Cervelliere (4)**

Defense: (300-442)
Durability: 44
(Amazon Only)
Required Strength: 119
Required Level: 31
(11 to 13)% Life Stolen per Hit
(21 to 25)% Chance of Crushing Blow
+(121 to 150)% Enhanced Defense
Poison Length Reduced by (26 to 30)%
+(26 to 30) Mana after each Kill



**Athulua's Glory
Einherjar Helm (4)**

Defense: (369-562)
Durability: 50
(Amazon Only)
Required Dexterity: 162
Required Level: 33
(81 to 100)% Bonus to Attack Rating
+(4 to 8) to Charm
+(121 to 150)% Enhanced Defense
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
+(26 to 30) to Strength
+(26 to 30) to Dexterity
(131 to 160)% Extra Gold from Monsters



**Zerae's Veil
Spangenhelm (4)**

Defense: (608-966)
Durability: 62
(Amazon Only)
Required Strength: 247
Required Level: 38
Indestructible
25% Faster Block Rate



+ (1.875 per level) to Maximum Damage (Based on Character Level)
+ (4 to 11) to Lightning Cascade
+ (161 to 200)% Enhanced Defense
Lightning Absorb (12 to 14)%
Damage Reduced by (12 to 14)
Total Character Defense Plus (19 to 22)%

Assassin

Mageslayer's Oath Parma (4)

Smite Damage: 32 to 48
Defense: (347-634)
Durability: 57
(Assassin Only)
Required Strength: 67
Required Dexterity: 137
Required Level: 31
(17 to 19)% Increased Chance of Blocking
(111 to 140)% Bonus to Attack Rating
+ (91 to 110)% Enhanced Defense
+ (10 to 11)% Chance to Avoid Damage

Cloudwhirl Aspis (4)

Smite Damage: 44 to 66
Defense: (441-839)
Durability: 67
(Assassin Only)
Required Strength: (67-63)
Required Dexterity: (133-126)
Required Level: 33
100% Chance to cast level 41 Vortex when you Die
40% Faster Cast Rate
+ (23 to 28)% to Lightning Spell Damage
+ (91 to 110)% Enhanced Defense
Lightning Resist + (23 to 28)%
Requirements (-26 to -30)%

The Wailing Wall Totem Shield (4)

Smite Damage: 12 to 18
Defense: (142-226)
Durability: 56
(Assassin Only)
Required Dexterity: 134
Required Level: 32
+ (2 to 3) to Assassin Skill Levels
10% Faster Cast Rate
+ (17 to 19)% to Spell Damage
+ (19 to 22) to all Attributes
(-81 to -100) to Life
+ (41 to 50) Mana after each Kill
Attacker Takes Cold Damage of (71 to 90)

The Gauntlet

Bladed Shield (4)

Smite Damage: 20 to 30
Defense: (433-825)
Durability: 64
(Assassin Only)
Required Dexterity: 168
Required Level: 34
6% Chance to cast level 3 Spike Nova when Struck
11% Chance to cast level 16 Deathcore when you Kill an Enemy
20% Increased Attack Speed
(17 to 19)% Deadly Strike
(26 to 30)% Chance of Open Wounds
+ (161 to 200)% Enhanced Defense
(351 to 450)% Damage Reflected

Barbarian

Larzuk's Contraption

Jawbone Cap (4)

Defense: (224-306)
Durability: 34
(Barbarian Only)
Required Strength: 79
Required Level: 29

11% Chance to cast level 7 Rain of Bombs when you Kill an Enemy
20% Increased Attack Speed
(8 to 9)% Mana Stolen per Hit
+(81 to 100)% Enhanced Defense
+(201 to 250) to Mana

Manafeast

Fanged Helm (4)

Defense: (362-532)
Durability: 40
(Barbarian Only)
Required Strength: 124
Required Level: 30
+(1 to 2) to All Skills
(9 to 10)% Mana Stolen per Hit
(26 to 30)% Bonus to Energy
+(121 to 150)% Enhanced Defense
(36 to 40)% Damage Taken Goes To Mana

Demonhorn

Horned Helm (4)

Defense: (446-680)
Durability: 47
(Barbarian Only)
Required Strength: 170
Required Level: 32
100% Chance to cast level 45 Flamestrike when you Level-Up
+(1 to 2) to All Skills
Adds (51-60)-(101-120) Fire Damage
(26 to 30)% Chance of Crushing Blow
+(121 to 150)% Enhanced Defense
Fire Resist +(61 to 70)%
+(26 to 30) Life after each Kill

Berserkergang

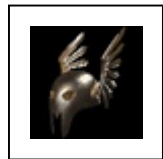
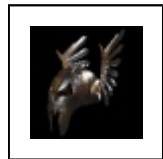
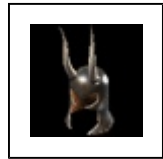
Assault Helmet (4)

Defense: (240-330)
Durability: 53
(Barbarian Only)
Required Strength: 214
Required Level: 34
+(1 to 2) to Barbarian Skill Levels
25% Increased Attack Speed
(-12 to -14)% Decreased Chance of Blocking
(26 to 30)% Chance of Crushing Blow
(46 to 55)% Bonus to Vitality when using a Healing Potion
+(126 to 150)% Damage when using a Healing Potion
+(12 to 14)% Chance to Avoid Damage
Fire Resist +(61 to 70)%
Total Character Defense Plus (26 to 30)%

The Legionnaire

Avenger Guard (4)

Defense: (621-972)
Durability: 59
(Barbarian Only)
Required Strength: 259
Required Level: 37
21% Chance to cast level 9 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(3 to 4) to Protector Spirit (Barbarian Only)
+(3 to 4) to Defender Spirit (Barbarian Only)
+(3 to 4) to Guardian Spirit (Barbarian Only)
+(4 to 5) to Blades of Light
+(26 to 30)% Bonus to Summoned Minion Life
+(121 to 150)% Enhanced Defense
All Resists +(46 to 55)%
+(2 to 3) to Light Radius



Druid

The Predator

Wolf Head (4)

Defense: (206-280)
Durability: 31
(Druid Only)
Required Strength: 72
Required Level: 29
35% Chance to cast level 7 Bloodlust when you Kill an Enemy
(10 to 11)% Life Stolen per Hit
+(81 to 100)% Enhanced Defense



(-61 to -75) to Life
(26 to 30)% Better Chance of Getting Magic Items

Augur's Pelt

Hawk Helm (4)

Defense: (318-470)

Durability: 37

(Druid Only)

Required Strength: 113

Required Level: 30

7% Chance to cast level 3 Raven Flight when you Kill an Enemy

100% Chance to cast level 42 Gift of the Wild when you Die

+(1 to 2) to Druid Skill Levels

(126 to 150)% Bonus to Attack Rating

+(111 to 140)% Enhanced Defense

(21 to 25)% Bonus to Dexterity

+(26 to 30) to Dexterity

Fire Resist +(61 to 70)%

Jalal's Charge

Antlers (4)

Defense: (392-600)

Durability: 42

(Druid Only)

Required Strength: 154

Required Level: 32

+(46 to 55)% Bonus Damage to Mark of the Wild

+(46 to 55) to Minimum Damage

(26 to 30)% Chance of Crushing Blow

+(111 to 140)% Enhanced Defense

+(30 to 32) to all Attributes

All Resists +(26 to 30)%

Skythrone

Falcon Mask (4)

Defense: (488-760)

Durability: 48

(Druid Only)

Required Strength: (143-135)

Required Level: 34

10% Faster Run/Walk

10% Increased Attack Speed

+(2 to 5) to Catharsis

+(121 to 150)% Enhanced Defense

+(12 to 14)% Chance to Avoid Damage

Requirements (-26 to -30)%

Spirit of Corruption

Spirit Mask (4)

Defense: (598-930)

Durability: 54

(Druid Only)

Required Strength: 235

Required Level: 37

+(2 to 3) to Druid Skill Levels

+(101 to 125)% Bonus to Poison Skill Duration

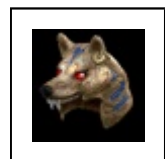
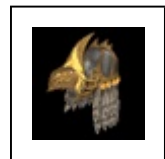
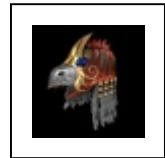
+(3 to 4) to Plague Avatar (Druid Only)

+(3 to 4) to Poison Flash (Druid Only)

+(2 to 8) to Way of the Spider

+(131 to 160)% Enhanced Defense

Poison Length Reduced by (36 to 40)%



Necromancer

Trollskull

Preserved Head (4)

Defense: (123-190)

Durability: 36

(Necromancer Only)

Required Strength: 34

Required Level: 29

+(1 to 2) to Necromancer Skill Levels

15% Faster Run/Walk

(26 to 30)% Increased Chance of Blocking

Replenish Life +(46 to 55)

Fire Resist (-31 to -35)%

Damage Reduced by (12 to 14)%

Fearward

Zombie Head (4)

Defense: (356-672)



Durability: 45
(Necromancer Only)
Required Strength: 53
Required Level: 30
+5 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(19 to 22)%
+(111 to 140)% Enhanced Defense
Fire Resist +(51 to 60)%
Lightning Resist +(51 to 60)%
Cold Resist +(51 to 60)%

Trang-Oul's Relic
Unraveller Head (4)

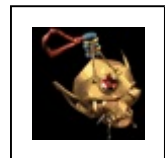
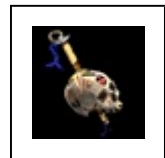
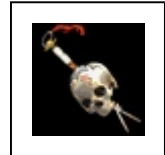
Defense: (430-832)
Durability: 53
(Necromancer Only)
Required Strength: 72
Required Level: 32
100% Chance to cast level 30 Frozen Crown when you Die
+(2 to 3) to Necromancer Skill Levels
Freezes Attacker +5
+(101 to 125)% Enhanced Defense
Cold Resist +(51 to 60)%
Level 8 Charm (30 Charges)

Hero's Fang
Gargoyle Head (4)

Defense: (570-1150)
Durability: 62
(Necromancer Only)
Required Strength: 92
Required Level: 34
30% Increased Attack Speed
30% Faster Hit Recovery
+(101 to 125) to Maximum Damage
(9 to 10)% Life Stolen per Hit
+(7 to 8) to Scorpion Blade
+(7 to 8) to Titan Strike
+(121 to 150)% Enhanced Defense
Total Character Defense Plus (36 to 40)%

Firemouth
Demon Head (4)

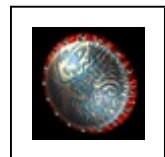
Defense: (671-1380)
Durability: 70
(Necromancer Only)
Required Strength: 112
Required Level: 36
11% Chance to cast level 9 Cataclysm when Struck
+(2 to 4) to Necromancer Skill Levels
+(19 to 22)% to Fire Spell Damage
+(10 to 12) to Inner Fire
+(10 to 12) to Rune of Fire
+(121 to 150)% Enhanced Defense
Fire Resist +(61 to 70)%
+(12 to 14) Fire Absorb
Attacker Takes Fire Damage of (106 to 130)



Paladin

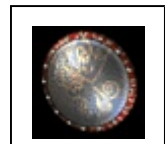
Bullseye
Targe (4)

Smite Damage: 20 to 30
Defense: (148-228)
Durability: 40
(Paladin Only)
Required Strength: 40
Required Level: 29
(161 to 200)% Bonus to Attack Rating
(12 to 14)% Deadly Strike
(-101 to -125) Defense vs. Missile
+(12 to 14) to Strength
+(12 to 14) to Dexterity



Hypnodisk
Rondache (4)

Smite Damage: 32 to 48
Defense: (203-336)
Durability: 49
(Paladin Only)
Required Strength: 63



Required Level: 30
Blinds Attacker +5
+(12 to 14) to Dexterity
Reduces all Vendor Prices (12 to 14)%
+(2 to 3) to Light Radius

Leoric's Banner

Heraldic Shield (4)

Smite Damage: 44 to 66
Defense: (567-1110)
Durability: 59
(Paladin Only)
Required Strength: 86
Required Level: 32
6% Life Stolen per Hit
(12 to 14)% Chance of Crushing Blow
(21 to 25)% Deadly Strike
+(7 to 8) to Summon Shadows
+(121 to 150)% Enhanced Defense
+(21 to 25) to all Attributes
(26 to 30)% Chance of Uninterruptable Attack

Zakarum's Legacy

Aerin Shield (4)

Smite Damage: 56 to 84
Defense: (685-1380)
Durability: 68
(Paladin Only)
Required Strength: 110
Required Level: 34
100% Chance to cast level 42 Immolation Bomb when you Die
+(2 to 3) to Paladin Skill Levels
30% Faster Block Rate
(32 to 39)% Increased Chance of Blocking
+(121 to 150)% Enhanced Defense
(12 to 14)% Bonus to All Attributes
+(12 to 14)% Chance to Avoid Damage

Shadowmoon

Crown Shield (4)

Smite Damage: 68 to 102
Defense: (950-1986)
Durability: 77
(Paladin Only)
Required Strength: 133
Required Level: 36
30% Chance to cast level 8 Dark Power when you Kill an Enemy
100% Chance to cast level 8 Shackles of Ice when you Kill an Enemy
(26 to 30)% Increased Chance of Blocking
+(21 to 25)% to Spell Damage
+(3 to 6) to Light and Shadow (Paladin Only)
+(161 to 200)% Enhanced Defense
Fire Resist +(61 to 70)%
Cold Resist +(61 to 70)%



Sorceress

Nightscape

Gambeson (4)

Defense: (204-331)
Durability: 44
(Sorceress Only)
Required Strength: (56-53)
Required Level: 29
+(26 to 30) Energy Factor to Spell Damage
+(23 to 28)% to Spell Damage
All Resists +(26 to 30)%
Damage Reduced by (14 to 17)
(-2 to -6) to Light Radius
Requirements (-26 to -30)%

Ennead's Bane

Lamellar Armor (4)

Defense: (525-1020)
Durability: 50
(Sorceress Only)
Required Strength: 95
Required Level: 30
+(2 to 3) to All Skills
25% Faster Cast Rate
+(121 to 150)% Enhanced Defense



Increase Maximum Mana (41 to 50)%
Fire Resist +(51 to 60)%
Lightning Resist +(51 to 60)%

Nor Tiraj's Turinash

Kazarghand (4)

Defense: (387-700)
Durability: 74
(Sorceress Only)
Required Strength: 168
Required Level: 32
+(1 to 2) to Sorceress Skill Levels
+(7 to 14) to Elemental
(46 to 55)% Bonus to Energy
Fire Resist +(36 to 40)%
Cold Resist +(36 to 40)%

Demonspike Coat

Banded Plate (4)

Defense: (1619-3750)
Durability: 110
(Sorceress Only)
Required Strength: 277
Required Level: 38
+(46 to 55) Energy Factor to Spell Damage
Indestructible
-10% Slower Run/Walk
+(121 to 150)% Enhanced Defense
+(7.5 per level) Defense (Based on Character Level)
Fire Resist +(56 to 70)%
Damage Reduced by (12 to 14)

Bartuc's Curse

Ceremonial Armor (4)

Defense: (1414-3037)
Durability: 116
(Sorceress Only)
Required Strength: 296
Required Level: 39
30% Faster Cast Rate
+(41 to 50)% to Spell Damage
+(121 to 150)% Enhanced Defense
(19 to 22)% Bonus to All Attributes
Damage Reduction Decreased by (-26 to -30)%
+(10 to 11)% to Experience Gained

TIER 5 ARMOR

General

The War Cloak

Quilted Armor (5)

Defense: (176-250)
Durability: 27
Required Strength: 57
Required Level: 35
(37 to 43)% Chance of Open Wounds
Total Character Damage Plus (23 to 26)%
Extra Bloody Hits
+(31 to 35) Life after each Kill

Runeflesh

Leather Armor (5)

Defense: (501-855)
Durability: 33
Required Strength: 84
Required Level: 35
22% Chance to cast level 6 Apocalypse when Struck
+(23 to 26)% Bonus Damage to Bloodlust
15% Increased Attack Speed
+(126 to 150)% Enhanced Defense
+(29 to 34) Life after each Kill
Attacker Takes Fire Damage of (40 to 47)

Elephant Skin

Hard Leather Armor (5)

Defense: (513-911)

Durability: 39
Required Strength: 111
Required Level: 37
Indestructible
(29 to 34)% Bonus to Strength
+(91 to 110)% Enhanced Defense
Damage Reduced by (15 to 17)%

Razorspine

Studded Leather (5)

Defense: (633-1163)
Durability: 45
Required Strength: 137
Required Level: 38
29% Chance to cast level 3 Spike Nova when Struck
Indestructible
(31 to 35)% Chance of Open Wounds
+(101 to 120)% Enhanced Defense
+(15 to 17) to Strength
Damage Reduced by (12 to 13)%

Hratli's Craft

Ring Mail (5)

Defense: (855-1629)
Durability: 51
Required Strength: (116-108)
Required Level: 39
+(271 to 335) Crafting Points
15% Faster Cast Rate
30% Faster Hit Recovery
+(135 to 162)% Enhanced Defense
Repairs 1 Durability in 25 Seconds
Requirements (-29 to -34)%

Robe of Leaves

Scale Mail (5)

Defense: (988-1927)
Durability: 57
Required Strength: 190
Required Level: 39
Indestructible
+(2 to 3) to Druid Skill Levels
+(51 to 60)% Bonus Damage to Mark of the Wild
(26 to 30)% Bonus to Vitality
+(141 to 170)% Enhanced Defense
Lightning Resist +(26 to 30)%
Poison Resist +(71 to 85)%

Steelsnare

Chain Mail (5)

Defense: (1116-2216)
Durability: 63
Required Strength: 217
Required Level: 39
+(23 to 26) to Maximum Damage
(31 to 35)% Chance of Open Wounds
+(146 to 175)% Enhanced Defense
Total Character Defense Plus (31 to 35)%
Slows Attacker by (31 to 35)%
Repairs 1 Durability in 25 Seconds

Light's Widow

Breast Plate (5)

Defense: (1230-2477)
Durability: 69
Required Strength: 243
Required Level: 40
4% Chance to cast level 11 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(26 to 30)% to Spell Damage
+(146 to 175)% Enhanced Defense
(23 to 26)% Bonus to All Attributes
(251 to 300)% Extra Gold from Monsters

Candlewake

Splint Mail (5)

Defense: (1238-2485)
Durability: 75
Required Strength: (186-175)
Required Level: 41
10% Chance to cast level 6 Summon Shadows when you Kill an Enemy

100% Chance to cast level 30 Raven Flight when you Die
15% Faster Cast Rate
+(126 to 150)% Enhanced Defense
Damage Reduced by (18 to 21)
Requirements (-31 to -35)%

Arreat's Heart

Plate Mail (5)

Defense: (1490-3040)
Durability: 81
Required Strength: 296
Required Level: 42
7% Chance to cast level 6 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
+(151 to 180)% Enhanced Defense
(23 to 26)% Bonus to Strength
(23 to 26)% Bonus to Vitality
+(37 to 43) to Strength
+(37 to 43) to Vitality

Icetomb

Field Plate (5)

Defense: (1862-3887)
Durability: 87
Required Strength: (222-209)
Required Level: 42
23% Chance to cast level 4 Shackles of Ice when Struck
100% Chance to cast level 48 Rune of Ice when you Die
16% Chance to cast level 3 Glacial Nova when Struck
+(23 to 26)% to Cold Spell Damage
+(191 to 230)% Enhanced Defense
Cold Resist +(71 to 85)%
Cannot Be Frozen
Requirements (-31 to -35)%

Huo Zhi Wang

Light Plate (5)

Defense: (686-1270)
Durability: 93
Required Strength: (188-157)
Required Level: 43
13% Chance to cast level 6 Immolation when Struck
100% Chance to cast level 10 Blast Wave when you Level-Up
15% Faster Cast Rate
+(23 to 26)% to Fire Spell Damage
Fire Resist +(91 to 110)%
(101 to 120)% Extra Gold from Monsters
Requirements (-46 to -55)%

Archon's Wrath

Gothic Plate (5)

Defense: (1803-3685)
Durability: 99
Required Strength: 376
Required Level: 45
+(151 to 180) Crafting Points
9% Chance to cast level 1 Retribute when Struck
15% Increased Attack Speed
15% Faster Cast Rate
+(146 to 170)% Enhanced Defense
Increase Maximum Life (29 to 34)%
Increase Maximum Mana (29 to 34)%

Robe of Steel

Full Plate Mail (5)

Defense: (1569-3207)
Durability: 105
Required Strength: (237-221)
Required Level: 46
+(2 to 3) to All Skills
+(23 to 26)% to Spell Damage
+(101 to 120)% Enhanced Defense
All Resists +(56 to 65)%
+(101 to 120) Life after each Demon Kill
Requirements (-41 to -45)%

Alma Divina

Ancient Armor (5)

Defense: (2078-4351)
Durability: 111
Required Strength: 429



Required Level: 47
30% Faster Hit Recovery
30% Faster Block Rate
+(151 to 180)% Enhanced Defense
+(41 to 45) to all Attributes
Total Character Defense Plus (31 to 35)%
+5 to Light Radius

The Wanderer's Hood

Cap (5)

Defense: (145-162)
Durability: 27
Required Strength: 49
Required Level: 35
Indestructible
(15 to 17)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(43 to 51)%
-3 to Light Radius

Kasin Crest

Skull Cap (5)

Defense: (480-660)
Durability: 33
Required Strength: 111
Required Level: 37
30% Chance to cast level 7 Crucify when Struck
+(131 to 160)% Enhanced Defense
(23 to 26)% Bonus to All Attributes
All Resists +(31 to 35)%

Brainburst

Helm (5)

Defense: (581-830)
Durability: 39
Required Strength: 172
Required Level: 39
4% Chance to cast level 5 Blast Wave when Struck
+(116 to 140)% Enhanced Defense
(-69 to -84) to Mana
Fire Resist +(76 to 90)%
Attacker Takes Fire Damage of (101 to 120)
(101 to 120)% Damage Taken Goes To Mana

Ironhood

Full Helm (5)

Defense: (498-702)
Durability: 45
Required Strength: (149-140)
Required Level: 41
100% Chance to cast level 30 Mana Sweep when you Die
+(1 to 2) to All Skills
+(16 to 18)% to Spell Damage
+(51 to 60)% Enhanced Defense
+(151 to 180) to Mana
-3 to Light Radius
Requirements (-36 to -40)%

Thunderbellow

Great Helm (5)

Defense: (1023-1542)
Durability: 51
Required Strength: 296
Required Level: 43
35% Chance to cast level 20 Supernova when you Kill an Enemy
+(12 to 13)% to Lightning Spell Damage
+(161 to 190)% Enhanced Defense
(15 to 17)% Bonus to Strength
Lightning Resist +(51 to 60)%
Attacker Takes Lightning Damage of (301 to 360)

Lightforge

Crown (5)

Defense: (1184-1815)
Durability: 57
Required Strength: 358
Required Level: 46
10% Chance to cast level 3 Vindicate on Striking
(23 to 26)% Velocity Bonus to Holy Armor
Adds 137-167 Fire Damage
+(161 to 190)% Enhanced Defense

+(43 to 51) to all Attributes
All Resists +(37 to 43)%
+(31 to 35) Life after each Demon Kill
+4 to Light Radius

**Trang-Oul's Breath
Mask (5)**

Defense: (485-680)
Durability: 26
Required Strength: (156-145)
Required Level: 42
1% Chance to cast level 26 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(12 to 13)% to Cold Spell Damage
+(91 to 110)% Enhanced Defense
Cold Resist +(32 to 38)%
Requirements (-29 to -34)%

**Ravencage
Bone Helm (5)**

Defense: (741-1073)
Durability: 32
Required Strength: 270
Required Level: 45
23% Chance to cast level 5 Death Metal when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
(20 to 22)% Deadly Strike
+(161 to 190)% Enhanced Defense
Cold Resist +(51 to 60)%
Half Freeze Duration

**Leoric's Fall
Circlet (5)**

Defense: (3-5)
Durability: 10
Required Level: 39
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
(10 to 11)% Life Stolen per Hit
+(5 to 7) to Death's Fury Totem
+(126 to 150) Defense
(-26 to -30) to Vitality
Damage Reduced by (15 to 17)

**Dark Star
Coronet (5)**

Defense: (3-5)
Durability: 15
Required Level: 41
+(1 to 2) to Assassin Skill Levels
Adds 25-50 Cold Damage
(11 to 12)% Mana Stolen per Hit
+(3 to 4) to Shadow Refuge (Assassin Only)
Cold Resist +(71 to 80)%
Repairs 1 Durability in 20 Seconds
Ethereal (Cannot be repaired)

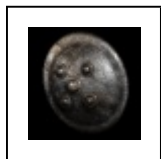
**Royal Circlet
Tiara (5)**

Defense: (343-532)
Durability: 20
Required Level: 43
+(1 to 2) to All Skills
(15 to 17)% Bonus to All Attributes
+(251 to 300)% Enhanced Defense
+(26 to 30) to all Attributes
All Resists (-26 to -30)%
(36 to 40)% Better Chance of Getting Magic Items

**Tennousuuhai
Diadem (5)**

Defense: (314-396)
Durability: 25
Required Level: 46
+(1 to 2) to All Skills
Adds 25-200 Magic Damage
+(31 to 35)% to Physical/Magic Spell Damage
+(13 to 15) to Starburst
+(201 to 240) Defense
+(31 to 35) to all Attributes
Magic Resist +(26 to 30)%
All Resists +(36 to 40)%





**Razordisk
Buckler (5)**

Smite Damage: 8 to 12
Defense: (397-556)
Durability: 32
Required Strength: 27
Required Dexterity: 75
Required Level: 35
+(1.375 per level) to Maximum Damage (Based on Character Level)
(26 to 30)% Chance of Open Wounds
Total Character Damage Plus (31 to 35)%
+(131 to 160)% Enhanced Defense
+(15 to 17) to Strength
(301 to 350)% Damage Reflected



**Witch Drum
Small Shield (5)**

Smite Damage: 20 to 30
Defense: (504-837)
Durability: 42
Required Strength: (42-40)
Required Dexterity: (94-89)
Required Level: 37
15% Faster Cast Rate
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
+(15 to 17)% to Spell Damage
+(91 to 110)% Enhanced Defense
Requirements (-31 to -35)%



**Wheel of Fortune
Large Shield (5)**

Smite Damage: 36 to 54
Defense: (865-1582)
Durability: 52
Required Strength: 97
Required Dexterity: 199
Required Level: 39
13% Chance to cast level 5 Nightmare when Struck
Attacker Flees after Striking +(18 to 20)%
+(141 to 170)% Enhanced Defense
(15 to 17)% Chance of Uninterruptable Attack
(151 to 175)% Extra Gold from Monsters
(42 to 48)% Better Chance of Getting Magic Items



**Banner of Steel
Kite Shield (5)**

Smite Damage: 48 to 72
Defense: (1084-2087)
Durability: 62
Required Strength: 133
Required Dexterity: 261
Required Level: 40
45% Chance to cast level 3 Bloodlust when you Kill an Enemy
100% Chance to cast level 6 Time Strike when Struck
15% Increased Attack Speed
20% Faster Block Rate
(15 to 17)% Increased Chance of Blocking
Total Character Damage Plus (15 to 17)%
+(141 to 170)% Enhanced Defense



**Shield of a Thousand Stars
Tower Shield (5)**

Smite Damage: 64 to 96
Defense: (1283-2490)
Durability: 72
Required Strength: 168
Required Dexterity: 323
Required Level: 42
(18 to 21)% Increased Chance of Blocking
Stun Attack
+(136 to 160)% Enhanced Defense
+(29 to 34) to all Attributes



**Heaven's Gate
Gothic Shield (5)**

Smite Damage: 76 to 114
Defense: (2075-4427)
Durability: 81
Required Strength: 203

Required Dexterity: 385
Required Level: 45
100% Chance to cast level 25 Blast Wave when you Die
+(1 to 2) to Paladin Skill Levels
25% Faster Run/Walk
25% Faster Block Rate
+(161 to 190)% Enhanced Defense
+(9.25 per level) Defense (Based on Character Level)
Total Character Defense Plus (23 to 26)%

Shadowhymn

Bone Shield (5)

Smite Damage: 12 to 18
Defense: (674-1196)
Durability: 51
Required Dexterity: (134-126)
Required Level: 40
9% Chance to cast level 14 Shadowform when Struck
(15 to 17)% Increased Chance of Blocking
+(141 to 170)% Enhanced Defense
All Resists +(46 to 55)%
Damage Reduced by (20 to 23)
Magic Damage Reduced by (15 to 17)
Requirements (-31 to -35)%

Akarat's Crucifix

Spiked Shield (5)

Smite Damage: 20 to 30
Defense: (659-1179)
Durability: 59
Required Dexterity: 243
Required Level: 42
13% Chance to cast level 5 Mind Flay when Struck
13% Chance to cast level 5 Bloodlust when Struck
Total Character Damage Plus (23 to 26)%
+(101 to 120)% Enhanced Defense
Fire Resist +(71 to 85)%

Nor Tiraj's Wisdom

Sash (5)

Defense: (145-162)
Durability: 25
Required Strength: 40
Required Level: 35
+(12 to 13)% to Fire Spell Damage
+(281 to 340) to Mana
All Resists +(23 to 26)%

Tailchaser

Light Belt (5)

Defense: (478-624)
Durability: 34
Required Strength: 119
Required Level: 38
15% Faster Run/Walk
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
15% Faster Block Rate
+(101 to 120)% Enhanced Defense
+(301 to 350) Maximum Stamina

Stranglevine

Belt (5)

Defense: (828-1148)
Durability: 43
Required Strength: 199
Required Level: 40
+(1 to 2) to Druid Skill Levels
Adds 24-72 Poison Damage over 3 seconds
+(15 to 17)% to Poison Spell Damage
+(151 to 180)% Enhanced Defense
Poison Length Reduced by (31 to 35)%
Slows Attacker by (20 to 22)%

Thread of Life

Heavy Belt (5)

Defense: (1021-1436)
Durability: 52
Required Strength: 278

Required Level: 41
14% Chance to cast level 3 Banish when Struck
+(141 to 170)% Enhanced Defense
(15 to 17)% Bonus to Vitality
+(36 to 40) to Vitality
(26 to 30)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (18 to 20)
+3 to Light Radius

The Asteroid Belt

Plated Belt (5)

Defense: (1398-1965)
Durability: 61
Required Strength: 358
Required Level: 44
1% Chance to cast level 10 Blast Wave when Struck
1% Chance to cast level 10 Meteor Shower when Struck
+(171 to 200)% Enhanced Defense
(20 to 22)% Bonus to Strength
Fire Resist +(31 to 35)%
(23 to 26)% Chance of Uninterruptable Attack

Goldtouch

Leather Gloves (5)

Defense: (126-132)
Durability: 25
Required Strength: 44
Required Level: 34
4% Chance to cast level 7 Vanquish when you Kill an Enemy
(15 to 17)% Chance of Open Wounds
(-71 to -85) to Life
(101 to 120)% Extra Gold from Monsters
(37 to 43)% Better Chance of Getting Magic Items

Hammerfist

Heavy Gloves (5)

Defense: (277-356)
Durability: 32
Required Strength: 106
Required Level: 38
25% Chance to cast level 18 Banish when you Kill an Enemy
(35 to 42)% Chance of Open Wounds
+(86 to 100)% Enhanced Defense
+(15 to 17) Life after each Kill

Boneclasp

Chain Gloves (5)

Defense: (414-612)
Durability: 39
Required Strength: 168
Required Level: 40
4% Chance to cast level 8 Crucify on Striking
(12 to 13)% Deadly Strike
Hit Causes Monster to Flee +(46 to 55)%
Slows Target by (23 to 26)%
+(141 to 170)% Enhanced Defense

Lorekeeper

Light Gauntlets (5)

Defense: (491-764)
Durability: 46
Required Strength: (158-149)
Required Level: 41
18% Chance to cast level 8 Elemental when Struck
+(15 to 17)% to Spell Damage
+(151 to 180)% Enhanced Defense
(15 to 17)% Bonus to Energy
All Resists +(29 to 34)%
Requirements (-31 to -35)%

Jalal's Communion

Gauntlets (5)

Defense: (568-925)
Durability: 53
Required Strength: 292
Required Level: 44
30% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
30% Faster Cast Rate
+(161 to 190)% Enhanced Defense
Poison Resist +(76 to 90)%

+(31 to 35) Life after each Kill

**Everchase
Boots (5)**

Defense: (223-264)
Durability: 29
Required Strength: 53
Required Level: 34
30% Faster Run/Walk
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(91 to 110) Defense
+(451 to 550) Maximum Stamina

Spirit Walker

Heavy Boots (5)

Defense: (357-488)
Durability: 42
Required Strength: 124
Required Level: 38
+(26 to 30)% Bonus Elemental Damage to Mark of the Wild
+(101 to 120)% Enhanced Defense
+(281 to 340) Maximum Stamina
All Resists +(37 to 43)%
(31 to 35)% Curse Length Reduction

Toesie Warmer

Chain Boots (5)

Defense: (227-292)
Durability: 55
Required Strength: 195
Required Level: 39
36% Chance to cast level 10 Fire Fountain when you Kill an Enemy
15% Faster Run/Walk
Adds 15-35 Fire Damage
Increase Maximum Life (23 to 26)%
Fire Resist +(46 to 55)%
Total Character Defense Plus (12 to 13)%

Akarat's Trek

Light Plated Boots (5)

Defense: (668-990)
Durability: 68
Required Strength: 265
Required Level: 41
2% Chance to cast level 7 Judgement when Struck
Total Character Damage Plus (31 to 35)%
+(145 to 172)% Enhanced Defense
+(26 to 30) to all Attributes
+2 to Light Radius

Slippers of Yaerius

Greaves (5)

Defense: (673-989)
Durability: 81
Required Strength: 336
Required Level: 44
20% Faster Run/Walk
(26 to 30)% Bonus to Buff/Debuff/Cold Skill Duration
+(101 to 120)% Damage to Undead
+(111 to 130)% Enhanced Defense
+(37 to 43) to Strength
Half Freeze Duration

Amazon

Philios' Crest

Morion (5)

Defense: (219-266)
Durability: 32
(Amazon Only)
Required Strength: 49
Required Level: 36
(0.4375 per level)% to Fire Spell Damage (Based on Character Level)
Total Character Damage Plus (31 to 35)%
+(111 to 130)% Enhanced Defense
+(31 to 35) to all Attributes
+1 to Life
All Resists +(26 to 30)%

**Skulldome
Cervelliere (5)**
Defense: (484-697)
Durability: 44
(Amazon Only)
Required Strength: 172
Required Level: 40
(14 to 16)% Life Stolen per Hit
(26 to 30)% Chance of Crushing Blow
+(151 to 180)% Enhanced Defense
Poison Length Reduced by (31 to 35)%
+(31 to 35) Mana after each Kill

**Athulua's Glory
Einherjar Helm (5)**
Defense: (594-884)
Durability: 50
(Amazon Only)
Required Dexterity: 234
Required Level: 42
(101 to 120)% Bonus to Attack Rating
+(5 to 10) to Charm
+(151 to 180)% Enhanced Defense
(26 to 30)% Bonus to Strength
(26 to 30)% Bonus to Dexterity
+(31 to 35) to Strength
+(31 to 35) to Dexterity
(161 to 190)% Extra Gold from Monsters

**Zerae's Veil
Spangenhelm (5)**
Defense: (981-1529)
Durability: 62
(Amazon Only)
Required Strength: 358
Required Level: 47
Indestructible
30% Faster Block Rate
+(2.0625 per level) to Maximum Damage (Based on Character Level)
+(5 to 14) to Lightning Cascade
+(201 to 240)% Enhanced Defense
Lightning Absorb (15 to 17)%
Damage Reduced by (15 to 17)
Total Character Defense Plus (23 to 26)%

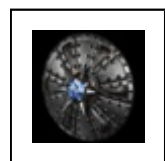


Assassin

**Mageslayer's Oath
Parma (5)**
Smite Damage: 36 to 54
Defense: (544-968)
Durability: 57
(Assassin Only)
Required Strength: 97
Required Dexterity: 199
Required Level: 40
(20 to 22)% Increased Chance of Blocking
(141 to 170)% Bonus to Attack Rating
+(111 to 130)% Enhanced Defense
+(12 to 13)% Chance to Avoid Damage

**Cloudwhirl
Aspis (5)**
Smite Damage: 48 to 72
Defense: (683-1278)
Durability: 67
(Assassin Only)
Required Strength: (91-86)
Required Dexterity: (180-169)
Required Level: 41
100% Chance to cast level 49 Vortex when you Die
50% Faster Cast Rate
+(29 to 34)% to Lightning Spell Damage
+(111 to 130)% Enhanced Defense
Lightning Resist +(29 to 34)%
Requirements (-31 to -35)%

**The Wailing Wall
Totem Shield (5)**
Smite Damage: 12 to 18
Defense: (201-318)



Durability: 56
(Assassin Only)
Required Dexterity: 195
Required Level: 41
+(2 to 3) to Assassin Skill Levels
15% Faster Cast Rate
+(20 to 22)% to Spell Damage
+(23 to 26) to all Attributes
(-101 to -120) to Life
+(51 to 60) Mana after each Kill
Attacker Takes Cold Damage of (91 to 110)

The Gauntlet

Bladed Shield (5)

Smite Damage: 20 to 30
Defense: (710-1309)
Durability: 64
(Assassin Only)
Required Dexterity: 243
Required Level: 43
7% Chance to cast level 4 Spike Nova when Struck
13% Chance to cast level 20 Deathcore when you Kill an Enemy
25% Increased Attack Speed
(20 to 22)% Deadly Strike
(31 to 35)% Chance of Open Wounds
+(201 to 240)% Enhanced Defense
(451 to 550)% Damage Reflected



Barbarian

Larzuk's Contraption

Jawbone Cap (5)

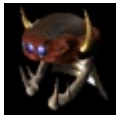
Defense: (361-483)
Durability: 34
(Barbarian Only)
Required Strength: 116
Required Level: 37
13% Chance to cast level 9 Rain of Bombs when you Kill an Enemy
25% Increased Attack Speed
(10 to 11)% Mana Stolen per Hit
+(101 to 120)% Enhanced Defense
+(251 to 300) to Mana



Manafeast

Fanged Helm (5)

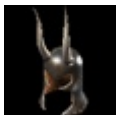
Defense: (584-840)
Durability: 40
(Barbarian Only)
Required Strength: 180
Required Level: 39
+(1 to 2) to All Skills
(11 to 12)% Mana Stolen per Hit
(31 to 35)% Bonus to Energy
+(151 to 180)% Enhanced Defense
(41 to 45)% Damage Taken Goes To Mana



Demonhorn

Horned Helm (5)

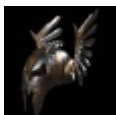
Defense: (717-1066)
Durability: 47
(Barbarian Only)
Required Strength: 245
Required Level: 41
100% Chance to cast level 50 Flamestrike when you Level-Up
+(1 to 3) to All Skills
Adds (61-70)-(121-140) Fire Damage
(31 to 35)% Chance of Crushing Blow
+(151 to 180)% Enhanced Defense
Fire Resist +(71 to 80)%
+(31 to 35) Life after each Kill



Berserkergang

Assault Helmet (5)

Defense: (340-462)
Durability: 53
(Barbarian Only)
Required Strength: 310
Required Level: 43
+(1 to 2) to Barbarian Skill Levels
30% Increased Attack Speed
(-15 to -17)% Decreased Chance of Blocking



(31 to 35)% Chance of Crushing Blow
(56 to 65)% Bonus to Vitality when using a Healing Potion
+(151 to 175)% Damage when using a Healing Potion
+(15 to 17)% Chance to Avoid Damage
Fire Resist +(71 to 80)%
Total Character Defense Plus (31 to 35)%

**The Legionnaire
Avenger Guard (5)**

Defense: (988-1523)
Durability: 59
(Barbarian Only)
Required Strength: 375
Required Level: 46
23% Chance to cast level 11 Gift of the Wild when you Kill an Enemy
+(1 to 2) to Barbarian Skill Levels
+(4 to 5) to Protector Spirit (Barbarian Only)
+(4 to 5) to Defender Spirit (Barbarian Only)
+(4 to 5) to Guardian Spirit (Barbarian Only)
+(5 to 6) to Blades of Light
+(31 to 35)% Bonus to Summoned Minion Life
+(151 to 180)% Enhanced Defense
All Resists +(56 to 65)%
+(3 to 4) to Light Radius



Druid

**The Predator
Wolf Head (5)**

Defense: (333-446)
Durability: 31
(Druid Only)
Required Strength: 105
Required Level: 37
40% Chance to cast level 9 Bloodlust when you Kill an Enemy
(12 to 13)% Life Stolen per Hit
+(101 to 120)% Enhanced Defense
(-76 to -90) to Life
(31 to 35)% Better Chance of Getting Magic Items



**Augur's Pelt
Hawk Helm (5)**

Defense: (518-745)
Durability: 37
(Druid Only)
Required Strength: 163
Required Level: 39
8% Chance to cast level 4 Raven Flight when you Kill an Enemy
100% Chance to cast level 48 Gift of the Wild when you Die
+(1 to 3) to Druid Skill Levels
(151 to 175)% Bonus to Attack Rating
+(141 to 170)% Enhanced Defense
(26 to 30)% Bonus to Dexterity
+(31 to 35) to Dexterity
Fire Resist +(71 to 80)%



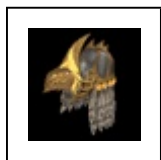
**Jalal's Charge
Antlers (5)**

Defense: (636-947)
Durability: 42
(Druid Only)
Required Strength: 222
Required Level: 41
+(56 to 65)% Bonus Damage to Mark of the Wild
+(56 to 65) to Minimum Damage
(31 to 35)% Chance of Crushing Blow
+(141 to 170)% Enhanced Defense
+(33 to 35) to all Attributes
All Resists +(31 to 35)%



**Skythrone
Falcon Mask (5)**

Defense: (785-1190)
Durability: 48
(Druid Only)
Required Strength: (193-182)
Required Level: 43
15% Faster Run/Walk
15% Increased Attack Speed
+(3 to 6) to Catharsis
+(151 to 180)% Enhanced Defense



+(15 to 17)% Chance to Avoid Damage
Requirements (-31 to -35)%

Spirit of Corruption

Spirit Mask (5)

Defense: (947-1450)
Durability: 54
(Druid Only)
Required Strength: 340
Required Level: 46
+(2 to 4) to Druid Skill Levels
+(126 to 150)% Bonus to Poison Skill Duration
+(3 to 4) to Plague Avatar (Druid Only)
+(3 to 4) to Poison Flash (Druid Only)
+(3 to 10) to Way of the Spider
+(161 to 190)% Enhanced Defense
Poison Length Reduced by (41 to 45)%



Necromancer

Trollskull

Preserved Head (5)

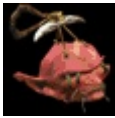
Defense: (176-266)
Durability: 36
(Necromancer Only)
Required Strength: 49
Required Level: 37
+(1 to 2) to Necromancer Skill Levels
20% Faster Run/Walk
(31 to 35)% Increased Chance of Blocking
Replenish Life +(56 to 65)
Fire Resist (-36 to -40)%
Damage Reduced by (15 to 17)%



Fearward

Zombie Head (5)

Defense: (575-1052)
Durability: 45
(Necromancer Only)
Required Strength: 77
Required Level: 39
+6 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(23 to 26)%
+(141 to 170)% Enhanced Defense
Fire Resist +(61 to 70)%
Lightning Resist +(61 to 70)%
Cold Resist +(61 to 70)%



Trang-Oul's Relic

Unraveller Head (5)

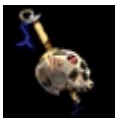
Defense: (678-1287)
Durability: 53
(Necromancer Only)
Required Strength: 106
Required Level: 40
100% Chance to cast level 35 Frozen Crown when you Die
+(2 to 4) to Necromancer Skill Levels
Freezes Attacker +6
+(126 to 150)% Enhanced Defense
Cold Resist +(61 to 70)%
Level 10 Charm (35 Charges)



Hero's Fang

Gargoyle Head (5)

Defense: (908-1786)
Durability: 62
(Necromancer Only)
Required Strength: 134
Required Level: 42
35% Increased Attack Speed
35% Faster Hit Recovery
+(126 to 150) to Maximum Damage
(11 to 12)% Life Stolen per Hit
+(9 to 10) to Scorpion Blade
+(9 to 10) to Titan Strike
+(151 to 180)% Enhanced Defense
Total Character Defense Plus (41 to 45)%



Firemouth

Demon Head (5)

Defense: (1064-2133)



Durability: 70
(Necromancer Only)
Required Strength: 162
Required Level: 45
13% Chance to cast level 11 Cataclysm when Struck
+(3 to 4) to Necromancer Skill Levels
+(23 to 26)% to Fire Spell Damage
+(13 to 15) to Inner Fire
+(13 to 15) to Rune of Fire
+(151 to 180)% Enhanced Defense
Fire Resist +(71 to 80)%
+(15 to 17) Fire Absorb
Attacker Takes Fire Damage of (131 to 155)

Paladin

Bullseye

Targe (5)

Smite Damage: 20 to 30
Defense: (211-319)
Durability: 40
(Paladin Only)
Required Strength: 59
Required Level: 37
(201 to 240)% Bonus to Attack Rating
(15 to 17)% Deadly Strike
(-126 to -150) Defense vs. Missile
+(15 to 17) to Strength
+(15 to 17) to Dexterity

Hypnodisk

Rondache (5)

Smite Damage: 36 to 54
Defense: (287-468)
Durability: 49
(Paladin Only)
Required Strength: 92
Required Level: 39
Blinds Attacker +6
+(15 to 17) to Dexterity
Reduces all Vendor Prices (15 to 17)%
+(2 to 4) to Light Radius

Leoric's Banner

Heraldic Shield (5)

Smite Damage: 48 to 72
Defense: (903-1730)
Durability: 59
(Paladin Only)
Required Strength: 126
Required Level: 40
7% Life Stolen per Hit
(15 to 17)% Chance of Crushing Blow
(26 to 30)% Deadly Strike
+(9 to 10) to Summon Shadows
+(151 to 180)% Enhanced Defense
+(26 to 30) to all Attributes
(31 to 35)% Chance of Uninterruptable Attack

Zakarum's Legacy

Aerin Shield (5)

Smite Damage: 64 to 96
Defense: (1091-2144)
Durability: 68
(Paladin Only)
Required Strength: 160
Required Level: 42
100% Chance to cast level 45 Immolation Bomb when you Die
+(3 to 4) to Paladin Skill Levels
35% Faster Block Rate
(40 to 47)% Increased Chance of Blocking
+(151 to 180)% Enhanced Defense
(15 to 17)% Bonus to All Attributes
+(15 to 17)% Chance to Avoid Damage

Shadowmoon

Crown Shield (5)

Smite Damage: 76 to 114
Defense: (1529-3110)
Durability: 77
(Paladin Only)

Required Strength: 193
Required Level: 45
35% Chance to cast level 10 Dark Power when you Kill an Enemy
100% Chance to cast level 10 Shackles of Ice when you Kill an Enemy
(31 to 35)% Increased Chance of Blocking
+(26 to 30)% to Spell Damage
+(4 to 7) to Light and Shadow (Paladin Only)
+(201 to 240)% Enhanced Defense
Fire Resist +(71 to 80)%
Cold Resist +(71 to 80)%

Sorceress



Nightcape Gambeson (5)
Defense: (289-468)
Durability: 44
(Sorceress Only)
Required Strength: (76-72)
Required Level: 38
+(31 to 35) Energy Factor to Spell Damage
+(29 to 34)% to Spell Damage
All Resists +(31 to 35)%
Damage Reduced by (18 to 21)
(-2 to -7) to Light Radius
Requirements (-31 to -35)%



Ennead's Bane Lamellar Armor (5)
Defense: (850-1596)
Durability: 50
(Sorceress Only)
Required Strength: 137
Required Level: 39
+(2 to 3) to All Skills
30% Faster Cast Rate
+(151 to 180)% Enhanced Defense
Increase Maximum Mana (51 to 60)%
Fire Resist +(61 to 70)%
Lightning Resist +(61 to 70)%



Nor Tiraj's Turinash Kazarghand (5)
Defense: (540-972)
Durability: 74
(Sorceress Only)
Required Strength: 243
Required Level: 41
+(1 to 3) to Sorceress Skill Levels
+(9 to 18) to Elemental
(56 to 65)% Bonus to Energy
Fire Resist +(41 to 45)%
Cold Resist +(41 to 45)%



Demonspike Coat Banded Plate (5)
Defense: (2526-5454)
Durability: 110
(Sorceress Only)
Required Strength: 402
Required Level: 47
+(56 to 65) Energy Factor to Spell Damage
Indestructible
-15% Slower Run/Walk
+(151 to 180)% Enhanced Defense
+(8.75 per level) Defense (Based on Character Level)
Fire Resist +(71 to 85)%
Damage Reduced by (15 to 17)



Bartuc's Curse Ceremonial Armor (5)
Defense: (2243-4695)
Durability: 116
(Sorceress Only)
Required Strength: 429
Required Level: 48
35% Faster Cast Rate
+(51 to 60)% to Spell Damage
+(151 to 180)% Enhanced Defense
(23 to 26)% Bonus to All Attributes
Damage Reduction Decreased by (-31 to -35)%

+(12 to 13)% to Experience Gained

TIER 6 ARMOR

General



The War Cloak
Quilted Armor (6)
Defense: (244-342)
Durability: 27
Required Strength: 83
Required Level: 44
(44 to 50)% Chance of Open Wounds
Total Character Damage Plus (27 to 30)%
Extra Bloody Hits
+(36 to 40) Life after each Kill



Runeflesh
Leather Armor (6)
Defense: (768-1287)
Durability: 33
Required Strength: 122
Required Level: 45
25% Chance to cast level 7 Apocalypse when Struck
+(27 to 30)% Bonus Damage to Bloodlust
15% Increased Attack Speed
+(151 to 175)% Enhanced Defense
+(35 to 40) Life after each Kill
Attacker Takes Fire Damage of (48 to 55)



Elephant Skin
Hard Leather Armor (6)
Defense: (780-1366)
Durability: 39
Required Strength: 160
Required Level: 45
Indestructible
(35 to 40)% Bonus to Strength
+(111 to 130)% Enhanced Defense
Damage Reduced by (18 to 20)%



Razorspine
Studded Leather (6)
Defense: (950-1723)
Durability: 45
Required Strength: 199
Required Level: 47
35% Chance to cast level 4 Spike Nova when Struck
Indestructible
(36 to 40)% Chance of Open Wounds
+(121 to 140)% Enhanced Defense
+(18 to 20) to Strength
Damage Reduced by (14 to 15)%



Hratli's Craft
Ring Mail (6)
Defense: (1299-2447)
Durability: 51
Required Strength: (154-142)
Required Level: 47
+(336 to 400) Crafting Points
15% Faster Cast Rate
35% Faster Hit Recovery
+(163 to 190)% Enhanced Defense
Repairs 1 Durability in 25 Seconds
Requirements (-35 to -40)%



Robe of Leaves
Scale Mail (6)
Defense: (1506-2910)
Durability: 57
Required Strength: 276
Required Level: 47
Indestructible
+(2 to 4) to Druid Skill Levels
+(61 to 70)% Bonus Damage to Mark of the Wild
(31 to 35)% Bonus to Vitality

+(171 to 200)% Enhanced Defense
Lightning Resist +(31 to 35)%
Poison Resist +(86 to 100)%

Steelsnare

Chain Mail (6)

Defense: (1711-3336)
Durability: 63
Required Strength: 314
Required Level: 49
+(27 to 30) to Maximum Damage
(36 to 40)% Chance of Open Wounds
+(176 to 205)% Enhanced Defense
Total Character Defense Plus (36 to 40)%
Slows Attacker by (36 to 40)%
Repairs 1 Durability in 25 Seconds

Light's Widow

Breast Plate (6)

Defense: (1882-3721)
Durability: 69
Required Strength: 353
Required Level: 50
4% Chance to cast level 13 Gift of Vanquishing when Struck
+(1 to 2) to All Skills
+(31 to 35)% to Spell Damage
+(176 to 205)% Enhanced Defense
(27 to 30)% Bonus to All Attributes
(301 to 350)% Extra Gold from Monsters

Candlewake

Splint Mail (6)

Defense: (1872-3701)
Durability: 75
Required Strength: (250-234)
Required Level: 49
12% Chance to cast level 7 Summon Shadows when you Kill an Enemy
100% Chance to cast level 35 Raven Flight when you Die
15% Faster Cast Rate
+(151 to 175)% Enhanced Defense
Damage Reduced by (22 to 25)
Requirements (-36 to -40)%

Arreat's Heart

Plate Mail (6)

Defense: (2270-4563)
Durability: 81
Required Strength: 429
Required Level: 50
8% Chance to cast level 7 Lightning Shield when Struck
+(1 to 2) to Barbarian Skill Levels
+(181 to 210)% Enhanced Defense
(27 to 30)% Bonus to Strength
(27 to 30)% Bonus to Vitality
+(44 to 50) to Strength
+(44 to 50) to Vitality

Icetomb

Field Plate (6)

Defense: (2879-5905)
Durability: 87
Required Strength: (299-280)
Required Level: 51
25% Chance to cast level 4 Shackles of Ice when Struck
100% Chance to cast level 56 Rune of Ice when you Die
18% Chance to cast level 3 Glacial Nova when Struck
+(27 to 30)% to Cold Spell Damage
+(231 to 270)% Enhanced Defense
Cold Resist +(86 to 100)%
Cannot Be Frozen
Requirements (-36 to -40)%

Huo Zhi Wang

Light Plate (6)

Defense: (932-1722)
Durability: 93
Required Strength: (222-177)
Required Level: 51
15% Chance to cast level 7 Immolation when Struck
100% Chance to cast level 12 Blast Wave when you Level-Up
15% Faster Cast Rate

+(27 to 30)% to Fire Spell Damage
Fire Resist +(111 to 130)%
(121 to 140)% Extra Gold from Monsters
Requirements (-56 to -65)%

**Archon's Wrath
Gothic Plate (6)**

Defense: (2699-5451)
Durability: 99
Required Strength: 545
Required Level: 52
+(181 to 210) Crafting Points
10% Chance to cast level 1 Retribute when Struck
15% Increased Attack Speed
15% Faster Cast Rate
+(171 to 195)% Enhanced Defense
Increase Maximum Life (35 to 40)%
Increase Maximum Mana (35 to 40)%

**Robe of Steel
Full Plate Mail (6)**

Defense: (2338-4732)
Durability: 105
Required Strength: (314-291)
Required Level: 54
+(2 to 4) to All Skills
+(27 to 30)% to Spell Damage
+(121 to 140)% Enhanced Defense
All Resists +(66 to 75)%
+(121 to 140) Life after each Demon Kill
Requirements (-46 to -50)%

**Alma Divina
Ancient Armor (6)**

Defense: (3152-6522)
Durability: 111
Required Strength: 622
Required Level: 54
35% Faster Hit Recovery
35% Faster Block Rate
+(181 to 210)% Enhanced Defense
+(46 to 50) to all Attributes
Total Character Defense Plus (36 to 40)%
+6 to Light Radius

**The Wanderer's Hood
Cap (6)**

Defense: (202-222)
Durability: 27
Required Strength: 71
Required Level: 44
Indestructible
(18 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
Fire Resist +(52 to 60)%
-3 to Light Radius

**Kasin Crest
Skull Cap (6)**

Defense: (746-1009)
Durability: 33
Required Strength: 160
Required Level: 47
30% Chance to cast level 8 Crucify when Struck
+(161 to 190)% Enhanced Defense
(27 to 30)% Bonus to All Attributes
All Resists +(36 to 40)%

**Brainburst
Helm (6)**

Defense: (891-1250)
Durability: 39
Required Strength: 250
Required Level: 48
4% Chance to cast level 6 Blast Wave when Struck
+(141 to 165)% Enhanced Defense
(-85 to -100) to Mana
Fire Resist +(91 to 105)%
Attacker Takes Fire Damage of (121 to 140)
(121 to 140)% Damage Taken Goes To Mana

Ironhood

Full Helm (6)

Defense: (727-1016)
Durability: 45
Required Strength: (200-187)
Required Level: 49
100% Chance to cast level 36 Mana Sweep when you Die
+(1 to 2) to All Skills
+(19 to 20)% to Spell Damage
+(61 to 70)% Enhanced Defense
+(181 to 210) to Mana
-3 to Light Radius
Requirements (-41 to -45)%

Thunderbellow

Great Helm (6)

Defense: (1559-2316)
Durability: 51
Required Strength: 429
Required Level: 51
40% Chance to cast level 24 Supernova when you Kill an Enemy
+(14 to 15)% to Lightning Spell Damage
+(191 to 220)% Enhanced Defense
(18 to 20)% Bonus to Strength
Lightning Resist +(61 to 70)%
Attacker Takes Lightning Damage of (361 to 420)

Lightforge

Crown (6)

Defense: (1804-2713)
Durability: 57
Required Strength: 519
Required Level: 54
12% Chance to cast level 3 Vindicate on Striking
(27 to 30)% Velocity Bonus to Holy Armor
Adds 205-251 Fire Damage
+(191 to 220)% Enhanced Defense
+(52 to 60) to all Attributes
All Resists +(44 to 50)%
+(36 to 40) Life after each Demon Kill
+4 to Light Radius

Trang-Oul's Breath

Mask (6)

Defense: (734-1014)
Durability: 26
Required Strength: (208-192)
Required Level: 50
1% Chance to cast level 30 Doom Serpents when Struck
+(1 to 2) to Necromancer Skill Levels
+(14 to 15)% to Cold Spell Damage
+(111 to 130)% Enhanced Defense
Cold Resist +(39 to 45)%
Requirements (-35 to -40)%

Ravencage

Bone Helm (6)

Defense: (1129-1612)
Durability: 32
Required Strength: 391
Required Level: 54
26% Chance to cast level 6 Death Metal when you Kill an Enemy
+(1 to 2) to Assassin Skill Levels
(23 to 25)% Deadly Strike
+(191 to 220)% Enhanced Defense
Cold Resist +(61 to 70)%
Half Freeze Duration

Leoric's Fall

Circlet (6)

Defense: (3-5)
Durability: 10
Required Level: 48
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
(12 to 13)% Life Stolen per Hit
+(6 to 8) to Death's Fury Totem
+(151 to 175) Defense
(-31 to -35) to Vitality
Damage Reduced by (18 to 20)

Dark Star



Coronet (6)

Defense: (3-5)

Durability: 15

Required Level: 49

+(1 to 2) to Assassin Skill Levels

Adds 30-60 Cold Damage

(13 to 14)% Mana Stolen per Hit

+(3 to 4) to Shadow Refuge (Assassin Only)

Cold Resist +(81 to 90)%

Repairs 1 Durability in 20 Seconds

Ethereal (Cannot be repaired)

Royal Circlet**Tiara (6)**

Defense: (537-814)

Durability: 20

Required Level: 51

+(1 to 2) to All Skills

(18 to 20)% Bonus to All Attributes

+(301 to 350)% Enhanced Defense

+(31 to 35) to all Attributes

All Resists (-31 to -35)%

(41 to 45)% Better Chance of Getting Magic Items

Tennousuuhai**Diadem (6)**

Defense: (396-492)

Durability: 25

Required Level: 54

+(1 to 2) to All Skills

Adds 30-240 Magic Damage

+(36 to 40)% to Physical/Magic Spell Damage

+(16 to 18) to Starburst

+(241 to 280) Defense

+(36 to 40) to all Attributes

Magic Resist +(31 to 35)%

All Resists +(41 to 45)%

Razordisk**Buckler (6)**

Smite Damage: 8 to 12

Defense: (621-858)

Durability: 32

Required Strength: 38

Required Dexterity: 109

Required Level: 43

+(1.5 per level) to Maximum Damage (Based on Character Level)

(31 to 35)% Chance of Open Wounds

Total Character Damage Plus (36 to 40)%

+(161 to 190)% Enhanced Defense

+(18 to 20) to Strength

(351 to 400)% Damage Reflected

Witch Drum**Small Shield (6)**

Smite Damage: 24 to 36

Defense: (768-1255)

Durability: 42

Required Strength: (57-54)

Required Dexterity: (127-119)

Required Level: 46

15% Faster Cast Rate

(36 to 40)% Bonus to Buff/Debuff/Cold Skill Duration

+(18 to 20)% to Spell Damage

+(111 to 130)% Enhanced Defense

Requirements (-36 to -40)%

Wheel of Fortune**Large Shield (6)**

Smite Damage: 40 to 60

Defense: (1327-2394)

Durability: 52

Required Strength: 141

Required Dexterity: 288

Required Level: 48

15% Chance to cast level 6 Nightmare when Struck

Attacker Flees after Striking +(21 to 23)%

+(171 to 200)% Enhanced Defense

(18 to 20)% Chance of Uninterruptable Attack

(176 to 200)% Extra Gold from Monsters

(49 to 55)% Better Chance of Getting Magic Items

Banner of Steel

Kite Shield (6)

Smite Damage: 56 to 84

Defense: (1661-3144)

Durability: 62

Required Strength: 192

Required Dexterity: 378

Required Level: 49

50% Chance to cast level 3 Bloodlust when you Kill an Enemy

100% Chance to cast level 7 Time Strike when Struck

15% Increased Attack Speed

20% Faster Block Rate

(18 to 20)% Increased Chance of Blocking

Total Character Damage Plus (18 to 20)%

+(171 to 200)% Enhanced Defense

Shield of a Thousand Stars

Tower Shield (6)

Smite Damage: 72 to 108

Defense: (1928-3699)

Durability: 72

Required Strength: 244

Required Dexterity: 468

Required Level: 51

(22 to 25)% Increased Chance of Blocking

Stun Attack

+(161 to 185)% Enhanced Defense

+(35 to 40) to all Attributes

Heaven's Gate

Gothic Shield (6)

Smite Damage: 88 to 132

Defense: (3057-6160)

Durability: 81

Required Strength: 295

Required Dexterity: 558

Required Level: 54

100% Chance to cast level 30 Blast Wave when you Die

+(1 to 2) to Paladin Skill Levels

30% Faster Run/Walk

30% Faster Block Rate

+(191 to 220)% Enhanced Defense

+(10 per level) Defense (Based on Character Level)

Total Character Defense Plus (27 to 30)%

Shadowhymn

Bone Shield (6)

Smite Damage: 16 to 24

Defense: (1040-1815)

Durability: 51

Required Dexterity: (180-169)

Required Level: 49

10% Chance to cast level 16 Shadowform when Struck

(18 to 20)% Increased Chance of Blocking

+(171 to 200)% Enhanced Defense

All Resists +(56 to 65)%

Damage Reduced by (24 to 27)

Magic Damage Reduced by (18 to 20)

Requirements (-36 to -40)%

Akarat's Crucifix

Spiked Shield (6)

Smite Damage: 24 to 36

Defense: (990-1747)

Durability: 59

Required Dexterity: 353

Required Level: 51

15% Chance to cast level 6 Mind Flay when Struck

15% Chance to cast level 6 Bloodlust when Struck

Total Character Damage Plus (27 to 30)%

+(121 to 140)% Enhanced Defense

Fire Resist +(86 to 100)%

Nor Tiraj's Wisdom

Sash (6)

Defense: (202-222)

Durability: 25

Required Strength: 58

Required Level: 43
+(14 to 15)% to Fire Spell Damage
+(341 to 400) to Mana
All Resists +(27 to 30)%

**Tailchaser
Light Belt (6)**

Defense: (724-931)
Durability: 34
Required Strength: 173
Required Level: 46
15% Faster Run/Walk
15% Increased Attack Speed
15% Faster Cast Rate
15% Faster Hit Recovery
15% Faster Block Rate
+(121 to 140)% Enhanced Defense
+(351 to 400) Maximum Stamina

**Stranglevine
Belt (6)**

Defense: (1270-1723)
Durability: 43
Required Strength: 288
Required Level: 48
+(1 to 2) to Druid Skill Levels
Adds 54-163 Poison Damage over 5 seconds
+(18 to 20)% to Poison Spell Damage
+(181 to 210)% Enhanced Defense
Poison Length Reduced by (36 to 40)%
Slows Attacker by (23 to 25)%

**Thread of Life
Heavy Belt (6)**

Defense: (1566-2172)
Durability: 52
Required Strength: 404
Required Level: 50
16% Chance to cast level 4 Banish when Struck
+(171 to 200)% Enhanced Defense
(18 to 20)% Bonus to Vitality
+(41 to 45) to Vitality
(31 to 35)% Bonus to Vitality when using a Healing Potion
Damage Reduced by (21 to 23)
+3 to Light Radius

**The Asteroid Belt
Plated Belt (6)**

Defense: (2119-2937)
Durability: 61
Required Strength: 519
Required Level: 52
1% Chance to cast level 12 Blast Wave when Struck
1% Chance to cast level 12 Meteor Shower when Struck
+(201 to 230)% Enhanced Defense
(23 to 25)% Bonus to Strength
Fire Resist +(36 to 40)%
(27 to 30)% Chance of Uninterruptable Attack

**Goldtouch
Leather Gloves (6)**

Defense: (174-185)
Durability: 25
Required Strength: 64
Required Level: 43
4% Chance to cast level 8 Vanquish when you Kill an Enemy
(18 to 20)% Chance of Open Wounds
(-86 to -100) to Life
(121 to 140)% Extra Gold from Monsters
(44 to 50)% Better Chance of Getting Magic Items

**Hammerfist
Heavy Gloves (6)**

Defense: (414-533)
Durability: 32
Required Strength: 154
Required Level: 46
30% Chance to cast level 21 Banish when you Kill an Enemy
(43 to 50)% Chance of Open Wounds
+(101 to 115)% Enhanced Defense

+(18 to 20) Life after each Kill

Boneclasp

Chain Gloves (6)

Defense: (644-933)

Durability: 39

Required Strength: 244

Required Level: 48

4% Chance to cast level 9 Crucify on Striking

(14 to 15)% Deadly Strike

Hit Causes Monster to Flee +(56 to 65)%

Slows Target by (27 to 30)%

+(171 to 200)% Enhanced Defense

Lorekeeper

Light Gauntlets (6)

Defense: (755-1159)

Durability: 46

Required Strength: (213-199)

Required Level: 50

20% Chance to cast level 9 Elemental when Struck

+(18 to 20)% to Spell Damage

+(181 to 210)% Enhanced Defense

(18 to 20)% Bonus to Energy

All Resists +(35 to 40)%

Requirements (-36 to -40)%

Jalal's Communion

Gauntlets (6)

Defense: (872-1398)

Durability: 53

Required Strength: 423

Required Level: 52

35% Chance to cast level 3 Gift of the Wild when you Kill an Enemy

35% Faster Cast Rate

+(191 to 220)% Enhanced Defense

Poison Resist +(91 to 105)%

+(36 to 40) Life after each Kill

Everchase

Boots (6)

Defense: (296-342)

Durability: 29

Required Strength: 77

Required Level: 43

35% Faster Run/Walk

(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration

+(111 to 130) Defense

+(551 to 650) Maximum Stamina

Spirit Walker

Heavy Boots (6)

Defense: (548-734)

Durability: 42

Required Strength: 179

Required Level: 46

+(31 to 35)% Bonus Elemental Damage to Mark of the Wild

+(121 to 140)% Enhanced Defense

+(341 to 400) Maximum Stamina

All Resists +(44 to 50)%

(36 to 40)% Curse Length Reduction

Toesie Warmer

Chain Boots (6)

Defense: (311-399)

Durability: 55

Required Strength: 282

Required Level: 48

40% Chance to cast level 12 Fire Fountain when you Kill an Enemy

15% Faster Run/Walk

Adds 18-42 Fire Damage

Increase Maximum Life (27 to 30)%

Fire Resist +(56 to 65)%

Total Character Defense Plus (14 to 15)%

Akarat's Trek

Light Plated Boots (6)

Defense: (1021-1482)

Durability: 68

Required Strength: 385

Required Level: 50
2% Chance to cast level 8 Judgement when Struck
Total Character Damage Plus (36 to 40)%
+(173 to 200)% Enhanced Defense
+(31 to 35) to all Attributes
+2 to Light Radius

Slippers of Yaerius

Greaves (6)

Defense: (1009-1470)
Durability: 81
Required Strength: 487
Required Level: 52
20% Faster Run/Walk
(31 to 35)% Bonus to Buff/Debuff/Cold Skill Duration
+(121 to 140)% Damage to Undead
+(131 to 150)% Enhanced Defense
+(44 to 50) to Strength
Half Freeze Duration

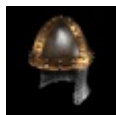


Amazon

Philios' Crest

Morion (6)

Defense: (334-397)
Durability: 32
(Amazon Only)
Required Strength: 71
Required Level: 45
(0.5 per level)% to Fire Spell Damage (Based on Character Level)
Total Character Damage Plus (36 to 40)%
+(131 to 150)% Enhanced Defense
+(36 to 40) to all Attributes
+1 to Life
All Resists +(31 to 35)%



Skulldome

Cervelliere (6)

Defense: (747-1050)
Durability: 44
(Amazon Only)
Required Strength: 250
Required Level: 49
(17 to 19)% Life Stolen per Hit
(31 to 35)% Chance of Crushing Blow
+(181 to 210)% Enhanced Defense
Poison Length Reduced by (36 to 40)%
+(36 to 40) Mana after each Kill



Athulua's Glory

Einherjar Helm (6)

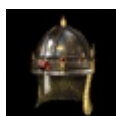
Defense: (913-1333)
Durability: 50
(Amazon Only)
Required Dexterity: 340
Required Level: 50
(121 to 140)% Bonus to Attack Rating
+(6 to 12) to Charm
+(181 to 210)% Enhanced Defense
(31 to 35)% Bonus to Strength
(31 to 35)% Bonus to Dexterity
+(36 to 40) to Strength
+(36 to 40) to Dexterity
(191 to 220)% Extra Gold from Monsters



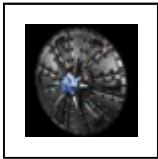
Zerae's Veil

Spangenhelm (6)

Defense: (1520-2318)
Durability: 62
(Amazon Only)
Required Strength: 519
Required Level: 55
Indestructible
35% Faster Block Rate
+(2.25 per level) to Maximum Damage (Based on Character Level)
+(6 to 17) to Lightning Cascade
+(241 to 280)% Enhanced Defense
Lightning Absorb (18 to 20)%
Damage Reduced by (18 to 20)
Total Character Defense Plus (27 to 30)%



Assassin



Mageslayer's Oath Parma (6)
Smite Damage: 40 to 60
Defense: (813-1435)
Durability: 57
(Assassin Only)
Required Strength: 141
Required Dexterity: 288
Required Level: 49
(23 to 25)% Increased Chance of Blocking
(171 to 200)% Bonus to Attack Rating
+(131 to 150)% Enhanced Defense
+(14 to 15)% Chance to Avoid Damage



Cloudwhirl Aspis (6)
Smite Damage: 56 to 84
Defense: (1018-1885)
Durability: 67
(Assassin Only)
Required Strength: (122-115)
Required Dexterity: (241-226)
Required Level: 50
100% Chance to cast level 57 Vortex when you Die
60% Faster Cast Rate
+(35 to 40)% to Lightning Spell Damage
+(131 to 150)% Enhanced Defense
Lightning Resist +(35 to 40)%
Requirements (-36 to -40)%



The Wailing Wall Totem Shield (6)
Smite Damage: 16 to 24
Defense: (276-435)
Durability: 56
(Assassin Only)
Required Dexterity: 282
Required Level: 50
+(2 to 4) to Assassin Skill Levels
15% Faster Cast Rate
+(23 to 25)% to Spell Damage
+(27 to 30) to all Attributes
(-121 to -140) to Life
+(61 to 70) Mana after each Kill
Attacker Takes Cold Damage of (111 to 130)



The Gauntlet Bladed Shield (6)
Smite Damage: 24 to 36
Defense: (1098-1991)
Durability: 64
(Assassin Only)
Required Dexterity: 353
Required Level: 52
8% Chance to cast level 4 Spike Nova when Struck
15% Chance to cast level 24 Deathcore when you Kill an Enemy
30% Increased Attack Speed
(23 to 25)% Deadly Strike
(36 to 40)% Chance of Open Wounds
+(241 to 280)% Enhanced Defense
(551 to 650)% Damage Reflected

Barbarian



Larzuk's Contraption Jawbone Cap (6)
Defense: (548-724)
Durability: 34
(Barbarian Only)
Required Strength: 168
Required Level: 47
15% Chance to cast level 11 Rain of Bombs when you Kill an Enemy
30% Increased Attack Speed
(12 to 13)% Mana Stolen per Hit
+(121 to 140)% Enhanced Defense
+(301 to 350) to Mana

Manafeast

Fanged Helm (6)

Defense: (902-1271)

Durability: 40

(Barbarian Only)

Required Strength: 262

Required Level: 48

+(1 to 2) to All Skills

(13 to 14)% Mana Stolen per Hit

(36 to 40)% Bonus to Energy

+(181 to 210)% Enhanced Defense

(46 to 50)% Damage Taken Goes To Mana

Demonhorn**Horned Helm (6)**

Defense: (1104-1612)

Durability: 47

(Barbarian Only)

Required Strength: 357

Required Level: 49

100% Chance to cast level 55 Flamestrike when you Level-Up

+(1 to 3) to All Skills

Adds (71-80)-(141-160) Fire Damage

(36 to 40)% Chance of Crushing Blow

+(181 to 210)% Enhanced Defense

Fire Resist +(81 to 90)%

+(36 to 40) Life after each Kill

Berserker**Assault Helmet (6)**

Defense: (466-629)

Durability: 53

(Barbarian Only)

Required Strength: 450

Required Level: 51

+(1 to 2) to Barbarian Skill Levels

35% Increased Attack Speed

(-18 to -20)% Decreased Chance of Blocking

(36 to 40)% Chance of Crushing Blow

(66 to 75)% Bonus to Vitality when using a Healing Potion

+(176 to 200)% Damage when using a Healing Potion

+(18 to 20)% Chance to Avoid Damage

Fire Resist +(81 to 90)%

Total Character Defense Plus (36 to 40)%

The Legionnaire**Avenger Guard (6)**

Defense: (1514-2284)

Durability: 59

(Barbarian Only)

Required Strength: 544

Required Level: 54

25% Chance to cast level 13 Gift of the Wild when you Kill an Enemy

+(1 to 2) to Barbarian Skill Levels

+(4 to 5) to Protector Spirit (Barbarian Only)

+(4 to 5) to Defender Spirit (Barbarian Only)

+(4 to 5) to Guardian Spirit (Barbarian Only)

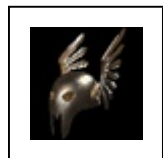
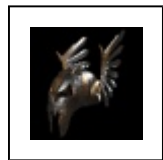
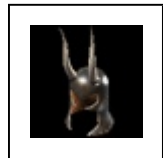
+(6 to 7) to Blades of Light

+(36 to 40)% Bonus to Summoned Minion Life

+(181 to 210)% Enhanced Defense

All Resists +(66 to 75)%

+(3 to 4) to Light Radius

**Druid****The Predator****Wolf Head (6)**

Defense: (503-667)

Durability: 31

(Druid Only)

Required Strength: 152

Required Level: 47

45% Chance to cast level 11 Bloodlust when you Kill an Enemy

(14 to 15)% Life Stolen per Hit

+(121 to 140)% Enhanced Defense

(-91 to -105) to Life

(36 to 40)% Better Chance of Getting Magic Items

**Augur's Pelt****Hawk Helm (6)**

Defense: (802-1131)

Durability: 37



(Druid Only)
Required Strength: 238
Required Level: 48
9% Chance to cast level 4 Raven Flight when you Kill an Enemy
100% Chance to cast level 54 Gift of the Wild when you Die
+(1 to 3) to Druid Skill Levels
(176 to 200)% Bonus to Attack Rating
+(171 to 200)% Enhanced Defense
(31 to 35)% Bonus to Dexterity
+(36 to 40) to Dexterity
Fire Resist +(81 to 90)%

Jalal's Charge

Antlers (6)

Defense: (978-1434)
Durability: 42
(Druid Only)
Required Strength: 323
Required Level: 49
+(66 to 75)% Bonus Damage to Mark of the Wild
+(66 to 75) to Minimum Damage
(36 to 40)% Chance of Crushing Blow
+(171 to 200)% Enhanced Defense
+(36 to 38) to all Attributes
All Resists +(36 to 40)%

Skythrone

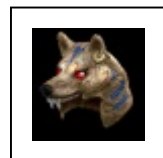
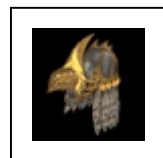
Falcon Mask (6)

Defense: (1202-1794)
Durability: 48
(Druid Only)
Required Strength: (261-244)
Required Level: 51
15% Faster Run/Walk
15% Increased Attack Speed
+(3 to 7) to Catharsis
+(181 to 210)% Enhanced Defense
+(18 to 20)% Chance to Avoid Damage
Requirements (-36 to -40)%

Spirit of Corruption

Spirit Mask (6)

Defense: (1443-2169)
Durability: 54
(Druid Only)
Required Strength: 494
Required Level: 54
+(2 to 4) to Druid Skill Levels
+(151 to 175)% Bonus to Poison Skill Duration
+(4 to 5) to Plague Avatar (Druid Only)
+(4 to 5) to Poison Flash (Druid Only)
+(3 to 12) to Way of the Spider
+(191 to 220)% Enhanced Defense
Poison Length Reduced by (46 to 50)%



Necromancer

Trollskull

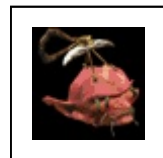
Preserved Head (6)

Defense: (242-364)
Durability: 36
(Necromancer Only)
Required Strength: 72
Required Level: 46
+(1 to 2) to Necromancer Skill Levels
20% Faster Run/Walk
(36 to 40)% Increased Chance of Blocking
Replenish Life +(66 to 75)
Fire Resist (-41 to -45)%
Damage Reduced by (18 to 20)%

Fearward

Zombie Head (6)

Defense: (883-1596)
Durability: 45
(Necromancer Only)
Required Strength: 112
Required Level: 48
+7 to Death's Fury Totem (Necromancer Only)
Attacker Flees after Striking +(27 to 30)%
+(171 to 200)% Enhanced Defense



Fire Resist +(71 to 80)%
Lightning Resist +(71 to 80)%
Cold Resist +(71 to 80)%

Trang-Oul's Relic

Unraveller Head (6)

Defense: (1024-1919)
Durability: 53
(Necromancer Only)
Required Strength: 153
Required Level: 49
100% Chance to cast level 40 Frozen Crown when you Die
+(2 to 4) to Necromancer Skill Levels
Freezes Attacker +7
+(151 to 175)% Enhanced Defense
Cold Resist +(71 to 80)%
Level 12 Charm (40 Charges)

Hero's Fang

Gargoyle Head (6)

Defense: (1382-2681)
Durability: 62
(Necromancer Only)
Required Strength: 195
Required Level: 51
40% Increased Attack Speed
40% Faster Hit Recovery
+(151 to 175) to Maximum Damage
(13 to 14)% Life Stolen per Hit
+(11 to 12) to Scorpion Blade
+(11 to 12) to Titan Strike
+(181 to 210)% Enhanced Defense
Total Character Defense Plus (46 to 50)%

Firemouth

Demon Head (6)

Defense: (1618-3202)
Durability: 70
(Necromancer Only)
Required Strength: 236
Required Level: 54
15% Chance to cast level 13 Cataclysm when Struck
+(3 to 5) to Necromancer Skill Levels
+(27 to 30)% to Fire Spell Damage
+(16 to 18) to Inner Fire
+(16 to 18) to Rune of Fire
+(181 to 210)% Enhanced Defense
Fire Resist +(81 to 90)%
+(18 to 20) Fire Absorb
Attacker Takes Fire Damage of (156 to 180)

Paladin

Bullseye

Targe (6)

Smite Damage: 24 to 36
Defense: (291-436)
Durability: 40
(Paladin Only)
Required Strength: 85
Required Level: 46
(241 to 280)% Bonus to Attack Rating
(18 to 20)% Deadly Strike
(-151 to -175) Defense vs. Missile
+(18 to 20) to Strength
+(18 to 20) to Dexterity

Hypnodisk

Rondache (6)

Smite Damage: 40 to 60
Defense: (392-638)
Durability: 49
(Paladin Only)
Required Strength: 134
Required Level: 48
Blinds Attacker +7
+(18 to 20) to Dexterity
Reduces all Vendor Prices (18 to 20)%
+(2 to 4) to Light Radius

Leoric's Banner

Heraldic Shield (6)

Smite Damage: 56 to 84

Defense: (1376-2597)

Durability: 59

(Paladin Only)

Required Strength: 182

Required Level: 49

8% Life Stolen per Hit

(18 to 20)% Chance of Crushing Blow

(31 to 35)% Deadly Strike

+(11 to 12) to Summon Shadows

+(181 to 210)% Enhanced Defense

+(31 to 35) to all Attributes

(36 to 40)% Chance of Uninterruptable Attack

Zakarum's Legacy**Aerin Shield (6)**

Smite Damage: 72 to 108

Defense: (1660-3217)

Durability: 68

(Paladin Only)

Required Strength: 232

Required Level: 51

100% Chance to cast level 48 Immolation Bomb when you Die

+(3 to 4) to Paladin Skill Levels

40% Faster Block Rate

(48 to 55)% Increased Chance of Blocking

+(181 to 210)% Enhanced Defense

(18 to 20)% Bonus to All Attributes

+(18 to 20)% Chance to Avoid Damage

Shadowmoon**Crown Shield (6)**

Smite Damage: 88 to 132

Defense: (2359-4712)

Durability: 77

(Paladin Only)

Required Strength: 280

Required Level: 54

40% Chance to cast level 12 Dark Power when you Kill an Enemy

100% Chance to cast level 12 Shackles of Ice when you Kill an Enemy

(36 to 40)% Increased Chance of Blocking

+(31 to 35)% to Spell Damage

+(4 to 8) to Light and Shadow (Paladin Only)

+(241 to 280)% Enhanced Defense

Fire Resist +(81 to 90)%

Cold Resist +(81 to 90)%



Sorceress**Nightscape****Gambeson (6)**

Defense: (399-640)

Durability: 44

(Sorceress Only)

Required Strength: (102-96)

Required Level: 46

+(36 to 40) Energy Factor to Spell Damage

+(35 to 40)% to Spell Damage

All Resists +(36 to 40)%

Damage Reduced by (22 to 25)

(-2 to -8) to Light Radius

Requirements (-36 to -40)%

**Ennead's Bane****Lamellar Armor (6)**

Defense: (1301-2399)

Durability: 50

(Sorceress Only)

Required Strength: 199

Required Level: 48

+(2 to 4) to All Skills

35% Faster Cast Rate

+(181 to 210)% Enhanced Defense

Increase Maximum Mana (61 to 70)%

Fire Resist +(71 to 80)%

Lightning Resist +(71 to 80)%

**Nor Tiraj's Turinash****Kazarghand (6)**

Defense: (736-1317)



Durability: 74
(Sorceress Only)
Required Strength: 353
Required Level: 51
+(2 to 3) to Sorceress Skill Levels
+(11 to 22) to Elemental
(66 to 75)% Bonus to Energy
Fire Resist +(46 to 50)%
Cold Resist +(46 to 50)%

Demonspike Coat

Banded Plate (6)
Defense: (3756-7796)
Durability: 110
(Sorceress Only)
Required Strength: 583
Required Level: 55
+(66 to 75) Energy Factor to Spell Damage
Indestructible
-15% Slower Run/Walk
+(181 to 210)% Enhanced Defense
+(10 per level) Defense (Based on Character Level)
Fire Resist +(86 to 100)%
Damage Reduced by (18 to 20)

Bartuc's Curse

Ceremonial Armor (6)
Defense: (3400-7040)
Durability: 116
(Sorceress Only)
Required Strength: 622
Required Level: 55
40% Faster Cast Rate
+(61 to 70)% to Spell Damage
+(181 to 210)% Enhanced Defense
(27 to 30)% Bonus to All Attributes
Damage Reduction Decreased by (-36 to -40)%
+(14 to 15)% to Experience Gained



SACRED ARMOR

General

Cloak of Flames

Quilted Armor (Sacred)
Defense: (3260-3759)
Durability: 27
Required Strength: 691
Required Level: 91
15% Increased Attack Speed
25% Faster Cast Rate
+(21 to 25)% to Fire Spell Damage
+(1 to 3) to Inner Fire
+(101 to 125)% Enhanced Defense
Increase Maximum Life (11 to 15)%
Attacker Takes Fire Damage of (601 to 800)

Dragonblood

Leather Armor (Sacred)
Defense: (5306-5722)
Durability: 33
Required Strength: 711
Required Level: 93
33% Chance to cast level 8 Apocalypse when Struck
+(1.25 per level) to Maximum Damage (Based on Character Level)
+(221 to 230)% Enhanced Defense
+(10 per level) to Life (Based on Character Level)
+10% to Maximum Fire Resist
Fire Resist +(81 to 120)%
Fire Absorb (11 to 15)%

Wyand's Fervor

Hard Leather Armor (Sacred)
Defense: (2712-3234)
Durability: 39
Required Strength: 730
Required Level: 93



15% Increased Attack Speed
Adds (201-300)-(801-1000) Cold Damage
(16 to 18)% Mana Stolen per Hit
Knockback
+(61 to 80)% Enhanced Defense

Leather of Aut
Studded Leather (Sacred)

Defense: (6362-7064)
Durability: 45
Required Strength: 749
Required Level: 97
Indestructible
+(271 to 280)% Enhanced Defense
+(51 to 75) to Strength
(-21 to -25) to Energy
+(51 to 75) to Dexterity
Total Character Defense Plus (11 to 15)%
Slows Attacker by (21 to 25)%

Khalim's Robe
Ring Mail (Sacred)

Defense: (1747-1922)
Durability: 51
Required Strength: 768
Required Level: 98
+(1 to 3) to Paladin Skill Levels
-5% Slower Run/Walk
15% Faster Cast Rate
Total Character Damage Plus (31 to 40)%
Replenish Life +(71 to 80)
Damage Reduced by (31 to 40)
Total Character Defense Plus (31 to 50)%

Crystalshroud
Scale Mail (Sacred)

Defense: (4818-5558)
Durability: 14
Required Strength: 197
Required Level: 98
+(1 to 3) to All Skills
-20% Slower Run/Walk
+(16 to 20)% to Spell Damage
+(171 to 180)% Enhanced Defense
(21 to 25)% Bonus to Energy
(21 to 25)% Bonus to Vitality
All Resists +(31 to 40)%
Reduces all Vendor Prices (11 to 15)%
Decrease Maximum Durability -75%
Requirements -75%

Bone Chain
Chain Mail (Sacred)

Defense: (4543-5526)
Durability: 63
Required Strength: 807
Required Level: 101
+(1 to 3) to Necromancer Skill Levels
+(31 to 40)% Damage to Undead
+(21 to 25)% to Cold Spell Damage
+(21 to 25)% to Poison Spell Damage
+(1 to 3) to Frostclaw Totem
+(151 to 170)% Enhanced Defense
Poison Resist +(51 to 60)%

Coldworm's Thorax
Breast Plate (Sacred)

Defense: (5942-8407)
Durability: 69
Required Strength: 826
Required Level: 103
-20% Slower Run/Walk
+(201 to 270)% Enhanced Defense
+(401 to 600) Defense
+(41 to 50) to Strength
Damage Reduced by (11 to 15)%
Half Freeze Duration

Sharkbaiter
Splint Mail (Sacred)

Defense: (6012-7388)

Durability: 75
Required Strength: 845
Required Level: 102
5% Chance to cast level 18 Bloodlust when Struck
-15% Decreased Chance of Blocking
(14 to 17)% Life Stolen per Hit
+(221 to 240)% Enhanced Defense
+(41 to 50) to all Attributes
Replenish Life +(101 to 125)

The Rainbow Cloak

Plate Mail (Sacred)

Defense: (4588-5813)
Durability: 81
Required Strength: 691
Required Level: 105
Adds (101-150)-(401-500) Fire Damage
Adds (101-150)-(401-500) Lightning Damage
Adds (101-150)-(401-500) Cold Damage
+(141 to 160)% Enhanced Defense
Fire Resist +(61 to 80)%
Lightning Resist +(61 to 80)%
Cold Resist +(61 to 80)%
Cold Absorb (6 to 10)%
Lightning Absorb (6 to 10)%
Fire Absorb (6 to 10)%
Requirements -20%

Rageforge

Field Plate (Sacred)

Defense: (4276-5745)
Durability: 87
Required Strength: 884
Required Level: 107
+(201 to 250) Crafting Points
100% Chance to cast level 58 Meteor Shower when you Die
+(1 to 2) to All Skills
40% Increased Attack Speed
40% Faster Cast Rate
Stun Attack
(11 to 15)% Deadly Strike
Total Character Damage Plus (31 to 50)%
+(121 to 150)% Enhanced Defense

Wisdom's Wrap

Light Plate (Sacred)

Defense: (3165-4249)
Durability: 93
Required Strength: 180
Required Level: 106
+(1 to 4) to All Skills
50% Faster Cast Rate
75% Faster Hit Recovery
+(21 to 25)% to Spell Damage
+(61 to 80)% Enhanced Defense
Increase Maximum Mana (16 to 20)%
+5% to All Maximum Resistances
Level 5 Lightning Wall (20 Charges)
Requirements -80%

Scales of the Serpent

Gothic Plate (Sacred)

Defense: (6813-8726)
Durability: 99
Required Strength: 553
Required Level: 108
+(2 to 4) to All Skills
30% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(31 to 40)% Bonus to Summoned Minion Life
+(241 to 260)% Enhanced Defense
+(51 to 60) to all Attributes
All Resists +(31 to 50)%
Poison Length Reduced by (21 to 25)%
Requirements -40%

Bul Kathos' Throne

Full Plate Mail (Sacred)

Defense: (7121-9198)
Durability: 105
Required Strength: 941



Required Level: 112
+(1 to 3) to All Skills
30% Increased Attack Speed
+(101 to 125) to Maximum Damage
+(251 to 270)% Enhanced Defense
(21 to 30)% Bonus to All Attributes
+2 to Maximum Barbarian Minions
All Resists +(31 to 50)%
(301 to 400)% Extra Gold from Monsters

**Torn Flesh of Gods
Ancient Armor (Sacred)**

Defense: (8676-11484)
Durability: 111
Required Strength: 951
Required Level: 112
Indestructible
+(321 to 350)% Enhanced Defense
(31 to 40)% Bonus to Vitality
-75% to All Maximum Resistances
Damage Reduced by (31 to 50)



**Gheed's Noggin
Cap (Sacred)**

Defense: (2391-2583)
Durability: 27
Required Strength: 685
Required Level: 91
5% Deadly Strike
+(181 to 200)% Enhanced Defense
+(11 to 15) to all Attributes
(201 to 250)% Extra Gold from Monsters
(41 to 60)% Better Chance of Getting Magic Items



**Thinking Cap
Skull Cap (Sacred)**

Defense: (1076-1240)
Durability: 3
Required Strength: 730
Required Level: 97
+(1 to 3) to All Skills
+(183 to 316) Defense
All Resists +(31 to 40)%
Decrease Maximum Durability -90%



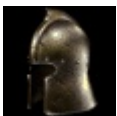
**Mindmaze
Helm (Sacred)**

Defense: (2814-3155)
Durability: 39
Required Strength: 775
Required Level: 101
+(1 to 2) to All Skills
20% Increased Attack Speed
20% Faster Cast Rate
Hit Blinds Target +(2 to 4)
(21 to 25)% Bonus to Energy
+(201 to 220)% Enhanced Defense
Level 10 Banish (10 Charges)



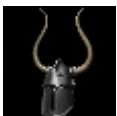
**The Celestial Dome
Full Helm (Sacred)**

Defense: (3132-3671)
Durability: 45
Required Strength: 820
Required Level: 102
+(16 to 20)% to Spell Damage
+(221 to 250)% Enhanced Defense
(21 to 25)% Chance of Uninterruptable Attack
(151 to 200)% Extra Gold from Monsters
(41 to 70)% Better Chance of Getting Magic Items



**The Prophet's Veil
Great Helm (Sacred)**

Defense: (3471-4003)
Durability: 51
Required Strength: 648
Required Level: 106
16% Chance to cast level 7 Rune of Ice when Struck
+(1 to 2) to All Skills
(0.25 per level)% to Poison Spell Damage (Based on Character Level)



(0.25 per level)% to Cold Spell Damage (Based on Character Level)
+(241 to 260)% Enhanced Defense
Cold Resist +(31 to 40)%
Poison Resist +(31 to 40)%
-5 to Light Radius
Level 10 Shadowform (15 Charges)
Requirements -25%

**Gotterdammerung
Crown (Sacred)**

Defense: (4250-5283)
Durability: 57
Required Strength: 909
Required Level: 112
Indestructible
+(301 to 350)% Enhanced Defense
+(41 to 60) to all Attributes
All Resists -75%
Damage Reduced by (16 to 20)%
-5 to Light Radius

**Lazarus' Binding
Mask (Sacred)**

Defense: (674-720)
Durability: 26
Required Strength: 486
Required Level: 105
+(1 to 2) to All Skills
20% Faster Cast Rate
+(11 to 15)% to Spell Damage
-50 Maximum Stamina
All Resists +(11 to 15)%
Level 20 Flash (50 Charges)
Requirements -40%

**Death's Visage
Bone Helm (Sacred)**

Defense: (2227-2556)
Durability: 32
Required Strength: 845
Required Level: 112
+2 to All Skills
25% Increased Attack Speed
15% Faster Cast Rate
20% Faster Hit Recovery
+(121 to 140)% Damage to Undead
(31 to 40)% Bonus to Energy
+(221 to 240)% Enhanced Defense

**Helm of Sprits
Circlet (Sacred)**

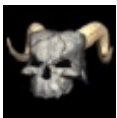
Defense: (215-222)
Durability: 10
Required Level: 101
15% Chance to cast level 20 Hunting Banshee when you Kill an Enemy
(18 to 22)% Life Stolen per Hit
(-81 to -87) Defense
Increase Maximum Life (6 to 10)%
+(21 to 30) Life after each Kill

**Cathan's Guard
Coronet (Sacred)**

Defense: (921-1053)
Durability: 15
Required Level: 102
Indestructible
10% Increased Chance of Blocking
+(201 to 225)% Enhanced Defense
Total Character Defense Plus (21 to 30)%
Level 15 Ring of Light (20 Charges)

**Etherwarp
Tiara (Sacred)**

Defense: (196-219)
Durability: 20
Required Level: 106
-15% Slower Run/Walk
+(1 to 4) to Blink
-121 Defense
Regenerate Mana +10%



Skulleye

Diadem (Sacred)

Defense: (327-356)

Durability: 25

Required Level: 112

+(1 to 2) to All Skills

+(31 to 50)% Bonus to Poison Skill Duration

(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration

Attacker Flees after Striking +(6 to 10)%

+(21 to 30) to Strength

+(21 to 30) to Energy

+(21 to 30) to Dexterity

Poison Resist +(41 to 50)%

Kashya's Ward

Buckler (Sacred)

Smite Damage: 8 to 12

Defense: (3368-3673)

Durability: 32

Required Strength: 669

Required Dexterity: 704

Required Level: 90

2% Chance to cast level 18 Phalanx when Struck

+1 to Amazon Skill Levels

20% Faster Run/Walk

20% Increased Attack Speed

(11 to 15)% Increased Chance of Blocking

+(10 per level) Defense vs. Missile (Based on Character Level)

+(201 to 220)% Enhanced Defense

+(21 to 25) to Energy

+(21 to 25) to Dexterity

The Deflector

Small Shield (Sacred)

Smite Damage: 24 to 36

Defense: (3321-3819)

Durability: 42

Required Strength: 695

Required Dexterity: 749

Required Level: 96

Indestructible

+(181 to 200)% Enhanced Defense

Damage Reduced by (100 to 125)

Magic Damage Reduced by (36 to 40)

Total Character Defense Plus (11 to 15)%

Iceshell

Large Shield (Sacred)

Smite Damage: 40 to 60

Defense: (4245-5036)

Durability: 52

Required Strength: 864

Required Dexterity: 952

Required Level: 100

11% Chance to cast level 3 Glacial Nova when Struck

(21 to 25)% Increased Chance of Blocking

Freezes Attacker +(2 to 4)

(11 to 15)% Bonus to All Attributes

+(241 to 260)% Enhanced Defense

Cold Resist +(31 to 40)%

Cannot Be Frozen

Attacker Takes Cold Damage of (178 to 295)

Requirements +20%

Standard of Sescheron

Kite Shield (Sacred)

Smite Damage: 56 to 84

Defense: (3931-4953)

Durability: 62

Required Strength: 746

Required Dexterity: 839

Required Level: 102

100% Chance to cast level 6 Guard Tower when you Kill an Enemy

+(1 to 2) to Barbarian Skill Levels

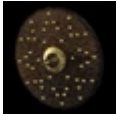
+(201 to 225)% Enhanced Defense

(16 to 20)% Bonus to Strength

Damage Reduced by (26 to 30)

(151 to 175)% Extra Gold from Monsters

(21 to 25)% Curse Length Reduction



Banner of Duncraig
Tower Shield (Sacred)

Smite Damage: 72 to 108
Defense: (4942-6266)
Durability: 72
Required Strength: 772
Required Dexterity: 884
Required Level: 106
40% Faster Block Rate
Total Character Damage Plus (6 to 10)%
+(261 to 280)% Enhanced Defense
(11 to 15)% Bonus to All Attributes
+(16 to 20) to all Attributes
Damage Reduced by (6 to 8)%
(16 to 20)% Chance of Uninterruptable Attack
Level 5 Vindicate (20 Charges)

Dragon's Breach
Gothic Shield (Sacred)

Smite Damage: 88 to 132
Defense: (4934-7500)
Durability: 81
Required Strength: 797
Required Dexterity: 929
Required Level: 112
(6 to 10)% Increased Chance of Blocking
+(241 to 300)% Enhanced Defense
+(51 to 400) Defense
+100 to Strength
-25 to Energy
Fire Absorb 5%
Attacker Takes Fire Damage of (401 to 600)
Level 2 Inner Fire (10 Charges)

Split Skull Shield
Bone Shield (Sacred)

Smite Damage: 16 to 24
Defense: (2290-2807)
Durability: 51
Required Dexterity: 791
Required Level: 101
40% Increased Attack Speed
-40% Decreased Chance of Blocking
+(41 to 60) to Minimum Damage
(11 to 15)% Chance of Crushing Blow
+(231 to 250)% Enhanced Defense
+60 to Strength
-15 to Energy
+60 to Dexterity

Thornwall
Spiked Shield (Sacred)

Smite Damage: 24 to 36
Defense: (1600-2160)
Durability: 59
Required Dexterity: 553
Required Level: 105
+(1 to 2) to Druid Skill Levels
+(31 to 40)% Bonus to Poison Skill Duration
+(121 to 150)% Enhanced Defense
Poison Resist +50%
Magic Damage Reduced by (5 to 9)
(401 to 500)% Damage Reflected
Requirements -33%

Ashaera's Armor
Sash (Sacred)

Defense: (1227-1336)
Durability: 25
Required Strength: 679
Required Level: 90
+(11 to 15)% to Spell Damage
+(2 to 5) to Mage Armor (Sorceress Only)
+(501 to 600) Defense
Damage Reduced by (6 to 10)%

The Endless Loop
Light Belt (Sacred)

Defense: (789-819)
Durability: 34



Required Strength: 736
Required Level: 96
+1 to All Skills
+(1 to 4) to Vortex (Sorceress Only)
Replenish Life +(61 to 80)
Regenerate Mana +50%

**Sankekur's Ribbon
Belt (Sacred)**

Defense: (3157-4063)
Durability: 43
Required Strength: 794
Required Level: 100
+1 to All Skills
20% Faster Hit Recovery
40% Faster Block Rate
(11 to 15)% Increased Chance of Blocking
+(41 to 50)% Damage to Undead
+(271 to 350)% Enhanced Defense
All Resists +(21 to 25)%
+4 to Light Radius

Dragon Tail

Heavy Belt (Sacred)

Defense: (3390-3948)
Durability: 52
Required Strength: 852
Required Level: 105
+(11 to 15) Energy Factor to Spell Damage
15% Chance to cast level 10 Fire Fountain when you Kill an Enemy
(0.25 per level)% to Fire Spell Damage (Based on Character Level)
+(271 to 300)% Enhanced Defense
(6 to 10)% Bonus to Strength
Fire Resist +(61 to 80)%

Sash of Shadows

Plated Belt (Sacred)

Defense: (3722-4494)
Durability: 61
Required Strength: 363
Required Level: 108
+1 to All Skills
(0.375 per level)% to Cold Spell Damage (Based on Character Level)
+(11 to 15)% Bonus to Summoned Minion Resistances
+(281 to 320)% Enhanced Defense
Cold Resist +(26 to 30)%
(21 to 25)% Damage Taken Goes To Mana
Requirements -60%

Geglash's Dusters

Leather Gloves (Sacred)

Defense: (1048-1162)
Durability: 25
Required Strength: 682
Required Level: 90
15% Increased Attack Speed
Damage +(16 to 20)
(6 to 10)% Chance of Crushing Blow
Total Character Damage Plus (11 to 15)%
+(211 to 240)% Enhanced Defense
(151 to 200)% Extra Gold from Monsters

Trick Gambit

Heavy Gloves (Sacred)

Defense: (353-374)
Durability: 32
Required Strength: 727
Required Level: 96
+(21 to 25) Energy Factor to Spell Damage
35% Faster Cast Rate
+(21 to 30)% to Spell Damage
(11 to 15)% Bonus to Energy

Deadman's Hand

Chain Gloves (Sacred)

Defense: (369-405)
Durability: 39
Required Strength: 772
Required Level: 100
25% Increased Attack Speed

Knockback
+(16 to 20) to Dexterity
Damage Reduced by 10%
(181 to 220)% Extra Gold from Monsters

**Thundercrack
Light Gauntlets (Sacred)**

Defense: (384-437)
Durability: 46
Required Strength: 816
Required Level: 103
(21 to 30)% Velocity Bonus to Holy Armor
15% Increased Attack Speed
Adds 1-(301-600) Lightning Damage
+(11 to 15)% to Lightning Spell Damage
Lightning Resist +(21 to 40)%
Level 5 Lightning Wall (15 Charges)

**Soulsqueeze
Gauntlets (Sacred)**

Defense: (1124-1404)
Durability: 53
Required Strength: 861
Required Level: 107
(5 to 24)% Mana Stolen per Hit
Total Character Damage Plus (31 to 40)%
Slows Target by (11 to 20)%
+(181 to 200)% Enhanced Defense
Repairs 1 Durability in 20 Seconds

**Rabbit's Foot
Boots (Sacred)**

Defense: (467-481)
Durability: 29
Required Strength: 688
Required Level: 88
20% Faster Run/Walk
(16 to 20)% Increased Chance of Blocking
+(0.5 per level) Defense vs. Missile (Based on Character Level)
(161 to 200)% Extra Gold from Monsters
(41 to 50)% Better Chance of Getting Magic Items

**Death Spur
Heavy Boots (Sacred)**

Defense: (1501-1716)
Durability: 42
Required Strength: 739
Required Level: 96
+(0.5 per level) to Maximum Damage (Based on Character Level)
(21 to 25)% Deadly Strike
(16 to 20)% Chance of Open Wounds
+(201 to 225)% Enhanced Defense
+5 to all Attributes
+(41 to 50) Life after each Kill

**The Punisher
Chain Boots (Sacred)**

Defense: (530-574)
Durability: 55
Required Strength: 791
Required Level: 98
+(1 to 2) to All Skills
+(21 to 25)% Bonus to Poison Skill Duration
-15% Slower Run/Walk
Slows Attacker by (31 to 40)%

**Destruction's Wake
Light Plated Boots (Sacred)**

Defense: (562-622)
Durability: 68
Required Strength: 564
Required Level: 103
+(1 to 2) to Necromancer Skill Levels
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
+(16 to 25)% Bonus to Summoned Minion Damage
+(11 to 15)% Bonus to Summoned Minion Resistances
Level 15 Nightmare (10 Charges)
Requirements -33%

Soot Chimney

Greaves (Sacred)

Defense: (1903-2274)

Durability: 81

Required Strength: 893

Required Level: 107

Adds 15-200 Fire Damage

+(15 per level) Defense vs. Missile (Based on Character Level)

Blinds Attacker +(2 to 4)

+(221 to 240)% Enhanced Defense

Fire Resist +(31 to 40)%

Amazon

Crown of the Rakkas

Morion (Sacred)

Defense: (1719-1980)

Durability: 32

(Amazon Only)

Required Strength: 685

Required Level: 92

+(1 to 2) to All Skills

(11 to 15)% Chance of Crushing Blow

Knocks Attacker Back

(21 to 30)% Bonus to All Attributes

+(181 to 220)% Enhanced Defense

+(31 to 50) to all Attributes

-2 to Light Radius

Repairs 1 Durability in 5 Seconds

Crest of Arnazeus

Cervelliere (Sacred)

Defense: (2025-2694)

Durability: 44

(Amazon Only)

Required Strength: 775

Required Level: 102

+(1 to 3) to Amazon Skill Levels

+(201 to 280)% Enhanced Defense

Replenish Life +(31 to 40)

All Resists +(41 to 50)%

Target Takes Additional Damage of 500

Kethryes' Phalanx

Einherjar Helm (Sacred)

Defense: (2253-2944)

Durability: 50

(Amazon Only)

Required Dexterity: 1006

Required Level: 103

+(1 to 2) to Amazon Skill Levels

30% Increased Attack Speed

(11 to 15)% Increased Chance of Blocking

(31 to 50)% Chance of Crushing Blow

+(1 to 4) to Stormwind

Total Character Damage Plus (21 to 25)%

+(221 to 290)% Enhanced Defense

Increase Maximum Mana 20%

Helepolis

Spangenhelm (Sacred)

Defense: (2601-3548)

Durability: 62

(Amazon Only)

Required Strength: 909

Required Level: 113

+(1 to 2) to All Skills

20% Increased Attack Speed

20% Faster Hit Recovery

+(2 to 8) to Guard Tower

Knockback

+(241 to 320)% Enhanced Defense

Fire Resist +(41 to 60)%

Total Character Defense Plus (31 to 40)%

Assassin

Razorweb Snare

Parma (Sacred)

Smite Damage: 40 to 60

Defense: (896-1007)

Durability: 57
(Assassin Only)
Required Strength: 612
Required Dexterity: 674
Required Level: 101
100% Faster Block Rate
+(21 to 40)% to Poison Spell Damage
Attacker Flees after Striking +(11 to 15)%
Poison Resist +(61 to 90)%
Slows Attacker by (31 to 50)%
Requirements -15%

Norrec's Targe

Aspis (Sacred)

Smite Damage: 56 to 84
Defense: (2453-3729)
Durability: 67
(Assassin Only)
Required Strength: 746
Required Dexterity: 839
Required Level: 103
+(2 to 3) to Assassin Skill Levels
(11 to 15)% Increased Chance of Blocking
+(1.5 per level) to Maximum Damage (Based on Character Level)
(7 to 11)% Life Stolen per Hit
+(1 to 8) to Apocalypse
(-51 to -75) to Monster Defense per Hit
+(161 to 240)% Enhanced Defense
+(31 to 50) Life after each Kill

Astrogha's Gaze

Totem Shield (Sacred)

Smite Damage: 16 to 24
Defense: (1498-2019)
Durability: 56
(Assassin Only)
Required Dexterity: 791
Required Level: 102
33% Chance to cast level 12 Bloodstar on Striking
+(1 to 2) to All Skills
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Cold Spell Damage
+(201 to 250)% Enhanced Defense
+(31 to 40) Life when Struck by an Enemy

Cloudladder

Bladed Shield (Sacred)

Smite Damage: 24 to 36
Defense: (1983-2632)
Durability: 64
(Assassin Only)
Required Dexterity: 619
Required Level: 106
50% Increased Attack Speed
40% Faster Cast Rate
+(241 to 270)% Enhanced Defense
+(207 to 331) Defense
+(21 to 25) to all Attributes
(26 to 30)% Chance of Uninterruptable Attack
Level 10 Fortress (60 Charges)
Level 5 Guard Tower (40 Charges)
Requirements -25%



Barbarian

Grim Fang

Jawbone Cap (Sacred)

Defense: (2254-2522)
Durability: 34
(Barbarian Only)
Required Strength: 663
Required Level: 97
(21 to 25)% Chance of Open Wounds
Slows Target by 33%
+(201 to 225)% Enhanced Defense
Fire Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Poison Resist +(21 to 25)%
(61 to 75)% Extra Gold from Monsters



Hellmaw

Fanged Helm (Sacred)

Defense: (2362-2822)

Durability: 40

(Barbarian Only)

Required Strength: 670

Required Level: 101

40% Chance to cast level 9 Lightning Cascade when you Kill an Enemy

15% Chance to cast level 5 Apocalypse on Striking

25% Chance to cast level 13 Elemental on Attack

+(31 to 40)% to Fire Spell Damage

+(11 to 15)% to Lightning Spell Damage

+(4 to 13) to Flamestrike

+(201 to 240)% Enhanced Defense

Fire Resist +(31 to 40)%

Magic Damage Reduced by (11 to 15)

Thunderdome**Horned Helm (Sacred)**

Defense: (2307-2655)

Durability: 47

(Barbarian Only)

Required Strength: 677

Required Level: 102

15% Faster Run/Walk

20% Increased Attack Speed

Adds 25-75 Damage

Adds 1-750 Lightning Damage

+(31 to 40)% to Lightning Spell Damage

+(181 to 200)% Enhanced Defense

All Resists +(11 to 15)%

Stormhead**Assault Helmet (Sacred)**

Defense: (2925-3380)

Durability: 53

(Barbarian Only)

Required Strength: 685

Required Level: 106

+(1 to 2) to Barbarian Skill Levels

Stun Attack

(11 to 20)% Chance of Crushing Blow

+(241 to 260)% Enhanced Defense

(21 to 25)% Bonus to Strength

(11 to 15)% Bonus to Energy

Attacker Takes Lightning Damage of (101 to 120)

Level 15 Lightning Wall (10 Charges)

Bul Kathos' Voice**Avenger Guard (Sacred)**

Defense: (3406-3972)

Durability: 59

(Barbarian Only)

Required Strength: 692

Required Level: 112

+(1 to 2) to Barbarian Skill Levels

(11 to 15)% Chance of Crushing Blow

+(1 to 3) to Mark of the Wild

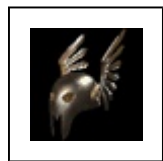
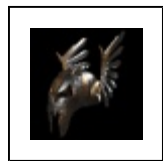
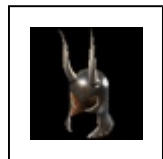
+(2 to 4) to Mountain King (Barbarian Only)

Total Character Damage Plus (21 to 30)%

+(281 to 300)% Enhanced Defense

+(31 to 35) to all Attributes

All Resists +(16 to 20)%

**Druid****Coldhunter****Wolf Head (Sacred)**

Defense: (2093-2300)

Durability: 31

(Druid Only)

Required Strength: 661

Required Level: 97

Adds 225-275 Cold Damage

(11 to 15)% Life Stolen per Hit

Freezes Target +(2 to 4)

+(241 to 260)% Enhanced Defense

+(21 to 25) to Vitality

Cold Resist +(31 to 50)%

Attacker Takes Cold Damage of (75 to 100)

**Naiad's Form**

Hawk Helm (Sacred)

Defense: (2080-2339)

Durability: 37

(Druid Only)

Required Strength: 668

Required Level: 101

+(2 to 3) to Druid Skill Levels

+100% Bonus to Poison Skill Duration

40% Faster Cast Rate

+(221 to 240)% Enhanced Defense

+(41 to 50) to Energy

+5% Chance to Avoid Damage

Goatlord**Antlers (Sacred)**

Defense: (2250-2586)

Durability: 42

(Druid Only)

Required Strength: 675

Required Level: 102

50% Chance to cast level 32 Flamestrike when you Kill an Enemy

+(31 to 50) to Maximum Damage

(14 to 18)% Life Stolen per Hit

+(231 to 250)% Enhanced Defense

Increase Maximum Life (21 to 25)%

Fire Resist +(51 to 75)%

Fire Absorb (11 to 15)%

Windcrown**Falcon Mask (Sacred)**

Defense: (714-789)

Durability: 48

(Druid Only)

Required Strength: 681

Required Level: 106

30% Faster Run/Walk

15% Increased Attack Speed

+(1 to 3) to Scattershot

Knockback

(16 to 20)% Bonus to Strength

(16 to 20)% Bonus to Energy

(16 to 20)% Bonus to Vitality

Nature's Orphan**Spirit Mask (Sacred)**

Defense: (2700-3356)

Durability: 54

(Druid Only)

Required Strength: 688

Required Level: 112

40% Faster Cast Rate

+(21 to 30)% to Cold Spell Damage

+(1 to 5) to Cold Blood

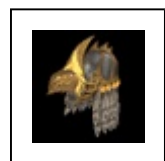
+(2 to 8) to Shadow Avatar (Druid Only)

+(2 to 8) to Hunting Banshee (Druid Only)

+(261 to 300)% Enhanced Defense

Magic Resist +(11 to 15)%

Cold Resist +(21 to 40)%



Necromancer**Demonlure****Preserved Head (Sacred)**

Defense: (871-932)

Durability: 36

(Necromancer Only)

Required Strength: 655

Required Level: 96

13% Chance to cast level 9 Mind Flay when Struck

+(1 to 3) to Necromancer Skill Levels

+(1 to 13) to Immolation Bomb

+(6 to 10) to Maximum Necromancer Minions

Replenish Life +(31 to 40)

Magic Damage Reduced by (11 to 15)

**The Harbinger****Zombie Head (Sacred)**

Defense: (913-1016)

Durability: 45

(Necromancer Only)

Required Strength: 658



Required Level: 100
+(1 to 3) to All Skills
+(2 to 8) to Slayer
+2 to [random summoning skill] (Necromancer Only)
+(31 to 40)% Bonus to Summoned Minion Damage
+(11 to 15) to all Attributes
All Resists +(21 to 25)%
+2 to Light Radius

Spellbreaker
Unraveller Head (Sacred)

Defense: (954-1099)
Durability: 53
(Necromancer Only)
Required Strength: 662
Required Level: 102
+(1 to 3) to Necromancer Skill Levels
+4 to [random totem-related skill] (Necromancer Only)
+(31 to 50)% Bonus to Summoned Minion Resistances
-1 to Mana
All Resists +(21 to 30)%
(11 to 15)% Curse Length Reduction

Stoneflesh
Gargoyle Head (Sacred)

Defense: (3897-5359)
Durability: 62
(Necromancer Only)
Required Strength: 665
Required Level: 106
Indestructible
100% Chance to cast level 48 Shower of Rocks when you Die
+(2 to 3) to Necromancer Skill Levels
60% Faster Hit Recovery
(31 to 40)% Increased Chance of Blocking
+(31 to 40)% Bonus to Summoned Minion Life
+(281 to 330)% Enhanced Defense
+(103 to 277) Defense
Damage Reduced by (11 to 15)%

Sinwar
Demon Head (Sacred)

Defense: (3124-4051)
Durability: 70
(Necromancer Only)
Required Strength: 668
Required Level: 112
+(2 to 4) to Necromancer Skill Levels
Ignore Target's Defense
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Poison Spell Damage
+(8 to 11) to Phoenix Stance
+(5 to 13) to Snake Stance
+(2 to 7) to Shaman's Path
+(201 to 220)% Enhanced Defense

Paladin

Doom Gong
Targe (Sacred)

Smite Damage: 24 to 36
Defense: (1145-1218)
Durability: 40
(Paladin Only)
Required Strength: 656
Required Level: 96
Stun Attack
(11 to 40)% Deadly Strike
+(11 to 17) to all Attributes
(151 to 175)% Damage Reflected

Chalice of Horrors
Rondache (Sacred)

Smite Damage: 40 to 60
Defense: (2403-2967)
Durability: 49
(Paladin Only)
Required Strength: 660
Required Level: 100
35% Faster Hit Recovery
15% Faster Block Rate

+(1 to 9) to Cold Fear
Attacker Flees after Striking +(11 to 25)%
+(101 to 125)% Enhanced Defense
(21 to 25)% Chance of Uninterruptable Attack
Half Freeze Duration

Argentek's Tide
Heraldic Shield (Sacred)

Smite Damage: 56 to 84
Defense: (3498-5108)
Durability: 59
(Paladin Only)
Required Strength: 664
Required Level: 102
(21 to 40)% Bonus to Buff/Debuff/Cold Skill Duration
+(1 to 6) to Mana Tide Totem
+(2 to 5) to Mountain King
+(181 to 260)% Enhanced Defense
Poison Resist +(51 to 75)%
(201 to 250)% Extra Gold from Monsters

Zakarum's Fortress
Aerin Shield (Sacred)

Smite Damage: 72 to 108
Defense: (3897-5772)
Durability: 68
(Paladin Only)
Required Strength: 668
Required Level: 106
+(2 to 4) to Paladin Skill Levels
10% Faster Hit Recovery
20% Faster Block Rate
+(201 to 280)% Enhanced Defense
All Resists +(51 to 60)%
(31 to 40)% Chance of Uninterruptable Attack

Grail of Souls
Crown Shield (Sacred)

Smite Damage: 88 to 132
Defense: (1548-1917)
Durability: 77
(Paladin Only)
Required Strength: 671
Required Level: 112
+(1 to 2) to Paladin Skill Levels
(21 to 30)% Increased Chance of Blocking
+(202 to 297) Defense
Damage Reduced by (6 to 10)%
Slows Attacker by (21 to 30)%
(21 to 25)% Damage Taken Goes To Mana

Sorceress

Vizjerei's Birthright
Gambeson (Sacred)

Defense: (1819-1939)
Durability: 44
(Sorceress Only)
Required Strength: 489
Required Level: 94
40% Faster Cast Rate
+(31 to 50)% to Spell Damage
Increase Maximum Mana (41 to 60)%
Regenerate Mana +(31 to 40)%
All Resists +(31 to 40)%
Requirements -33%

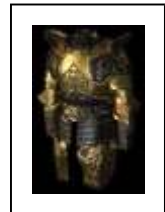
Quov Tsin's Fall
Lamellar Armor (Sacred)

Defense: (3720-5017)
Durability: 50
(Sorceress Only)
Required Strength: 749
Required Level: 98
+(1 to 2) to All Skills
+(11 to 15)% to Spell Damage
+(3 to 12) to Mana Tide Totem
+(101 to 150)% Enhanced Defense
(31 to 40)% Bonus to Energy
(201 to 250)% Extra Gold from Monsters

Hepsheeba's Mantle
Kazarghand (Sacred)
Defense: (2488-3028)
Durability: 74
(Sorceress Only)
Required Strength: 826
Required Level: 104
+(21 to 25) Energy Factor to Spell Damage
(0.75 per level)% to Fire Spell Damage (Based on Character Level)
+6 to [random fire spell] (Sorceress Only)
+(501 to 750) Defense
Fire Resist +(81 to 100)%
Damage Reduced by (31 to 50)

Fauztin's Visage
Banded Plate (Sacred)
Defense: (4620-6439)
Durability: 110
(Sorceress Only)
Required Strength: 941
Required Level: 113
+(1 to 3) to Sorceress Skill Levels
+(111 to 140)% Enhanced Defense
+150 to Energy
-50 to Vitality
Fire Resist +(51 to 75)%
Poison Resist +(51 to 75)%
+(101 to 125) Mana after each Kill
Level 5 Blink (20 Charges)

Armor of the Old Religion
Ceremonial Armor (Sacred)
Defense: (6694-10193)
Durability: 116
(Sorceress Only)
Required Strength: 480
Required Level: 113
+(41 to 50) Energy Factor to Spell Damage
40% Faster Cast Rate
30% Faster Hit Recovery
+(31 to 40)% to Spell Damage
+(1 to 6) to Unholy Armor
+(201 to 270)% Enhanced Defense
All Resists +(61 to 100)%
+(41 to 50) Life when Struck by an Enemy
Reduces all Vendor Prices (6 to 10)%
Requirements -50%



TIER 1 JEWELRY

General



Hangman (1)
Amulet
Required Level: 1
100% Chance to cast level 20 Pain Spirit when you Die
+(6 to 15) to Maximum Damage
(-5 to -10) to Life
Regenerate Mana +(11 to 15)%
(16 to 25)% Damage Taken Goes To Mana



The Dreamcatcher (1)
Amulet
Required Level: 1
(4 to 5)% Bonus to All Attributes
+(3 to 5) to all Attributes
Total Character Defense Plus (3 to 5)%
(11 to 40)% Extra Gold from Monsters
(6 to 10)% Better Chance of Getting Magic Items



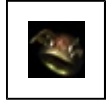
Witchmoon (1)
Amulet
Required Level: 1
10% Chance to cast level 2 Bloodstorm when Struck
5% Faster Cast Rate
+(4 to 5)% to Spell Damage
+(3 to 5) Mana after each Kill

-1 to Light Radius



Ripstar (1)
Ring

Required Level: 1
+(2 to 5) to Maximum Damage
(4 to 5)% Deadly Strike
(5 to 10)% Chance of Open Wounds
Total Character Damage Plus (6 to 10)%



Ring of Disengagement (1)
Ring

Required Level: 1
3% Chance to cast level 1 Celerity when Struck
5% Faster Run/Walk
+(21 to 50) Maximum Stamina
Heal Stamina Plus (21 to 25)%



Vizjun's Mark (1)
Ring

Required Level: 1
10% Chance to cast level 6 Holy Insanity when you Kill an Enemy
Adds 3-10 Fire Damage
2% Life Stolen per Hit
(6 to 10)% Chance of Open Wounds
Increase Maximum Life (6 to 10)%
+(3 to 5) Life after each Kill

TIER 2 JEWELRY

General



Hangman (2)
Amulet

Required Level: 8
100% Chance to cast level 25 Pain Spirit when you Die
+(16 to 25) to Maximum Damage
(-11 to -16) to Life
Regenerate Mana +(16 to 20)%
(26 to 35)% Damage Taken Goes To Mana



The Dreamcatcher (2)
Amulet

Required Level: 8
(6 to 7)% Bonus to All Attributes
+(6 to 8) to all Attributes
Total Character Defense Plus (6 to 8)%
(41 to 70)% Extra Gold from Monsters
(11 to 15)% Better Chance of Getting Magic Items



Witchmoon (2)
Amulet

Required Level: 8
15% Chance to cast level 3 Bloodstorm when Struck
5% Faster Cast Rate
+(6 to 7)% to Spell Damage
+(6 to 8) Mana after each Kill
-1 to Light Radius



Ripstar (2)
Ring

Required Level: 8
+(6 to 9) to Maximum Damage
(6 to 7)% Deadly Strike
(11 to 16)% Chance of Open Wounds
Total Character Damage Plus (11 to 15)%



Ring of Disengagement (2)
Ring

Required Level: 8
4% Chance to cast level 1 Celerity when Struck
5% Faster Run/Walk
+(51 to 80) Maximum Stamina
Heal Stamina Plus (26 to 30)%



Vizjun's Mark (2)
Ring
Required Level: 8
15% Chance to cast level 7 Holy Insanity when you Kill an Enemy
Adds 4-14 Fire Damage
3% Life Stolen per Hit
(11 to 15)% Chance of Open Wounds
Increase Maximum Life (11 to 15)%
+(6 to 8) Life after each Kill

TIER 3 JEWELRY

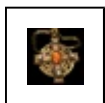
General



Hangman (3)
Amulet
Required Level: 17
100% Chance to cast level 30 Pain Spirit when you Die
+(26 to 35) to Maximum Damage
(-17 to -22) to Life
Regenerate Mana +(21 to 25)%
(36 to 45)% Damage Taken Goes To Mana



The Dreamcatcher (3)
Amulet
Required Level: 17
(8 to 9)% Bonus to All Attributes
+(9 to 11) to all Attributes
Total Character Defense Plus (9 to 11)%
(71 to 100)% Extra Gold from Monsters
(16 to 20)% Better Chance of Getting Magic Items



Witchmoon (3)
Amulet
Required Level: 17
20% Chance to cast level 3 Bloodstorm when Struck
10% Faster Cast Rate
+(8 to 9)% to Spell Damage
+(9 to 11) Mana after each Kill
-1 to Light Radius



Ripstar (3)
Ring
Required Level: 17
+(10 to 13) to Maximum Damage
(8 to 9)% Deadly Strike
(17 to 22)% Chance of Open Wounds
Total Character Damage Plus (16 to 20)%



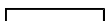
Ring of Disengagement (3)
Ring
Required Level: 17
5% Chance to cast level 2 Celerity when Struck
10% Faster Run/Walk
+(81 to 110) Maximum Stamina
Heal Stamina Plus (31 to 35)%



Vizjun's Mark (3)
Ring
Required Level: 17
20% Chance to cast level 8 Holy Insanity when you Kill an Enemy
Adds 5-19 Fire Damage
4% Life Stolen per Hit
(16 to 20)% Chance of Open Wounds
Increase Maximum Life (16 to 20)%
+(9 to 11) Life after each Kill

TIER 4 JEWELRY

General



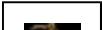


Hangman (4)

	Amulet Required Level: 27 100% Chance to cast level 35 Pain Spirit when you Die +(36 to 45) to Maximum Damage (-23 to -28) to Life Regenerate Mana +(26 to 30)% (46 to 55)% Damage Taken Goes To Mana
	The Dreamcatcher (4) Amulet Required Level: 27 (10 to 11)% Bonus to All Attributes +(12 to 14) to all Attributes Total Character Defense Plus (12 to 14)% (101 to 130)% Extra Gold from Monsters (21 to 25)% Better Chance of Getting Magic Items
	Witchmoon (4) Amulet Required Level: 27 25% Chance to cast level 4 Bloodstorm when Struck 10% Faster Cast Rate +(10 to 11)% to Spell Damage +(12 to 14) Mana after each Kill -2 to Light Radius
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	Ripstar (4) Ring Required Level: 27 +(14 to 17) to Maximum Damage (10 to 11)% Deadly Strike (23 to 28)% Chance of Open Wounds Total Character Damage Plus (21 to 25)%
	Ring of Disengagement (4) Ring Required Level: 27 6% Chance to cast level 2 Celerity when Struck 10% Faster Run/Walk +(111 to 140) Maximum Stamina Heal Stamina Plus (36 to 40)%
	Vizjun's Mark (4) Ring Required Level: 27 25% Chance to cast level 9 Holy Insanity when you Kill an Enemy Adds 7-25 Fire Damage 5% Life Stolen per Hit (21 to 25)% Chance of Open Wounds Increase Maximum Life (21 to 25)% +(12 to 14) Life after each Kill

TIER 5 JEWELRY

General

	Hangman (5) Amulet Required Level: 36 100% Chance to cast level 40 Pain Spirit when you Die +(46 to 55) to Maximum Damage (-29 to -34) to Life Regenerate Mana +(31 to 35)% (56 to 65)% Damage Taken Goes To Mana
	The Dreamcatcher (5) Amulet Required Level: 36 (12 to 13)% Bonus to All Attributes +(15 to 17) to all Attributes Total Character Defense Plus (15 to 17)% (131 to 160)% Extra Gold from Monsters (26 to 30)% Better Chance of Getting Magic Items
	Witchmoon (5) Amulet

Required Level: 36
30% Chance to cast level 4 Bloodstorm when Struck
15% Faster Cast Rate
+(12 to 13)% to Spell Damage
+(15 to 17) Mana after each Kill
-2 to Light Radius

Ripstar (5)
Ring

Required Level: 36
+(18 to 21) to Maximum Damage
(12 to 13)% Deadly Strike
(29 to 34)% Chance of Open Wounds
Total Character Damage Plus (26 to 30)%

Ring of Disengagement (5)
Ring

Required Level: 36
7% Chance to cast level 3 Celerity when Struck
15% Faster Run/Walk
+(141 to 170) Maximum Stamina
Heal Stamina Plus (41 to 45)%

Vizjun's Mark (5)
Ring

Required Level: 36
30% Chance to cast level 10 Holy Insanity when you Kill an Enemy
Adds 10-33 Fire Damage
6% Life Stolen per Hit
(26 to 30)% Chance of Open Wounds
Increase Maximum Life (26 to 30)%
+(15 to 17) Life after each Kill

TIER 6 JEWELRY

General

Hangman (6)
Amulet

Required Level: 45
100% Chance to cast level 45 Pain Spirit when you Die
+(56 to 65) to Maximum Damage
(-35 to -40) to Life
Regenerate Mana +(36 to 40)%
(66 to 75)% Damage Taken Goes To Mana

The Dreamcatcher (6)
Amulet

Required Level: 45
(14 to 15)% Bonus to All Attributes
+(18 to 20) to all Attributes
Total Character Defense Plus (18 to 20)%
(161 to 190)% Extra Gold from Monsters
(31 to 35)% Better Chance of Getting Magic Items

Witchmoon (6)
Amulet

Required Level: 45
35% Chance to cast level 5 Bloodstorm when Struck
15% Faster Cast Rate
+(14 to 15)% to Spell Damage
+(18 to 20) Mana after each Kill
-2 to Light Radius

Ripstar (6)
Ring

Required Level: 45
+(22 to 25) to Maximum Damage
(14 to 15)% Deadly Strike
(35 to 40)% Chance of Open Wounds
Total Character Damage Plus (31 to 35)%

Ring of Disengagement (6)
Ring

Required Level: 45

8% Chance to cast level 3 Celerity when Struck
15% Faster Run/Walk
+(171 to 200) Maximum Stamina
Heal Stamina Plus (46 to 50)%

Vizjun's Mark (6)
Ring

Required Level: 45
35% Chance to cast level 11 Holy Insanity when you Kill an Enemy
Adds 13-44 Fire Damage
7% Life Stolen per Hit
(31 to 35)% Chance of Open Wounds
Increase Maximum Life (31 to 35)%
+(18 to 20) Life after each Kill



SACRED JEWELRY

General

Death Ward (Sacred)
Amulet

Required Level: 99
(21 to 25)% Deadly Strike
Poison Resist +(41 to 50)%
+(41 to 50) Life when Struck by an Enemy
+2 to Light Radius
(21 to 25)% Curse Length Reduction



Sigil of Tur Dulra (Sacred)
Ring

Required Level: 99
+(1 to 2) to Druid Skill Levels
+(31 to 40)% Bonus to Poison Skill Duration
20% Increased Attack Speed
20% Faster Cast Rate
All Resists +(21 to 25)%



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