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# RUNEWORDS

## NEW ADDITIONS IN PATCH 1.53

There are 370 regular runewords and 100 jewelwords in Median 2008 1.57. An additional 15 runewords are secret, their rune order and bonuses are revealed but not the item type. Experiment!

There are also 4 hidden runewords and 1 hidden jewelword in the mod, if you can find them. Look for the easiest and hardest runewords and the most obvious jewelwords...

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### My Runeword Doesn't Work!

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

### My Rune Bonuses Disappeared!

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

### Jewelwords

When you make a jewelword, you need to heed the order of the socket fillers and the gem type, but the colour and shape of the jewels does not matter. Any jewel at all will do.

### Oskills, aka 'why do I get only +3 to a skill when it says +10?'

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

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A list of all 385 runewords and 100 jewelwords, sorted by type and required item. Click on a link to jump down.

RUNEWORDS : WEAPON | ARMOR | SECRET

JEWELWORDS : WEAPON | ARMOR

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## WEAPON RUNEWORDS

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### General

**Dawn**  
Level 11



Ei  
Eld All Weapons

5% Chance to cast level 4 Celerity when you Kill an Enemy  
+(21 to 40)% Enhanced Damage  
(101 to 150)% Bonus to Attack Rating  
10% Bonus to All Attributes  
(31 to 60)% Extra Gold from Monsters  
+2 to Light Radius  
Level 4 Rune of Fire (20 Charges)

**Dusk**  
Level 11



Eld  
Ei All Weapons












5% Chance to cast level 1 Dark Power when you Kill an Enemy  
+(21 to 40)% Enhanced Damage  
75% Bonus to Attack Rating  
(11 to 15)% Bonus to All Attributes  
All Resists -10%  
-1 to Light Radius  
Level 4 Frozen Soul (20 Charges)




**Rage**  
Level 13



Tir  
Ei All Weapons

+(21 to 40)% Enhanced Damage  
+10% Increased Attack Speed  
+10% Faster Hit Recovery  
(76 to 100)% Bonus to Attack Rating  
+1 to Titan Strike

<b>Vulture Level 15</b>		Ei Eth	All Weapons	5% Chance to cast level 2 Raven Flight when you Kill an Enemy +(21 to 40)% Enhanced Damage +(11 to 15) to Maximum Damage 75% Bonus to Attack Rating +(16 to 20) Mana after each Kill +(16 to 20) Life after each Kill
<b>Horror Level 15</b>		Nef Eth	All Weapons	+(26 to 40)% Enhanced Damage +(11 to 15) to Maximum Damage (1 per level)% Deadly Strike (Based on Character Level) Hit Causes Monster to Flee +25% +(51 to 75) to Life Level 1 Cold Fear (25 Charges)
<b>Sky Level 15</b>		Ith Ith	All Weapons	4% Chance to cast level 3 Rain of Bombs when you Kill an Enemy +(31 to 40)% Enhanced Damage 15% Increased Attack Speed 15% Faster Cast Rate Adds 1-9 Lightning Damage +(41 to 50) Defense +105 Maximum Stamina Level 4 Guard Tower (20 Charges)
<b>Kestrel Level 15</b>		Eth Eth	All Weapons	+(21 to 40)% Enhanced Damage +16 to Maximum Damage 150% Duration Bonus to Mark of the Wild 50% Deadly Strike Damage Reduced by (3 to 6) 205% Extra Gold from Monsters
<b>Osiris Level 17</b>		Tal Eld	All Weapons	25% Chance to cast level 6 Rune of Fire when you Kill an Enemy +1 to All Skills +(21 to 40)% Enhanced Damage +(11 to 15) to all Attributes +7 to Light Radius
<b>Ghost Level 17</b>		Tal Ith	All Weapons	2% Chance to cast level 1 Possess on Striking +(26 to 40)% Enhanced Damage +10% Faster Run/Walk Slows Target by (16 to 25)%
<b>Brutality Level 21</b>		Eth Ort	All Weapons	4% Chance to cast level 7 Blood Flash when Struck +(31 to 50)% Enhanced Damage +(21 to 25) to Maximum Damage Stun Attack Decrease Maximum Life -20% 100% Extra Gold from Monsters
<b>Shark Level 21</b>		Ei Ort	All Weapons	33% Chance to cast level 3 Bloodlust when you Kill an Enemy +(31 to 40)% Enhanced Damage +(0.5 per level) to Maximum Damage (Based on Character Level) 75% Bonus to Attack Rating 7% Life Stolen per Hit 33% Chance of Open Wounds -1 to Mana
<b>Decay Level 21</b>		Ort Ral	All Weapons	+100 Crafting Points Indestructible 12% Chance to cast level 5 Rust Storm when you Kill an Enemy +(51 to 70)% Enhanced Damage -75 to Stamina
<b>Mirth Level 23</b>		Thul Ith Ith	All Weapons	25% Chance to cast level 15 Bloodstar when you Kill an Enemy +(41 to 60)% Enhanced Damage +(1 per level) to Maximum Damage (Based on Character Level) Stun Attack +(11 to 15)% to Fire Spell Damage +(11 to 15)% to Cold Spell Damage
<b>Hog Level 25</b>		Eth Amn	All Weapons	+(51 to 70)% Enhanced Damage +(21 to 30) to Maximum Damage +1 to Overpower +(11 to 15) to Strength (151 to 200)% Extra Gold from Monsters

<b>Gore</b> Level 25		Nef Amn	All Weapons	33% Chance to cast level 2 Deathcore when you Kill an Enemy +(41 to 60)% Enhanced Damage +(16 to 20) to Maximum Damage (21 to 30)% Chance of Open Wounds Hit Causes Monster to Flee +5%
<b>Drama</b> Level 25		Amn Thul	All Weapons	+(31 to 50)% Enhanced Damage Adds 1-11 Fire Damage Adds 1-11 Lightning Damage +(6 to 10)% to Fire Spell Damage +(6 to 10)% to Lightning Spell Damage Increase Maximum Life and Mana 40%
<b>Atom</b> Level 29		Shael Ith	All Weapons	4% Chance to cast level 8 Corruption Field when you Kill an Enemy 4% Chance to cast level 8 Blast Wave when you Kill an Enemy +(51 to 100)% Enhanced Damage Adds 10-25 Fire Damage Adds 42-46 Poison Damage over 6 seconds Decrease Maximum Life -20%
<b>Raven</b> Level 29		Shael Sol	All Weapons	50% Chance to cast level 4 Time Strike on Striking +(61 to 80)% Enhanced Damage (4 to 6)% Life Stolen per Hit +10% to Lightning Spell Damage +10% to Cold Spell Damage +15 to Strength (401 to 500)% Extra Gold from Monsters
<b>Frenzy</b> Level 29		Amn Eth Shael	All Weapons	5% Chance to cast level 3 Claw Tornado on Striking +(51 to 70)% Enhanced Damage +20% Increased Attack Speed +(21 to 30) to Maximum Damage +(11 to 15) to Strength +(11 to 15) to Dexterity 25% Damage Reflected
<b>Tempest</b> Level 31		Dol Shael	All Weapons	3% Chance to cast level 4 Lightning Wall on Striking +(71 to 90)% Enhanced Damage +25% Faster Run/Walk +15% Increased Attack Speed +(16 to 20) to Minimum Damage +(3 to 6) to Flash
<b>Shame</b> Level 33		Hel Thul El	All Weapons	2% Chance to cast level 28 Corruption Field when you Kill an Enemy +(81 to 90)% Enhanced Damage +(21 to 30) to Maximum Damage 75% Bonus to Attack Rating Stun Attack +(11 to 15)% to Poison Spell Damage
<b>Sagarmatha</b> Level 33		Hel Ort Ort	All Weapons	18% Chance to cast level 4 Frozen Crown when Struck +(81 to 90)% Enhanced Damage -15% Slower Run/Walk Adds (7 to 14)-(23 to 42) Cold Damage +(6 to 10)% to Cold Spell Damage -75% Less Gold from Monsters
<b>Fairy Tale</b> Level 35		Hel lo Sol	All Weapons	15% Chance to cast level 2 Frog Prince when you Kill an Enemy +(91 to 120)% Enhanced Damage +25% Faster Run/Walk +(11 to 20)% to Lightning Spell Damage +(11 to 20)% to Cold Spell Damage (11 to 15)% Bonus to Dexterity Level 2 Magic Missiles (33 Charges)
<b>Witch</b> Level 37		Thul Lum Tal	All Weapons	4% Chance to cast level 2 Hex on Striking +(90 to 110)% Enhanced Damage 25% Increased Attack Speed 25% Faster Cast Rate +(16 to 20)% to Spell Damage +5 to all Attributes +(41 to 50) Mana after each Kill 20% Better Chance of Getting Magic Items

Oxygen  
Level 37



Lum  
Dol  
Ei  
All Weapons

3% Chance to cast level 6 Mana Coil on Striking  
+(51 to 75)% Enhanced Damage  
+(16 to 20) to Minimum Damage  
(101 to 150)% Bonus to Attack Rating  
Adds 26-53 Cold Damage  
+(11 to 50) to Vitality  
(31 to 40)% Better Chance of Getting Magic Items

Bear  
Level 39



Ei  
Ko  
Thul  
All Weapons

20% Chance to cast level 3 Bloodlust when you Kill an Enemy  
7% Chance to cast level 13 Elemental when Struck  
+(121 to 140)% Enhanced Damage  
+(21 to 30)% Bonus Damage to Bloodlust  
75% Bonus to Attack Rating  
+(16 to 20)% to Fire Spell Damage  
Knockback  
(26 to 35)% Bonus to Strength

Azrael  
Level 41



Hel  
Fal  
All Weapons

100% Chance to cast level 16 Slayer when you Kill an Enemy  
40% Increased Attack Speed  
40% Faster Cast Rate  
+1 to All Skills  
+(101 to 120)% Enhanced Damage  
+20 to Dexterity  
+(10 per level) to Mana (Based on Character Level)

Joker  
Level 41



Ort  
Fal  
Shael  
All Weapons

+(101 to 120)% Enhanced Damage  
50% Faster Hit Recovery  
50% Faster Block Rate  
Attacker Flees after Striking +(26 to 50)%  
+(21 to 30) to Dexterity  
75% Extra Gold from Monsters

Evil  
Level 41



Fal  
Shael  
Dol  
All Weapons

+1 to All Skills  
+(2.25 per level)% Enhanced Maximum Damage (Based on Character Level)  
+(26 to 30) to Minimum Damage  
Adds 34-41 Poison Damage over 8 seconds  
(0.375 per level)% to Poison Spell Damage (Based on Character Level)

Tide  
Level 41



Fal  
Ko  
Tal  
All Weapons

15% Chance to cast level 1 Glacial Nova when Struck  
+(81 to 110)% Enhanced Damage  
(6 to 15)% Increased Chance of Blocking  
(16 to 20)% Bonus to Strength  
(16 to 20)% Bonus to Dexterity

Sphere  
Level 45



Pul  
Hel  
Eth  
All Weapons

40% Chance to cast level 8 Nova Bomb when you Kill an Enemy  
+(141 to 160)% Enhanced Damage  
20% Faster Run/Walk  
20% Increased Attack Speed  
20% Faster Cast Rate  
20% Faster Hit Recovery  
20% Faster Block Rate  
+8 to Maximum Damage  
+20 to all Attributes  
All Resists +(21 to 30)%

Strength of One  
Level 45



Shael  
Pul  
Fal  
All Weapons

+(91 to 120)% Enhanced Damage  
+1 to Retaliate  
+(21 to 25) to all Attributes

Blood  
Level 45



Pul  
Sol  
Ko  
All Weapons

Adds (22 to 27)-(35 to 84) Fire Damage  
22% Life Stolen per Hit  
+(9 to 14) to Bloodstar  
Fire Resist +(51 to 60)%

**Enyo**  
Level 49



Mal  
Ko  
Um  
All Weapons

+(121 to 140)% Enhanced Damage  
Adds 539-569 Poison Damage over 10 seconds  
Stun Attack  
20% Bonus to Strength  
20% Bonus to Energy  
Poison Resist +(71 to 90)%  
33% Reanimate as: Rust Claw

**Hymn**  
Level 49



Pul  
Mal  
Amn  
All Weapons

100% Chance to cast level 41 Pain Spirit when you Kill an Enemy  
4% Chance to cast level 14 Ring of Light when Struck  
+(161 to 180)% Enhanced Damage  
+25% Faster Block Rate  
(16 to 20)% Increased Chance of Blocking  
Regenerate Life +150  
Fire Resist +40%  
Poison Resist +40%

**Carnage**  
Level 53



Gul  
Amn  
Um  
All Weapons

15% Chance to cast level 2 Blast Wave when you Kill an Enemy  
+(171 to 190)% Enhanced Damage  
+(0.875 per level) to Maximum Damage (Based on Character Level)  
(4 to 6)% Life Stolen per Hit

**Gauntlet**  
Level 53



Gul  
El  
Dol  
All Weapons

12% Chance to cast level 4 Retribute when Struck  
+(171 to 190)% Enhanced Damage  
-10% Slower Run/Walk  
+10 to Minimum Damage  
+(1.3125 per level) to Maximum Damage (Based on Character Level)  
75% Bonus to Attack Rating  
All Resists -25%

**Chasm**  
Level 53



Gul  
Dol  
Shael  
Pul  
All Weapons

25% Chance to cast level 9 Cataclysm when you Kill an Enemy  
+(136 to 150) to Minimum Damage  
Adds 11-208 Fire Damage  
Adds 11-208 Cold Damage  
+(31 to 40) to Strength  
Fire Resist +(91 to 110)%  
Cold Resist +(91 to 110)%

**Lion**  
Level 55



Amn  
Vex  
Ist  
All Weapons

8% Chance to cast level 4 Vanquish when you Kill an Enemy  
+(151 to 170)% Enhanced Damage  
+(101 to 150)% Bonus Elemental Damage to Vanquish  
+(41 to 60) to Dexterity  
+(41 to 60) to Energy  
Half Freeze Duration  
(201 to 250)% Damage Reflected  
+(3 to 4) to Light Radius

**Oblivion**  
Level 57



Mal  
Gul  
Ohm  
All Weapons

+(176 to 200)% Enhanced Damage  
+25% Increased Attack Speed  
(11 to 15)% Bonus to Vitality  
Cold Resist +40%  
Poison Resist +40%  
Damage Reduced by (8 to 10)%  
+(61 to 100) Life after each Kill  
+(61 to 100) Mana after each Kill  
Level 15 Shadowform (10 Charges)

**Guide Star**  
Level 57



Um  
Vex  
Ohm  
All Weapons

+(181 to 200)% Enhanced Damage  
35% Faster Run/Walk  
+(3 to 5) to Vessel of Judgement (Paladin Only)  
+(3 to 5) to Light and Shadow (Paladin Only)  
+(11 to 15) to all Attributes  
Half Freeze Duration

**Growth  
Level 57**



Ohm  
Mal  
Hel  
Pul

All Weapons

+(101 to 140)% Enhanced Damage  
Adds 32-389 Fire Damage  
Adds 32-389 Poison Damage over 4 seconds  
+(2 to 4) to Circle of Life (Druid Only)  
Replenish Life +(61 to 80)  
Fire Resist +40%  
Poison Resist +40%

**Moonlight  
Level 59**



Lo  
Vex

All Weapons

5% Chance to cast level 8 Frozen Crown on Striking  
+(181 to 210)% Enhanced Damage  
Stun Attack  
+(11 to 15)% to Cold Spell Damage  
+1 to Rune of Ice  
Half Freeze Duration  
(21 to 40)% Better Chance of Getting Magic Items

**Armageddon  
Level 61**

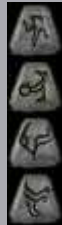


Dol  
Fal  
Sur  
Ist

All Weapons

+25 Crafting Points  
15% Chance to cast level 9 Meteor Shower when you Kill an Enemy  
40% Increased Attack Speed  
+(181 to 200)% Enhanced Damage  
+(41 to 50) to Minimum Damage  
+75 to Strength

**Crash  
Level 61**



Sur  
Vex  
Ist  
Ohm

All Weapons

10% Chance to cast level 4 Blast Wave when Struck  
+(141 to 160)% Enhanced Damage  
+(51 to 70) to Maximum Damage  
Adds 252-286 Fire Damage  
40% Bonus to Vitality  
Half Freeze Duration

**Perdition  
Level 61**



Sur  
Ko  
Lo  
Vex

All Weapons

+25 Crafting Points  
7% Chance to cast level 11 Fire Cascade on Striking  
+(211 to 240)% Enhanced Damage  
+(76 to 100) to Maximum Damage  
(21 to 35)% Chance of Open Wounds  
(21 to 30)% Bonus to Strength  
Fire Resist +(61 to 80)%  
Half Freeze Duration

**Berith  
Level 63**



Ber  
lth  
Ber  
lth

All Weapons

25% Faster Run/Walk  
50% Increased Attack Speed  
50% Faster Cast Rate  
25% Faster Hit Recovery  
25% Faster Block Rate  
+(181 to 200)% Enhanced Damage  
Adds 150-300 Fire Damage  
Adds 150-300 Lightning Damage  
Adds 150-300 Cold Damage  
Total Character Defense Plus (11 to 15)%  
20% Chance of Uninterruptable Attack  
666% Extra Gold from Monsters  
Requirements -40%

**Northern Light  
Level 63**



Vex  
Sol  
Ber  
lo

All Weapons

100% Chance to cast level 24 Flash when you Kill an Enemy  
100% Chance to cast level 20 Static Trap when you Die  
10% Chance to cast level 8 Lightning Cascade on Striking  
+(171 to 200)% Enhanced Damage  
+(11 to 20)% to Lightning Spell Damage  
(11 to 15)% Bonus to Dexterity  
Lightning Resist +(51 to 75)%  
10% Chance of Uninterruptable Attack  
Half Freeze Duration

**Snowflake  
Level 65**



Jah  
Ist  
Lo  
Eth  
All Weapons

2% Chance to cast level 5 Frozen Crown on Striking  
+(141 to 190)% Enhanced Damage  
+(56 to 80) to Maximum Damage  
Adds 277-804 Cold Damage  
Freezes Target +(2 to 3)  
Lightning Resist +70%

**Void  
Level 65**



Jah  
Ber  
Hel  
Ith  
All Weapons

+(191 to 220)% Enhanced Damage  
Freezes Target +(3 to 8)  
Slows Target by 75%  
10% Chance of Uninterruptable Attack  
+(81 to 120) Mana after each Kill  
Level 11 Vortex (15 Charges)

**Ligeia  
Level 65**



Vex  
Jah  
Ohm  
Thul  
All Weapons

100% Chance to cast level 13 Raven Flight when you Die  
+(141 to 180)% Enhanced Damage  
+(51 to 70) to Maximum Damage  
+(6 to 10)% to Fire Spell Damage  
+(3 to 6) to Hades Gate (Assassin Only)  
+(501 to 650) Maximum Stamina  
Half Freeze Duration

**Joy  
Level 69**



Zod  
Ber  
Ort  
Lo  
All Weapons

+(121 to 160)% Enhanced Damage  
Adds 1-1001 Lightning Damage  
Stun Attack  
Slows Target by 25%  
Lightning Resist +(71 to 90)%  
25% Chance of Uninterruptable Attack

**Butcher  
Level 69**



Cham  
Nef  
Ith  
Zod  
Um  
All Weapons

+(176 to 225)% Enhanced Damage  
+(41 to 60) to Maximum Damage  
(16 to 20)% Life Stolen per Hit  
Hit Causes Monster to Flee +25%  
-10 to Vitality

**Legend  
Level 69**



Zod  
Ist  
Ber  
Zod  
Cham  
All Weapons

+(201 to 240)% Enhanced Damage  
+1 to Inner Fire  
All Resists +(61 to 80)%  
(26 to 50)% Chance of Uninterruptable Attack

**Rampage  
Level 69**



Zod  
Zod  
Ber  
Zod  
Sur  
Zod

All Weapons

+25 Crafting Points  
33% Chance to cast level 1 Gift of the Wild when you Kill an Enemy  
+(201 to 250)% Enhanced Damage  
Slows Target by 20%  
+(1.5 per level) to Strength (Based on Character Level)  
+(1.5 per level) to Dexterity (Based on Character Level)  
10% Chance of Uninterruptable Attack  
25% Curse Length Reduction  
Werewolf Morph

**Apocalypse  
Level 78**



Kur  
Lah

All Weapons

20% Chance to cast level 24 Flamestrike when you Kill an Enemy  
+(201 to 220)% Enhanced Damage  
15% Faster Run/Walk  
25% Increased Attack Speed  
+(101 to 120) to Maximum Damage  
+(16 to 20)% to Fire Spell Damage  
+(16 to 20)% to Physical/Magic Spell Damage  
Increase Maximum Life 40%

**Gehenna  
Level 90**



Ath  
Sha  
Thur  
Ix

All Weapons

33% Chance to cast level 17 Frozen Crown on Attack  
+(241 to 280)% Enhanced Damage  
15% Increased Attack Speed  
15% Faster Cast Rate  
15% Faster Hit Recovery  
50% Bonus to Summoned Minion Attack Rating  
Total Character Damage Plus (41 to 50)%  
Slows Target by 50%  
+(6 to 15)% Increased Healing Rate from Potions  
+(101 to 150) Life after each Kill  
+(101 to 150) Mana after each Kill

**Victory  
Level 106**



Lah  
Yul

All Weapons

50% Chance to cast level 11 Vanquish when you Kill an Enemy  
+(261 to 300)% Enhanced Damage  
+(101 to 150) to Maximum Damage  
(21 to 30)% Chance of Crushing Blow  
+10% Bonus to Summoned Minion Damage  
+(151 to 200) Life after each Kill  
(31 to 50)% Better Chance of Getting Magic Items

**Triune  
Level 120**



Rha  
Ix  
Xar  
No  
Thur  
Xar

All Weapons

+(311 to 350)% Enhanced Damage  
15% Faster Cast Rate  
15% Faster Block Rate  
+333 to Maximum Damage  
50% Bonus to Summoned Minion Attack Rating  
Adds 333-999 Fire Damage  
Adds 333-999 Lightning Damage  
Adds 333-999 Cold Damage  
+200 Defense  
Increase Maximum Life and Mana 10%  
Fire Resist +99%  
Lightning Resist +99%  
Cold Resist +99%  
Level 39 Death's Fury Totem (5 Charges)

**Ghoul  
Level 13**



Tir  
Nef

Melee weapons

15% Chance to cast level 1 Gift of Shadows when you Kill an Enemy  
+(21 to 40)% Enhanced Damage  
+20% Increased Attack Speed  
Hit Causes Monster to Flee +5%  
All Resists +(21 to 25)%  
-2 to Light Radius

**Scream  
Level 21**



Tal  
Tal  
Ort

Melee weapons

10% Chance to cast level 8 Avatar when you Kill an Enemy  
+(41 to 60)% Enhanced Damage  
(0.375 per level)% to Cold Spell Damage (Based on Character Level)  
(16 to 20)% Deadly Strike  
Attacker Flees after Striking +(21 to 25)%  
+5 to all Attributes



<b>Tyranny</b> Level 31		Dolith Dol	Melee weapons	+ (61 to 80)% Enhanced Damage +10% Increased Attack Speed + (11 to 20) to Minimum Damage (6 to 10)% Chance of Crushing Blow +1 to Guard Tower Reduces all Vendor Prices (6 to 10)%
<b>Prophecy</b> Level 15		Ethlith	Sceptres	+ (21 to 40)% Enhanced Damage + (11 to 15) to Maximum Damage Fire Resist + (21 to 25)% Cold Resist + (21 to 25)% Attacker Takes Cold Damage of (11 to 15) Attacker Takes Fire Damage of (11 to 15)
<b>Hate</b> Level 17		Eital	Sceptres	+ (51 to 70)% Enhanced Damage +1 to Paladin Skill Levels 75% Bonus to Attack Rating 10% Chance of Crushing Blow All Resists + (21 to 30)% Requirements -66%
<b>Zeal</b> Level 19		RalRal	Sceptres	25% Chance to cast level 1 Mana Coil on Striking 10% Chance to cast level 1 Hex on Striking + (61 to 80)% Enhanced Damage +100% Increased Attack Speed Increase Maximum Mana 100%
<b>Bane</b> Level 25		OrtAmn	Sceptres	+1 to Amazon Skills + (71 to 100)% Enhanced Damage 20% Faster Cast Rate + (3 to 5) to Bloodstar (Amazon Only) + (3 to 5) to Bloodstorm (Amazon Only) + (21 to 30) Mana after each Kill 25% Damage Reflected
<b>Judas</b> Level 33		HelThul	Sceptres	(251 to 350)% Extra Gold from Monsters (51 to 75)% Better Chance of Getting Magic Items +300% Enhanced Damage vs. the Zakarum Requirements -66%
<b>Liberty</b> Level 37		AmnLum	Sceptres	+ (101 to 120)% Enhanced Damage + (1 to 2) to Amazon Skill Levels + (3 to 6) to Wrath + (41 to 50)% Better Chance of Getting Magic Items +10 to Light Radius
<b>Feast</b> Level 41		ShaelFal	Sceptres	100% Chance to cast level 16 Bloodstorm when you Kill an Enemy + (131 to 150)% Enhanced Damage (11 to 15)% Increased Chance of Blocking (11 to 14)% Life Stolen per Hit + (21 to 30) to Strength Requirements -66%
<b>Crusade</b> Level 47		TalUmShael	Sceptres	+ (151 to 175)% Enhanced Damage (41 to 60)% Velocity Bonus to Holy Armor Adds 50-75 Damage +1 to Conquest +10 to all Attributes Level 6 Holy Armor (20 Charges)
<b>Terror</b> Level 51		ThulIst	Sceptres	(31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration + (0.375 per level)% to Fire Spell Damage (Based on Character Level) + (0.375 per level)% to Lightning Spell Damage (Based on Character Level) + (9 to 11) to Nova Bomb + (9 to 11) to Immolation Bomb +25 to Energy
<b>Dogma</b> Level 57		OhmShael	Sceptres	10% Chance to cast level 19 Searing Orb on Striking 39% Chance to cast level 26 Holy Trap when you Kill an Enemy 27% Chance to cast level 18 Wrath when Struck +40% Increased Attack Speed + (21 to 30) to Strength + (21 to 30) to Vitality

**Maelstrom  
Level 63**



Ber  
Lo  
Sol

Sceptres

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

**Path  
Level 69**

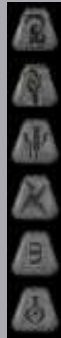


Zod  
Jah  
Tir

Sceptres

+(3 to 4) to Amazon Skills  
+25% Enhanced Damage  
+(31 to 40)% to Fire Spell Damage  
+(31 to 40)% to Physical/Magic Spell Damage  
All Resists +(21 to 25)%  
+(11 to 15)% to Experience Gained

**Gabriel  
Level 106**



Lah  
Sha  
Nas  
Kra  
Yul  
Vith

Sceptres

+(3 to 6) to Paladin Skill Levels  
15% Increased Attack Speed  
45% Faster Block Rate  
(31 to 40)% Increased Chance of Blocking  
+(31 to 35)% to Spell Damage  
+(17 to 26) to Protector Spirit  
+5% Bonus to Summoned Minion Resistances  
+10% Bonus to Summoned Minion Life  
+10% Bonus to Summoned Minion Damage  
Replenish Life +(1.5 per level) (Based on Character Level)  
+5% Increased Healing Rate from Potions

**Durga  
Level 110**



Thai  
Kra  
Sha

Sceptres

+(3 to 4) to Amazon Skill Levels  
+(41 to 50)% Bonus Elemental Damage to Bloodlust  
50% Faster Cast Rate  
+(31 to 35)% to Spell Damage  
+5% Bonus to Summoned Minion Resistances  
Increase Maximum Life (21 to 25)%  
All Resists +(41 to 60)%

**Aegina  
Level 106**



Vith  
Lah  
Thur  
Yul  
Kra  
Nas

Spears & Polearms

+(301 to 320)% Enhanced Damage  
+(151 to 175) to Maximum Damage  
50% Bonus to Summoned Minion Attack Rating  
+(41 to 50)% Bonus to Summoned Minion Damage  
+(21 to 30)% Bonus to Summoned Minion Life  
+5% Bonus to Summoned Minion Resistances  
+5% Increased Healing Rate from Potions  
40% Chance of Uninterruptable Attack  
Level 1 Eagle Stance (1 Charges)

**Endor  
Level 33**



Hel  
Hel  
Shael

Scythes

+(2 to 3) to Necromancer Skills  
+(2 to 4) to Frostclaw Totem (Necromancer Only)  
+(2 to 4) to Stormeye Totem (Necromancer Only)  
+(16 to 20)% to Cold Spell Damage  
+(16 to 20)% to Lightning Spell Damage  
+(16 to 20)% Bonus to Summoned Minion Damage  
+10 to Strength  
Level 2 Holy Armor (20 Charges)

**Leviathan  
Level 55**



Mal  
Ist  
Vex  
Mal

Scythes

+(2 to 4) to Necromancer Skills  
50% Chance of Crushing Blow  
+(3 to 5) to Summon Void Archon (Necromancer Only)  
+(3 to 5) to Warp Field (Necromancer Only)  
+(51 to 75) to Strength  
+(51 to 75) to Energy  
Poison Resist +80%  
Half Freeze Duration  
Level 15 Unholy Armor (10 Charges)

**Inti**  
Level 67



Cham  
Cham  
Shael  
Cham  
Cham

Scythes

+ (2 to 4) to All Skills  
70% Faster Cast Rate  
Adds 503-527 Fire Damage  
+ (5 to 7) to Way of the Phoenix (Assassin Only)  
+ (5 to 7) to Demon Blood (Necromancer Only)  
+ (4 to 8) to Meteor Shower  
+ (4 to 8) to Flamestrike  
+10 to Strength  
+40 to Vitality  
+15 to Light Radius

**Seed of Conflict**  
Level 120



Thai  
Xar  
No  
Ath  
Ath  
Vith

Scythes

25% Chance to cast level 8 Charm when you Kill an Enemy  
+ (281 to 300)% Enhanced Damage  
30% Faster Hit Recovery  
+ (151 to 200) to Maximum Damage  
+ (1 to 6) to Possess  
Increase Maximum Life and Mana 25%  
All Resists +15%  
+5% Increased Healing Rate from Potions  
-40% Less Gold from Monsters

**Charm**  
Level 31

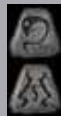


Tir  
Dol

Daggers & Throwing  
Knives

+ (2 to 3) Extra Magic Missiles Bolts  
+15% Faster Cast Rate  
+ (11 to 15)% Increased Chance of Blocking  
+10 to Minimum Damage  
+ (11 to 15)% to Physical/Magic Spell Damage  
+ (3 to 5) to Magic Missiles

**Seid**  
Level 37

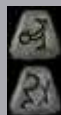


Lum  
Ith

Daggers & Throwing  
Knives

+1 to All Skills  
+ (111 to 130)% Enhanced Damage  
+ (21 to 25)% Bonus Elemental Damage to Bloodlust  
+20% Faster Cast Rate  
25% Mana Stolen per Hit  
(41 to 60)% Better Chance of Getting Magic Items  
Level 1 Bloodlust (50 Charges)

**King's Blood**  
Level 55



Vex  
Eth

Daggers & Throwing  
Knives

50% Chance to cast Level 11 Elemental when you Kill an Enemy  
+ (1 to 2) to All Skills  
+ (226 to 250)% Enhanced Damage  
+ (51 to 75) to Maximum Damage  
+ (31 to 40) to All Attributes  
(26 to 30)% Bonus to All Attributes  
+ (81 to 120) to Life after each Kill  
Half Freeze Duration

**Myriad**  
Level 81



Ix  
Kur

Daggers & Throwing  
Knives

33% Chance to cast level 5 Spike Nova when you Kill an Enemy  
+ (221 to 240)% Enhanced Damage  
40% Increased Attack Speed  
+ (1 per level) to Maximum Damage (Based on Character Level)  
Knockback

**Naiad**  
Level 98



Kra  
Vith

Daggers & Throwing  
Knives

+ (251 to 270)% Enhanced Damage  
Adds 300-600 Cold Damage  
Stun Attack  
Freezes Target + (2 to 4)  
Slows Target by 75%

**Wasp**  
Level 15



Eth  
Eld

Throwing Weapons

33% Chance to cast level 1 Spike Nova when Struck  
+ (11 to 15) to Maximum Damage  
(6 to 8)% Life Stolen per Hit  
Hit Causes Monster to Flee +50%









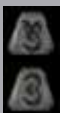

**Copperhead**  
Level 21



Ith  
Ort

Throwing Weapons

+ (51 to 75)% Enhanced Damage  
Knockback  
40% Bonus to Strength

<b>Cheetah</b> Level 25		Ral Amn	Throwing Weapons	4% Chance to cast level 2 Celerity when Struck +(71 to 100)% Enhanced Damage +25% Faster Run/Walk +(21 to 30) to Dexterity -100 Maximum Stamina
<b>Reaper</b> Level 33		Hel Shael	Throwing Weapons	5% Chance to cast level 10 Punisher on Striking 10% Chance to cast level 5 Unholy Armor when you Kill an Enemy +(81 to 100)% Enhanced Damage +(31 to 40) to Maximum Damage (3 to 5)% Life Stolen per Hit
<b>Icebird</b> Level 39		Ko Tal	Throwing Weapons	6% Chance to cast level 2 Shackles of Ice on Striking 33% Chance to cast level 6 Glacial Nova when you Kill an Enemy +(101 to 120)% Enhanced Damage (6 to 8)% Mana Stolen per Hit +5 to All Attributes Cold Resist +(41 to 60)% Half Freeze Duration
<b>Tornado</b> Level 45		Pul Amn	Throwing Weapons	+(121 to 140)% Enhanced Damage +66% Increased Attack Speed Knockback Damage Reduced by (6 to 8)% Level 2 Typhoon Sentry (50 Charges)
<b>Chrysopelea</b> Level 51		Dol Ko Ist	Throwing Weapons	15% Chance to cast level 12 Poison Flash when Struck +(101 to 150)% to Poison Skill Duration +(141 to 160)% Enhanced Damage +(51 to 60) to Minimum Damage (21 to 30)% Bonus to Strength
<b>Vengeance</b> Level 57		Ohm Mal	Throwing Weapons	20% Chance to cast level 25 Meteor Shower when you Kill an Enemy 20% Chance to cast level 25 Lightning Cascade when you Kill an Enemy 20% Chance to cast level 25 Frozen Crown when you Kill an Enemy +(161 to 200)% Enhanced Damage +(41 to 70) to Maximum Damage
<b>Dajjal</b> Level 61		Sol Sur Vex	Throwing Weapons	+25 Crafting Points 4% Chance to cast level 8 Immolation Bomb on Striking 12% Chance to cast level 14 Blast Wave when you Kill an Enemy +(181 to 200)% Enhanced Damage 40% Increased Attack Speed 40% Faster Hit Recovery +(1 per level) to Maximum Damage (Based on Character Level) Half Freeze Duration
<b>Manitou</b> Level 69		Zod Ith Ber	Throwing Weapons	100% Chance to cast level 54 Elemental when you Kill an Enemy +(111 to 150)% Enhanced Damage +20% Increased Attack Speed +(20 per level) Defense (Based on Character Level) +(41 to 50) to All Attributes 50% Chance of Uninterruptable Attack
<b>Flood</b> Level 84		Kur Thur	Throwing Weapons	15% Chance to cast level 5 Time Strike on Striking +(241 to 260)% Enhanced Damage 25% Faster Run/Walk 75% Increased Attack Speed Adds 250-500 Magic Damage Knockback
<b>Burlesque</b> Level 115		Nas Rha	Throwing Weapons	25% Chance to cast level 28 Magic Missiles when you Kill an Enemy +(261 to 280)% Enhanced Damage (9 to 16)% Life Stolen per Hit Slows Target by 33% +10% Bonus to Summoned Minion Life +(8 to 10) to Vitality per Socketed Gem +250 Defense +500 to Life

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

**Torrent**  
Level 45



Pul  
lo  
Dol  
Staves

12% Chance to cast level 1 Glacial Nova when Struck  
+(1 to 2) to All Skills  
+40% Faster Cast Rate  
+4 to Minimum Damage  
10% Bonus to Dexterity  
10% Bonus to Energy  
Regenerate Mana +(31 to 40)%

**Dancing Flame**  
Level 51



Ist  
Fal  
Pul  
Staves

+(2 to 3) to All Skills  
+40% Faster Run/Walk  
+60% Faster Cast Rate  
(0.5 per level)% to Fire Spell Damage (Based on Character Level)  
+(41 to 50) to Energy

**Summanus**  
Level 51



Ith  
Ist  
Ith  
Staves

4% Chance to cast level 8 Lightning Wall when Struck  
+(171 to 190)% Enhanced Damage  
+(2 to 4) Extra Lightning Cascade Targets  
+25% Increased Attack Speed  
+50% Faster Hit Recovery  
+(31 to 40) to Strength  
+(41 to 50) to Energy

**Servitude**  
Level 57



Dol  
Ohm  
lo  
Staves

+(2 to 3) to All Skills  
+40% Faster Cast Rate  
+80 to Minimum Damage  
+1 to Possess  
Level 6 Summon Shadows (40 Charges)

**Prince**  
Level 63



Ber  
Sur  
Ko  
Mal  
Staves

+(2 to 5) to All Skills  
+(11 to 14) to Meteor Shower  
+(51 to 70) to All Attributes  
All Resists +(76 to 100)%

**Fountain**  
Level 67



Cham  
Ohm  
Cham  
Lem  
Cham  
Ohm  
Staves

+1 to Rune of Mana  
(36 to 50)% Bonus to Vitality  
-400 Defense  
+(101 to 150) to Vitality  
+5% to Experience Gained  
(201 to 300)% Extra Gold from Monsters

**Wardance**  
Level 69



Zod  
Cham  
Hel  
Sur  
Zod  
Staves

+(201 to 230)% Enhanced Damage  
+60% Faster Run/Walk  
+40% Increased Attack Speed  
Slows Target by 10%  
Total Character Defense Plus (31 to 40)%

**Angel**  
Level 69



Zod  
Um  
Ith  
Zod  
Zod  
Tir

Staves

+ (4 to 5) to All Skills  
+15% Enhanced Damage  
+ (2 to 4) to Arcane Strike  
+ (2 to 4) to Punisher  
+ (51 to 75)% to Spell Damage  
Slows Target by 15%  
Total Character Defense Plus 100%  
Cannot Be Frozen

**Ladon**  
Level 81



Lah  
Ix  
Kur  
Sha  
Lah  
Ix

Staves

+ (3 to 5) to Druid Skill Levels  
15% Faster Run/Walk  
15% Increased Attack Speed  
30% Faster Cast Rate  
+ (31 to 40)% to Fire Spell Damage  
+ (31 to 40)% to Cold Spell Damage  
+ (41 to 50)% to Poison Spell Damage  
Attacker Flees after Striking +15%  
40% Bonus to All Attributes

**Erilaz**  
Level 120



Yul  
Kra  
Ath  
Lah  
Xar  
Rha

Staves

+ (3 to 5) to Sorceress Skill Levels  
15% Faster Hit Recovery  
+ (10 to 17) to Summon Lamia  
+ (31 to 40)% to Spell Damage  
+10% Bonus to Summoned Minion Damage  
+5% Bonus to Summoned Minion Resistances  
+10% to Defense per Socketed Rune  
+200 Defense  
Increase Maximum Life and Mana 5%  
+ (2 to 4) to All Skills when using a Mana Potion  
10% Chance of Uninterruptable Attack

**Banshee**  
Level 13



Nef  
Nef

All Bows

8% Chance to cast level 2 Mana Coil on striking  
5% Chance to cast level 6 Hex on Striking  
+ (21 to 40)% Enhanced Damage  
+ (1 per level) to Maximum Damage (Based on Character Level)  
+ (16 to 20)% to Physical/Magic Spell Damage  
+1 to Ghost Arrow  
Hit Causes Monster to Flee +10%  
+250 Maximum Stamina

**Earthquake**  
Level 19



Ral  
El

All Bows

2% Chance to Cast Level 44 Cataclysm when you Kill an Enemy  
+ (61 to 80)% Enhanced Damage  
+20% Increased Attack Speed  
100% Bonus to Attack Rating  
(16 to 20)% Deadly Strike  
(21 to 30)% Better Chance of Getting Magic Items

**Firework**  
Level 25



Amn  
Ral

All Bows

+ (21 to 40)% Enhanced Damage  
50% Faster Run/Walk  
Knockback  
+ (201 to 300) to Stamina  
Level 4 Immolation Bomb (30 Charges)

**Ambush**  
Level 25



Amn  
Amn

All Bows

6% Chance to cast level 4 Phalanx when Struck  
+ (41 to 60)% Enhanced Damage  
20% Faster Run/Walk  
+ (11 to 15) to Maximum Damage  
+150 Maximum Stamina  
(151 to 200)% Extra Gold from Monsters

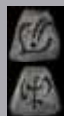
**Echo**  
Level 29



Shael  
Eth  
Shael  
All Bows

33% Chance to cast level 3 Time Strike on Striking  
11% Chance to cast level 1 Spike Nova when Struck  
+(51 to 70)% Enhanced Damage  
+20 to Maximum Damage  
+(31 to 35) to Strength  
+(31 to 35) to Vitality

**Mosquito**  
Level 35



Elo  
All Bows

50% Chance to cast level 1 Arrow on Striking  
+50% Increased Attack Speed  
+(61 to 90) to Maximum Damage  
(101 to 200)% Bonus to Attack Rating  
(4 to 6)% Life Stolen per Hit  
10% Bonus to Dexterity  
Level 3 Barrage (50 Charges)

**Glow**  
Level 37



Lum  
Tal  
Io  
All Bows

25% Chance to cast level 4 Searing Orb on Striking  
33% Chance to cast level 6 Holy Trap when Struck  
+(81 to 100)% Enhanced Damage  
(21 to 30)% Bonus to Dexterity  
20% Better Chance of Getting Magic Items  
Level 8 Ghost Arrow (100 Charges)  
Level 6 Holy Armor (60 Charges)

**Sinew**  
Level 39



Ko  
Thul  
Ko  
All Bows

33% Chance to cast level 6 Mind Flay when you Kill an Enemy  
+(81 to 100)% Enhanced Damage  
+33 to Maximum Damage  
+(11 to 15)% to Fire Spell Damage  
(26 to 30)% Bonus to Strength  
(26 to 30)% Bonus to Vitality  
Level 1 Vampiric Icon (33 Charges)

**Demon**  
Level 43



Lem  
Eth  
Lem  
All Bows

22% Chance to cast level 6 Fire Splash when you Kill an Enemy  
3% Chance to cast level 22 Pagan Rites when Struck  
+(121 to 140)% Enhanced Damage  
+(61 to 75) to Maximum Damage  
Fire Resist +66%  
33% Bonus to Dexterity  
+(6 to 10)% to Experience Gained

**Balance**  
Level 45



Io  
Pul  
Io  
All Bows

+(101 to 150)% Enhanced Damage  
+(0.5 per level) to Maximum Damage (Based on Character Level)  
(11 to 15)% Bonus to Strength  
(21 to 30)% Bonus to Dexterity  
(11 to 15)% Bonus to Energy  
(11 to 15)% Bonus to Vitality  
+(21 to 30) to Strength  
+(21 to 30) to Energy  
+(41 to 50) to Dexterity  
+(21 to 30) to Vitality  
Fire Resist +40%  
(201 to 300)% Extra Gold from Monsters

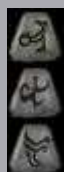
**Hive**  
Level 49



Nef  
Dol  
Ko  
Mal  
All Bows

10% Chance to cast level 3 Poison Flash when Struck  
25% Chance to cast level 1 Arrow on Striking  
+(101 to 140)% Enhanced Damage  
40% Increased Attack Speed  
+(16 to 25) to Minimum Damage  
Hit Causes Monster to Flee +5%  
(31 to 40)% Bonus to Strength  
Poison Resist +(61 to 100)%

**Sacrifice**  
Level 55



Vex  
Shael  
Ohm  
All Bows

+(141 to 170)% Enhanced Damage  
(5 to 7)% Life Stolen per Hit  
+(31 to 40)% to Fire Spell Damage  
+1 to Barrage  
(41 to 45)% Bonus to Vitality  
Half Freeze Duration  
(31 to 50)% Reanimate as: Unholy Scarab



**Phantom  
Level 65**



Ith  
Jah  
Jah  
Sur  
All Bows

50% Chance to cast level 10 Frozen Soul on Striking  
+(201 to 230)% Enhanced Damage  
+(51 to 60) to All Attributes  
Increase Maximum Mana 50%  
Cannot Be Frozen

**Curse  
Level 67**



Ko  
Jah  
Cham  
All Bows

5% Chance to cast level 25 Banish on Striking  
1% Chance to cast level 15 Punisher on Striking  
+(151 to 200)% Enhanced Damage  
+(2.25 per level) to Maximum Damage (Based on Character Level)  
30% Bonus to Strength

**Starvation  
Level 81**



Lah  
Ix  
Sha  
Kur  
Ix  
Sha  
All Bows

+(221 to 240)% Enhanced Damage  
15% Faster Run/Walk  
40% Increased Attack Speed  
40% Faster Cast Rate  
(11 to 19)% Life Stolen per Hit  
Hit Causes Monster to Flee +25%  
Slows Target by 25%  
Level 6 Vampiric Icon (66 Charges)

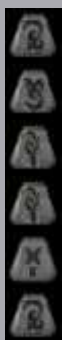
**Typhaon  
Level 110**



Thai  
Vith  
Ath  
No  
Thai  
Kra  
All Bows

+(301 to 320)% Enhanced Damage  
25% Faster Hit Recovery  
+(3 per level) to Maximum Damage (Based on Character Level)  
Knockback  
+5% Bonus to Summoned Minion Resistances  
+200 to Strength  
+200 to Dexterity  
All Resists +30%  
+(21 to 25)% Increased Healing Rate from Potions

**Cyclops  
Level 81**



Lah  
Kur  
Sha  
Sha  
Ix  
Lah  
Crossbows

5% Chance to cast level 9 Slow when you Kill an Enemy  
+(251 to 275)% Enhanced Damage  
15% Faster Run/Walk  
15% Increased Attack Speed  
+(301 to 350) to Maximum Damage  
+6% to Physical/Magic Spell Damage  
Knockback  
+75 to Strength  
+75 to Dexterity

**Tartarus  
Level 110**



No  
Kra  
No  
Thai  
Crossbows

33% Chance to cast level 62 Elemental when you Kill an Enemy  
+(281 to 300)% Enhanced Damage  
10% Faster Block Rate  
+(151 to 200) to Maximum Damage  
(11 to 23)% Life Stolen per Hit  
+10% to All Maximum Resistances  
All Resists +15%

Amazon

**Song  
Level 37**



Lum  
Eth Amazon Bows  
(Amazon Only)

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

**Ice Breaker  
Level 67**



Cham  
Ko Ko Amazon Bows  
(Amazon Only)

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

**Salus  
Level 81**



Lo  
Lah lx Amazon Bows  
(Amazon Only)

+(221 to 240)% Enhanced Damage  
35% Increased Attack Speed  
15% Faster Cast Rate  
(11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration  
+6% to Physical/Magic Spell Damage  
Freezes Target +(4 to 8)  
Knockback  
Lightning Resist +40%  
100% Reanimate as: Ice Prince  
Requirements -20%

**Poem  
Level 41**



Fal  
Thul Amazon Spears  
(Amazon Only)

33% Chance to cast level 10 Bloodstar on Striking  
+(81 to 100)% Enhanced Damage  
+(1 to 6) to Blades of Light  
+(16 to 20)% to Fire Spell Damage  
+25 to Dexterity  
+5% to Maximum Fire Resist  
Fire Resist +(41 to 50)%

**Amenonuhoko  
Level 65**



Jah  
El Mal Lum Ko Amazon Spears  
(Amazon Only)

100% Chance to cast level 15 Arcane Torrent when you Kill an Enemy  
+(221 to 240)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
75% Bonus to Attack Rating  
40% Bonus to Strength  
40% Bonus to Dexterity  
Cold Resist +75%  
Poison Resist +75%  
20% Better Chance of Getting Magic Items

**Sankara  
Level 115**



Lah  
Ath Rha Ath Amazon Spears  
(Amazon Only)

1% Chance to cast level 7 Lifeblood when you Kill an Enemy  
+(241 to 250)% Enhanced Damage  
30% Faster Hit Recovery  
+(101 to 115) to Maximum Damage  
+(1 to 17) to Bloodspeaker's Mark  
(11 to 13)% Life Stolen per Hit  
+6% to Physical/Magic Spell Damage  
+200 Defense  
+5 to Life  
+5 to Mana  
Level 1 Unholy Prayer (100 Charges)

**Scar  
Level 39**



Ko  
Lum Amazon Javelins  
(Amazon Only)

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

**Trishula**  
Level 69



Zod  
Sur  
Amn  
Amazon Javelins  
(Amazon Only)

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

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**Assassin**

**Judge**  
Level 17



Tal  
Eth  
Assassin Claws  
(Assassin Only)

33% Chance to cast level 1 Thunder Hammer on Striking  
+1 to Assassin Skill Levels  
+(31 to 50)% Enhanced Damage  
+15 to Maximum Damage  
+5 to all Attributes  
+40 to Life

**Liquid**  
Level 25



Amn  
Ort  
Assassin Claws  
(Assassin Only)

5% Chance to cast level 1 Shackles of Ice on Striking  
+(41 to 60)% Enhanced Damage  
20% Faster Run/Walk  
20% Increased Attack Speed  
Attacker Takes Cold Damage of 50  
100% Extra Gold from Monsters

**Fiend**  
Level 37



Lum  
Shael  
Assassin Claws  
(Assassin Only)

6% Chance to cast level 6 Fire Splash on Striking  
+(61 to 80)% Enhanced Damage  
Stun Attack  
+(3 to 6) to Bloodstorm  
+25 to Strength  
Fire Absorb 20%  
(41 to 50)% Better Chance of Getting Magic Items

**Frequency**  
Level 45



Pul  
Thul  
Assassin Claws  
(Assassin Only)

+(121 to 140)% Enhanced Damage  
Adds 1-601 Lightning Damage  
+(4 to 8) to Lightning Shield  
+20 to Strength  
+20 to Dexterity  
Increase Maximum Life and Mana 25%

**Choronzon**  
Level 55



Vex  
Amn  
Amn  
Assassin Claws  
(Assassin Only)

+(1 to 2) to Assassin Skill Levels  
+(141 to 160)% Enhanced Damage  
Adds 25-205 Fire Damage  
(14 to 20)% Life Stolen per Hit  
20% Chance of Crushing Blow  
+(4 to 6) to Doom (Assassin Only)  
Half Freeze Duration  
(201 to 250)% Damage Reflected

**Misery**  
Level 65



Jah  
lo  
ith  
Assassin Claws  
(Assassin Only)

+(2 to 3) to Assassin Skill Levels  
+(191 to 210)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
+(9 to 13) to Stormeye Totem  
33% Bonus to Dexterity  
33% Bonus to Energy  
+(5 per level) Defense (Based on Character Level)

**Hail**  
Level 94



Sha  
Kra  
Sha  
Assassin Claws  
(Assassin Only)

10% Chance to cast level 12 Shower of Rocks on Attack  
+1 to Assassin Skill Levels  
+(221 to 250)% Enhanced Damage  
30% Increased Attack Speed  
Adds 500-1000 Cold Damage  
Freezes Target +(2 to 5)  
Slows Target by (31 to 40)%

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**Barbarian**

**Savitr**  
Level 27



Ei  
Sol  
Barbarian Swords  
(Barbarian Only)

+1 to All Skills  
+(81 to 120)% Enhanced Damage  
75% Bonus to Attack Rating  
Hit Blinds Target +(3 to 6)  
+5 to all Attributes  
(31 to 50)% Extra Gold from Monsters  
+10 to Light Radius

**Ram**  
Level 43



Ith  
Sol  
Lem

Barbarian Swords  
(Barbarian Only)

+(1 to 3) to Barbarian Skill Levels  
+(131 to 150)% Enhanced Damage  
(11 to 15)% Chance of Crushing Blow  
(11 to 15)% Bonus to Strength  
+(21 to 25) to Strength  
+10% to Experience Gained

**King Tiger**  
Level 61



Sur  
Lum  
Amn

Barbarian Swords  
(Barbarian Only)

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

**Rattler**  
Level 84



Sha  
Thur  
Mal

Barbarian Swords  
(Barbarian Only)

3% Chance to cast level 11 Shamanic Trance when you Kill an Enemy  
+(2 to 3) to Barbarian Skill Levels  
+(221 to 260)% Enhanced Damage  
50% Increased Attack Speed  
+(151 to 200) to Maximum Damage  
(51 to 100)% Bonus to Summoned Minion Attack Rating  
+(11 to 15)% Bonus to Summoned Minion Resistances  
Poison Resist +40%

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**Druid**

**Peacock**  
Level 25



Amn  
Ral  
Amn

Druid Bows  
(Druid Only)

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

**Great Bear**  
Level 37



Thul  
Tal  
Lum

Druid Bows  
(Druid Only)

+(81 to 120)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
(11 to 15)% Chance of Crushing Blow  
+(16 to 20) to all Attributes  
Replenish Life +(21 to 25)  
Total Character Defense Plus (11 to 15)%  
20% Better Chance of Getting Magic Items

**Mouse**  
Level 51



Eth  
Ist  
Eth  
Ist

Druid Bows  
(Druid Only)

10% Chance to cast level 5 Gift of Celerity when you Kill an Enemy  
+(151 to 170)% Enhanced Damage  
+(41 to 50) to Maximum Damage  
(2 to 5)% Life Stolen per Hit  
+(31 to 40) to Dexterity  
+(201 to 400) Maximum Stamina

**Free Spirit**  
Level 67



Io  
Cham  
Thul  
Amn  
Um

Druid Bows  
(Druid Only)

+(161 to 180)% Enhanced Damage  
+(2 per level) to Maximum Damage (Based on Character Level)  
+(21 to 25)% Bonus to Summoned Minion Resistances  
(41 to 50)% Bonus to Dexterity  
(21 to 30)% Bonus to Energy  
+(31 to 40) to Vitality  
25% Damage Reflected

**Wyrm**  
Level 106



No  
Lum  
Yul  
Lah  
Druid Bows  
(Druid Only)

+(31 to 40) Energy Factor to Spell Damage  
2% Chance to cast level 7 Arcane Fury when you Kill an Enemy  
+(221 to 250)% Enhanced Damage  
+(31 to 40)% to Fire Spell Damage  
+(31 to 40)% to Cold Spell Damage  
+(31 to 40)% to Poison Spell Damage  
Hit Blinds Target +(2 to 4)  
+10% Bonus to Summoned Minion Damage  
20% Better Chance of Getting Magic Items

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**Necromancer**

**Mantra**  
Level 15



Ith  
Eth  
Necromancer Wands  
(Necromancer Only)

+1 to Necromancer Skill Levels  
+100% Enhanced Damage  
+20 to Maximum Damage  
Attacker Flees after Striking +15%  
Replenish Life +20  
Regenerate Mana +100%

**Harvest**  
Level 23



Thul  
Tir  
Necromancer Wands  
(Necromancer Only)

+1 to Necromancer Skill Levels  
20% Faster Run/Walk  
50% Increased Attack Speed  
+(5 to 8) to Demon Seed (Necromancer Only)  
All Resists +(11 to 15)%

**Dead Ringer**  
Level 35



Io  
Nef  
Necromancer Wands  
(Necromancer Only)

+(1 to 2) to All Skills  
+(4 to 6) to Corruption Field  
+(9 to 12) to Poison Flash  
Druid Morph

**Hourglass**  
Level 43



Lem  
Amn  
Necromancer Wands  
(Necromancer Only)

+(1 to 2) to Necromancer Skill Levels  
+1 to Pagan Heart  
+(31 to 40)% Bonus to Summoned Minion Damage  
15% Bonus to All Attributes  
Slows Attacker by 50%  
+(11 to 15)% to Experience Gained

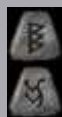
**Deep Water**  
Level 57



Ohm  
Vex  
Necromancer Wands  
(Necromancer Only)

+(2 to 3) to Necromancer Skill Levels  
+(16 to 20)% to Spell Damage  
+(5 to 7) to Demon Blood (Necromancer Only)  
+(3 to 5) to Fireheart Totem (Necromancer Only)  
+(3 to 5) to Frostclaw Totem (Necromancer Only)  
+(3 to 5) to Stormeye Totem (Necromancer Only)  
(16 to 20)% Bonus to Vitality  
Half Freeze Duration

**Ruin**  
Level 67



Cham  
Um  
Necromancer Wands  
(Necromancer Only)

25% Chance to cast level 10 Dark Power on Striking  
+(2 to 3) to Necromancer Skill Levels  
+(4 to 6) to Summon Void Archon (Necromancer Only)  
+(4 to 6) to Nightmare (Necromancer Only)  
+(26 to 30)% Bonus to Summoned Minion Damage  
25% Bonus to Energy  
-10 to Vitality

**Geyser**  
Level 115



Yul  
Rha  
Necromancer Wands  
(Necromancer Only)

100% Chance to cast level 57 Fire Fountain when you Die  
+(2 to 3) to Necromancer Skill Levels  
+(31 to 50)% to Fire Spell Damage  
Blinds Attacker +(3 to 5)  
+(7 to 10) to Maximum Necromancer Minions  
+50% Bonus to Summoned Minion Damage  
+1000 Defense

**Genie**  
Level 27



Tir  
Sol  
Necromancer  
Crossbows  
(Necromancer Only)

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

**Thammuz  
Level 49**



Mal  
Eth  
Thul  
Necromancer  
Crossbows  
(Necromancer Only)

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

**Shaula  
Level 57**



Ohm  
Ral  
Lum  
Necromancer  
Crossbows  
(Necromancer Only)

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

**Python  
Level 110**



Thai  
No  
Kur  
Necromancer  
Crossbows  
(Necromancer Only)

+(2 to 5) to Necromancer Skill Levels  
+(241 to 260)% Enhanced Damage  
15% Faster Run/Walk  
Adds 75-150 Damage  
Adds 296-299 Poison Damage over 3 seconds  
(14 to 19)% Life Stolen per Hit  
+(1 to 6) to Summon Overlord  
All Resists +15%

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**Paladin**

**Jihad  
Level 23**



Thul  
Ral  
Paladin Blunt  
Weapons  
(Paladin Only)

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

**Rex Deus  
Level 43**



Lem  
El  
Ral  
Paladin Blunt  
Weapons  
(Paladin Only)

+(81 to 120)% Enhanced Damage  
75% Bonus to Attack Rating  
+(1 to 4) to Cherub Strike  
Hit Blinds Target +(2 to 4)  
All Resists +(11 to 15)%  
+5% to Experience Gained  
(101 to 150)% Extra Gold from Monsters

**Intifada  
Level 65**



Jah  
Hel  
Jah  
Hel  
Paladin Blunt  
Weapons  
(Paladin Only)

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

**Brahman  
Level 102**



Sur  
No  
Sur  
Vith  
Paladin Blunt  
Weapons  
(Paladin Only)

+50 Crafting Points  
8% Chance to cast level 2 Banish on Attack  
+(221 to 240)% Enhanced Damage  
40% Increased Attack Speed  
15% Faster Block Rate  
+(5 to 11) to Champions of the Sun  
(0.375 per level)% Chance of Crushing Blow (Based on Character Level)  
(21 to 30)% Bonus to Vitality when using a Healing Potion  
+5% Increased Healing Rate from Potions  
Damage Reduced by (6 to 10)%

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**Sorceress**

**Circe  
Level 17**



Tal  
Tir  
Sorceress Orbs  
(Sorceress Only)

50% Chance to cast level 1 Charm on Striking  
10% Faster Cast Rate  
20% Faster Hit Recovery  
+(6 to 10)% to Spell Damage  
+(6 to 10) to all Attributes

<b>Spark</b> Level 27		Sol Ort	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(1 to 2) to Sorceress Skill Levels</li> <li>+(16 to 20)% to Lightning Spell Damage</li> <li>+2 to [random skill between Flash and Vortex] (Sorceress Only)</li> <li>Regenerate Mana +25%</li> <li>Lightning Absorb (11 to 15)%</li> <li>(151 to 200)% Extra Gold from Monsters</li> </ul>
<b>Illusion</b> Level 39		Ko lo	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>15% Chance to cast level 4 Blink when Struck</li> <li>+(1 to 2) to Sorceress Skill Levels</li> <li>50% Bonus to Dexterity</li> <li>+(13 per level) Defense (Based on Character Level)</li> <li>+(11 to 15)% Chance to Avoid Damage</li> </ul>
<b>Trance</b> Level 47		Um Um Um	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(2 to 3) to Sorceress Skill Levels</li> <li>25% Faster Cast Rate</li> <li>-40% Faster Hit Recovery</li> <li>+(16 to 20)% to Spell Damage</li> <li>40% Bonus to Energy</li> <li>100% Bonus to Energy when using a Mana Potion</li> </ul>
<b>Kabbalah</b> Level 53		Gul Um Lem	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(2 to 3) to All Skills</li> <li>(21 to 25)% Increased Chance of Blocking</li> <li>+(16 to 20)% to Fire Spell Damage</li> <li>+(9 to 13) to Ring of Light</li> <li>(16 to 20)% Bonus to Energy</li> <li>+10% to Experience Gained</li> </ul>
<b>Hestia</b> Level 63		Ber Lum Shael	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(31 to 40)% to Fire Spell Damage</li> <li>+(3 to 5) to Pagan Rites</li> <li>+(4 to 6) to Cataclysm (Sorceress Only)</li> <li>+(4 to 6) to Flamestrike (Sorceress Only)</li> <li>Fire Absorb 15%</li> <li>20% Chance of Uninterruptable Attack</li> <li>20% Better Chance of Getting Magic Items</li> </ul>
<b>Viper</b> Level 115		Lah Rha	Sorceress Orbs (Sorceress Only)	<ul style="list-style-type: none"> <li>+(3 to 4) to Sorceress Skill Levels</li> <li>15% Faster Cast Rate</li> <li>Stun Attack</li> <li>+(27 to 30) to Tainted Blades</li> <li>+(3 to 7) to Summon Rampagor</li> <li>+200 Defense</li> <li>Poison Length Reduced by 75%</li> </ul>

## ARMOR RUNEWORDS

### General

<b>Rebel</b> Level 12		Ei Ei	Body Armor	<ul style="list-style-type: none"> <li>100% Bonus to Attack Rating</li> <li>Total Character Damage Plus (6 to 10)%</li> <li>+(21 to 40)% Enhanced Defense</li> <li>All Resists +(16 to 20)%</li> <li>Level 1 Death Metal (15 Charges)</li> </ul>
<b>Clash</b> Level 15		Eld Eth	Body Armor	<ul style="list-style-type: none"> <li>+(11 to 15) to Maximum Damage</li> <li>(0.25 per level)% to Fire Spell Damage (Based on Character Level)</li> <li>(0.25 per level)% to Cold Spell Damage (Based on Character Level)</li> <li>15% Deadly Strike</li> <li>+(21 to 40)% Enhanced Defense</li> </ul>
<b>Mirage</b> Level 17		Eth Tal	Body Armor	<ul style="list-style-type: none"> <li>+6 to Maximum Damage</li> <li>+(31 to 50)% Enhanced Defense</li> <li>Damage Reduced by (8 to 10)%</li> <li>Slows Attacker by (11 to 15)%</li> <li>Level 4 Frozen Soul (100 Charges)</li> </ul>
<b>Assault</b> Level 17		Tal Nef	Body Armor	<ul style="list-style-type: none"> <li>+(2 to 3) Extra Shadow Minions</li> <li>10% Increased Attack Speed</li> <li>(16 to 20)% Deadly Strike</li> <li>+(31 to 50)% Enhanced Defense</li> </ul>

<b>Spine</b> Level 19		Ort lth	Body Armor	25% Chance to cast level 1 Arrow when Struck +(16 to 30)% Enhanced Defense (151 to 200)% Damage Reflected Repairs 1 Durability in 10 seconds
<b>Youth</b> Level 21		Ort Eld	Body Armor	10% Faster Run/Walk 10% Increased Attack Speed 10% Bonus to All Attributes +(16 to 35)% Enhanced Defense (51 to 100)% Extra Gold from Monsters (21 to 40)% Better Chance of Getting Magic Items
<b>Berserk</b> Level 21		Ort Ort	Body Armor	18% Chance to cast level 4 Bloodlust when you Kill an Enemy 15% Chance to cast level 3 Guard Tower when Struck 15% Increased Attack Speed +(0.75 per level) to Maximum Damage (Based on Character Level) -188 Defense (101 to 150)% Extra Gold from Monsters
<b>Jubilee (Two Years)</b> Level 23		Tal El Thul	Body Armor	50% Chance to cast level 2 Fire Cascade when you Kill an Enemy 50% Bonus to Attack Rating +10% to Fire Spell Damage +10% to Lightning Spell Damage +(21 to 40)% Enhanced Defense +(21 to 25) to all Attributes (31 to 50)% Better Chance of Getting Magic Items
<b>Glory</b> Level 25		Eld Amn	Body Armor	+(31 to 50)% Bonus Elemental Damage to Vanquish 5% Bonus to All Attributes +(103 to 148) Defense Reduces all Vendor Prices 5% Level 6 Vanquish (33 Charges) Requirements -33%
<b>Brimstone</b> Level 27		Tir Tal Sol	Body Armor	33% Chance to cast level 6 Apocalypse when Struck +(11 to 15)% to Fire Spell Damage +(51 to 70)% Enhanced Defense +20 to all Attributes Fire Resist +(41 to 50)%
<b>Mystery</b> Level 29		Sol Shael lth	Body Armor	10% Chance to cast level 1 Magic Missiles when Struck +(41 to 60)% Enhanced Defense Increase Maximum Life (21 to 30)% Increase Maximum Mana (21 to 30)% +(11 to 20) Mana after each Kill +(11 to 20) Life after each Kill
<b>Bridge</b> Level 29		Shael Shael	Body Armor	Indestructible 4% Chance to cast level 2 Fortress when Struck +1 to All Skills +(41 to 60)% Enhanced Defense +(41 to 50) to Strength All Resists +(31 to 40)% Requirements -20%
<b>Beauty</b> Level 31		Dol Tal	Body Armor	20% Chance to cast level 3 Wrath when Struck +3 to Minimum Damage +(81 to 110)% Enhanced Defense +5% to All Maximum Resistances All Resists +(41 to 60)% (31 to 50)% Better Chance of Getting Magic Items Requirements -40%
<b>Priestess</b> Level 33		Amn Eth Hel	Body Armor	10% Faster Cast Rate +6 to Maximum Damage +(11 to 15)% to Lightning Spell Damage +(11 to 15)% to Cold Spell Damage +(5 to 8) to Hunting Banshee 50% Damage Taken Goes To Mana Requirements -33%



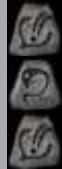
**Rune**  
**Level 33**



Ith  
Hel  
Body Armor

2% Chance to cast level 11 Nova Bomb when Struck  
2% Chance to cast level 11 Immolation Bomb when Struck  
+1 to All Skills  
+(51 to 70)% Enhanced Defense  
All Resists +(46 to 60)%  
Requirements -40%

**Courage**  
**Level 37**



El  
Lum  
El  
Body Armor

25% Chance to cast level 1 Mark of the Wild when Struck  
100% Bonus to Attack Rating  
5% Deadly Strike  
+(21 to 40)% Enhanced Defense  
5% Bonus to Strength  
5% Bonus to Dexterity  
5% Bonus to Vitality  
+5 to Strength  
+5 to Dexterity  
+5 to Vitality  
Fire Resist +30%  
Lightning Resist +30%  
Cold Resist +30%  
20% Better Chance of Getting Magic Items  
+(2-3) to Light Radius  
Level 5 Holy Trap (15 Charges)

**Orc**  
**Level 37**



Lum  
Ith  
Ort  
Body Armor

33% Chance of Open Wounds  
+1 to Bear Claw  
+(86 to 110)% Enhanced Defense  
+(31 to 40) to Strength  
+(31 to 40) to Vitality  
Drain Life -60  
20% Better Chance of Getting Magic Items

**Lumen Arcana**  
**Level 37**



Shael  
Lum  
Amn  
Body Armor

25% Chance to cast level 1 Mana Coil when Struck  
+(71 to 100)% Enhanced Defense  
Increase Maximum Mana (21 to 40)%  
25% Damage Reflected  
-50% Less Gold from Monsters  
Requirements -50%

**Elegance**  
**Level 37**



Lum  
Lum  
Sol  
Body Armor

+(1 to 2) to All Skills  
+30% Faster Cast Rate  
-20% Slower Run/Walk  
+(16 to 20)% to Spell Damage  
+(21 to 30) to Energy  
(51 to 75)% Better Chance of Getting Magic Items

**Despair**  
**Level 39**



Ko  
Lum  
Ko  
Body Armor

(21 to 25)% Bonus to Strength  
(21 to 25)% Bonus to Dexterity  
+(81 to 100)% Enhanced Defense  
All Resists +(31 to 40)%  
(31 to 40)% Better Chance of Getting Magic Items  
Level 5 Pact of Blood (20 Charges)

**Warpath**  
**Level 39**



Thul  
Eth  
Ko  
Body Armor

+6 to Maximum Damage  
+(121 to 140)% Enhanced Defense  
+1 to Thunder Slam  
(11 to 15)% Bonus to Strength  
(21 to 30)% Bonus to Vitality  
+(16 to 25) to Strength  
+(41 to 50) to Vitality

**Thelema**  
**Level 41**



Shael  
Fal  
Hel  
Body Armor

6% Chance to cast level 3 Mana Sweep when Struck  
+773 Defense  
+45 to Strength  
+45 to Dexterity  
+45 to Vitality

**Black Cat  
Level 43**



Lem  
Lem  
El  
Body Armor

50% Bonus to Attack Rating  
+25% Increased Attack Speed  
+313 Defense  
+9 to Life  
Cannot Be Frozen  
+(11 to 20)% to Experience Gained  
-25% Worse Chance of Getting Magic Items  
Reduces all Vendor Prices 5%

**Throne  
Level 45**



Ith  
Thul  
Pul  
Body Armor

+(76 to 100)% Enhanced Defense  
+(31 to 40) to All Attributes  
(21 to 25)% Bonus to All Attributes  
Fire Resist +(81 to 100)%  
Reduces all Vendor Prices 5%  
Level 1 Lionheart (40 Charges)

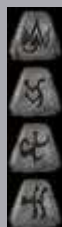
**Affluence  
Level 45**



Pul  
Shael  
Tal  
Body Armor

11% Chance to cast level 8 Ring of Light when Struck  
+25 to Strength  
+5 to Energy  
+5 to Dexterity  
+5 to Vitality  
Slows Attacker by (11 to 15)%  
(451 to 600)% Extra Gold from Monsters  
Reduces all Vendor Prices 5%  
(31 to 50)% Better Chance of Getting Magic Items

**Jinx  
Level 47**



Tir  
Um  
Shael  
Lem  
Body Armor

+1 to All Skills  
+(16 to 20)% to Spell Damage  
+(201 to 250) Defense  
+(31 to 50)% to Energy when using a Mana Potion  
+(3 to 5)% to Experience Gained

**Temple  
Level 49**



Mal  
Thul  
Tal  
Body Armor

+(1 to 2) to Paladin Skill Levels  
+100% Damage to Undead  
+(388 to 502) Defense  
+(21 to 30) to all Attributes  
Fire Resist +30%  
Poison Resist +30%  
(201 to 250)% Extra Gold from Monsters

**Blaze  
Level 49**



Mal  
Lem  
El  
Pul  
Body Armor

33% Chance to cast level 8 Rune of Fire when Struck  
+25% Faster Hit Recovery  
50% Bonus to Attack Rating  
+(121 to 140)% Enhanced Defense  
+(251 to 300) to Life  
Fire Resist +(101 to 150)%  
+5% to Experience Gained

**Arreat  
Level 53**



Nef  
Gul  
Ort  
Body Armor

5% Chance to cast level 2 Inner Fire when Struck  
Attacker Flees after Striking +(11 to 15)%  
+(121 to 150)% Enhanced Defense  
+337 Defense  
Fire Resist +30%  
Cold Resist +30%  
20% Chance of Uninterruptable Attack  
(101 to 150)% Extra Gold from Monsters

**Shivers  
Level 53**



Gul  
Ist  
Gul  
Gul  
Body Armor

Indestructible  
7% Chance to cast level 2 Cold Fear when Struck  
-20% Decreased Chance of Blocking  
+(121 to 140)% Enhanced Defense  
Cold Resist +(91 to 110)%

**Vertigo  
Level 55**



Vex  
Lum  
Mal  
Ist

Body Armor

33% Chance to cast level 1 Hex when Struck  
+1 to All Skills  
+(101 to 150) Defense  
+(1.5 per level) to Energy (Based on Character Level)  
Half Freeze Duration  
(41 to 60)% Better Chance of Getting Magic Items  
Requirements -20%

**Thunder  
Level 57**



Dol  
Ist  
Ohm

Body Armor

14% Chance to cast level 7 Supernova when Struck  
30% Faster Cast Rate  
+3 to Minimum Damage  
+(36 to 40)% to Lightning Spell Damage  
+(141 to 160)% Enhanced Defense  
+(21 to 30) to Energy  
Regenerate Mana +(41 to 60)%

**Turtle  
Level 57**



Pul  
Ohm  
Ith

Body Armor

Indestructible  
-25% Slower Run/Walk  
+(151 to 175)% Enhanced Defense  
+(501 to 700) Defense  
Fire Resist +30%  
Poison Resist +30%  
Damage Reduced by (11 to 15)%

**Dragonheart  
Level 59**



Lo  
Mal  
Lo  
Mal

Body Armor

+1 to All Skills  
+20% Increased Attack Speed  
+1 to Blood Flash  
+(2.5 per level)% Enhanced Defense (Based on Character Level)  
+(3 per level) to Vitality (Based on Character Level)

**Warp  
Level 61**



Um  
Dol  
Lem  
Sur

Body Armor

+25 Crafting Points  
2% Chance to cast level 1 Teleport on Striking  
Indestructible  
25% Chance to cast level 1 Teleport when Struck  
25% Faster Run/Walk  
+3 to Minimum Damage  
(21 to 30)% Bonus to Energy  
Lightning Resist +(51 to 70)%  
+5% to Experience Gained

**Mark of Cain  
Level 61**



Sur  
Ist  
lo  
Shael

Body Armor

+25 Crafting Points  
-20% Decreased Attack Speed  
(8 to 11)% Life Stolen per Hit  
+1 to Blood Tide Totem  
+(41 to 45) to Strength  
+(41 to 45) to Energy  
+(61 to 80) to Life after each Kill

**Fae  
Level 63**



El  
Ber  
Eth

Body Armor

+(2 to 3) to Amazon Skills  
+10 to Maximum Damage  
50% Bonus to Attack Rating  
+(121 to 140)% Enhanced Defense  
+(41 to 50) to Energy  
+(41 to 50) to Dexterity  
(21 to 30)% Chance of Uninterruptable Attack  
Requirements -40%

**Light  
Level 65**



El  
Jah  
Jah  
Ohm

Body Armor

+(1.5 per level) to Maximum Damage (Based on Character Level)  
50% Bonus to Attack Rating  
+(161 to 180)% Enhanced Defense  
+1007 Defense  
Damage Reduced by (16 to 20)

**Royalty**  
Level 67



Um  
Cham  
Gul  
Ist

Body Armor

+3 to All Skills  
(41 to 50)% Bonus to Energy  
All Resists +(41 to 60)% Requirements (-50 to -70)%

**Cathedral**  
Level 67



Cham  
Ral  
Lum  
Ber  
Vex  
Cham

Body Armor

Indestructible  
+(251 to 400)% Bonus to Poison Skill Duration  
+(36 to 40)% to Poison Spell Damage  
+(181 to 200)% Enhanced Defense  
+1311 Defense  
5% Chance of Uninterruptable Attack  
Half Freeze Duration

**Unity**  
Level 69



Ber  
Jah  
Zod  
Ith  
Cham

Body Armor

+(1 to 2) to All Skills  
Slows Attacker by 5%  
+(226 to 245)% Enhanced Defense  
+125 to Strength  
+50 to Energy  
+75 to Dexterity  
+125 to Vitality  
All Resists +(50 to 75)%  
5% Chance of Uninterruptable Attack  
+(6 to 10)% to Experience Gained

**Pantheon**  
Level 69



Zod  
Thul  
Zod  
Ber  
Ort

Body Armor

50% Faster Cast Rate  
+(41 to 50)% to Spell Damage  
All Resists +(31 to 40)%  
50% Extra Gold from Monsters  
Requirements -40%

**Erawan**  
Level 98



Vith  
Kur  
Ix  
Ath  
Sha  
Kur

Body Armor

Indestructible  
30% Faster Run/Walk  
15% Increased Attack Speed  
15% Faster Cast Rate  
15% Faster Hit Recovery  
+(301 to 320)% Enhanced Defense  
+(20 per level) Defense (Based on Character Level)  
All Resists -25%  
Damage Reduced by (16 to 20)%

<b>Atlantis</b> Level 110		Thai Lah Vith Thai Nas Thai	Body Armor	100% Chance to cast level 40 Arcane Torrent when you Die +(3 to 5) to All Skills +10% Bonus to Summoned Minion Life +(321 to 340)% Enhanced Defense +(201 to 300) to Strength +(201 to 300) to Dexterity All Resists +(71 to 80)%
<b>Summit</b> Level 13		Tir Tir	Helms	+1 to All Skills Reduces all Vendor Prices 5% Requirements -33%
<b>Bell</b> Level 13		Eld Nef	Helms	10% Chance to cast level 3 Time Strike on Striking Attacker Flees after Striking +10% +109 Defense vs. Melee
<b>Cannonball</b> Level 15		Nef Ith	Helms	4% Chance to cast level 2 Celerity when Struck +25% Faster Run/Walk Attacker Flees after Striking +5% +(16 to 30)% Enhanced Defense +(101 to 125) Maximum Stamina
<b>Space</b> Level 17		Tal El	Helms	2% Chance to cast level 18 Supernova when Struck +20% Increased Attack Speed +20% Faster Cast Rate 50% Bonus to Attack Rating +55 Defense +5 to All Attributes
<b>Babylon</b> Level 19		Ral Tir	Helms	+1 to All Skills -10% Slower Run/Walk +(6 to 10)% to Poison Spell Damage Attacker Flees after Striking +(11 to 15)% (51 to 100)% Extra Gold from Monsters Reduces all Vendor Prices 5%
<b>Altitude</b> Level 21		El Ort	Helms	3% Chance to cast level 5 Raven Flight when Struck 10% Increased Attack Speed 10% Faster Cast Rate 10% Faster Hit Recovery 10% Faster Block Rate (11 to 15)% Increased Chance of Blocking 50% Bonus to Attack Rating
<b>Brain</b> Level 21		Tal Ort	Helms	+(21 to 40) Defense Increase Maximum Mana 50% +5% to All Maximum Resistances Level 5 Punisher (20 Charges)
<b>Dictator</b> Level 23		Tal Amn	Helms	33% Chance to cast level 4 Bloodlust when you Kill an Enemy +(21 to 30)% Bonus Damage to Bloodlust +(31 to 50) Defense -25% Less Gold from Monsters
<b>Nightmare</b> Level 27		Ith Shael	Helms	+(81 to 100)% Enhanced Defense +(21 to 25) to Strength +(11 to 15) to Energy Increase Maximum Mana 10% +2 to All Skills when using a Mana Potion Level 4 Cold Blood (20 Charges)

**Pearl**  
Level 29



Sol  
Sol  
Shael  
Helms

+(16 to 20)% to Lightning Spell Damage  
Damage Reduced by (3 to 5)  
(76 to 150)% Extra Gold from Monsters  
(21 to 30)% Better Chance of Getting Magic Items  
Repairs 1 Durability in 8 Seconds  
Level 4 Lightning Shield (15 Charges)

**Emperor**  
Level 33



Hel  
Ith  
Eth  
Helms

33% Chance to cast level 10 Guard Tower when you Kill an Enemy  
7% Chance to cast level 5 Fortress when Struck  
+(21 to 30) to Maximum Damage  
Total Character Damage Plus (11 to 15)%  
+(31 to 50)% Enhanced Defense

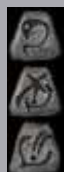
**Chill**  
Level 35



Dol  
Io  
Helms

20% Chance to cast level 1 Rune of Ice when Struck  
+3 to Minimum Damage  
10% Bonus to Dexterity  
+(81 to 100)% Enhanced Defense  
Cold Resist +(61 to 80)%  
+15% to Maximum Cold Resistance  
Cannot Be Frozen

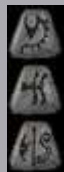
**Clairvoyance**  
Level 37



Lum  
Dol  
El  
Helms

15% Chance to cast level 1 Teleport when Struck  
+1 to All Skills  
5% Faster Cast Rate  
+3 to Minimum Damage  
(401 to 500)% Bonus to Attack Rating  
+(11 to 15) to Energy  
+(11 to 15) to Dexterity  
(11 to 15)% Better Chance of Getting Magic Items

**Galaxy**  
Level 43



Sol  
Lem  
Ko  
Helms

+(101 to 120)% Enhanced Defense  
15% Bonus to All Attributes  
+(16 to 20) to all Attributes  
+2% to Experience Gained

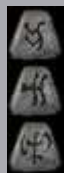
**Ra**  
Level 45



Ko  
Shael  
Pul  
Helms

25% Chance to cast level 3 Lionheart when Struck  
Total Character Defense Plus (11 to 15)%  
+(477 to 529) Defense  
+(21 to 25) to Strength  
Fire Resist +30%  
Requirements -66%

**Alchemy**  
Level 47



Um  
Lem  
Io  
Helms

(0.5 per level)% to Poison Spell Damage (Based on Character Level)  
+(141 to 160)% Enhanced Defense  
10% Bonus to Dexterity  
10% Bonus to Energy  
+5% to Experience Gained  
Level 1 Bloody Mary (50 Charges)  
Requirements -66%

**Pharaoh**  
Level 51



Ort  
Ist  
Eld  
Helms

+1 to Pagan Rites  
+(31 to 40) to Vitality  
+(31 to 40) to Energy  
Total Character Defense Plus (21 to 40)%  
(41 to 60)% Better Chance of Getting Magic Items  
+(76 to 100)% More Gold from Monsters

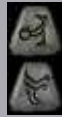
**Corruption**  
Level 53



Io  
Gul  
Shael  
Helms

+1 to All Skills  
+(21 to 25)% to Poison Spell Damage  
+(5 to 8) to Summon Acid Fiends  
+20 to Strength  
+20 to Vitality

**Dreadlord  
Level 57**



Vex  
Ohm Helms

Doubled Death Coil Effect  
+(1 to 4) to Death Coil  
15% Bonus to Strength  
15% Bonus to Vitality  
Half Freeze Duration  
Level 4 Summon Shadows (50 Charges)  
Requirements -50%

**Lunacy  
Level 61**



Sur  
Ist Helms

+50 Crafting Points  
Indestructible  
+(31 to 50)% Bonus Damage to Mark of the Wild  
+(16 to 20)% Bonus Elemental Damage to Mark of the Wild  
Total Character Damage Plus (16 to 20)%  
+(151 to 175)% Enhanced Defense

**Grandeur  
Level 61**



Sur  
Ilo Helms

+25 Crafting Points  
+1 to Blindside  
(21 to 30)% Bonus to Strength  
(21 to 30)% Bonus to Dexterity  
+(176 to 200)% Enhanced Defense  
Fire Resist +40%  
Lightning Resist +40%  
Cold Resist +40%  
Level 4 Phalanx (20 Charges)  
Level 4 Vanquish (20 Charges)

**Halo  
Level 61**



Sur  
Mal  
Sur  
Ohm Helms

+150 Crafting Points  
9% Chance to cast level 6 Fire Cascade when Struck  
+(31 to 40)% to Physical/Magic Spell Damage  
+(8.75 per level) Defense (Based on Character Level)  
Fire Resist +45%  
Poison Resist +30%  
Damage Reduced by (31 to 40)

**Eidolon  
Level 63**



Ko  
Ber  
Ohm Helms

+1 to All Skills  
(11 to 15)% Bonus to All Attributes  
+(201 to 220)% Enhanced Defense  
10% Chance of Uninterruptable Attack  
(201 to 300)% Extra Gold from Monsters

**Skull  
Level 63**



Ber  
Tal Helms

20% Chance to cast level 10 Punisher when Struck  
+(151 to 175)% Enhanced Defense  
+(31 to 35) to all Attributes  
Decrease Maximum Life -33%  
(26 to 35)% Chance of Uninterruptable Attack  
Level 14 Bloodstorm (25 Charges)  
Requirements -50%

**Ragnarok  
Level 67**



Cham  
Pul  
Ist Helms

Indestructible  
+(8 per level)% Enhanced Defense (Based on Character Level)  
All Resists -75%  
Damage Reduced by (16 to 20)%

**Cauldron  
Level 69**



Cham  
Fal  
Zod Helms

+1 to All Skills  
+1 to Hex  
+(121 to 160)% Enhanced Defense  
Slows Attacker by (16 to 20)%

**Sulfur**  
Level 106



No  
Yul  
Thur  
Ath  
Helmets

50% Chance to cast level 21 Fire Star on Attack  
15% Faster Hit Recovery  
15% Faster Block Rate  
50% Bonus to Summoned Minion Attack Rating  
(0.4375 per level)% to Fire Spell Damage (Based on Character Level)  
+(2 to 7) to Blast Wave  
+10% Bonus to Summoned Minion Damage  
+(241 to 250)% Enhanced Defense  
+10% to Maximum Fire Resist  
Fire Resist +(61 to 80)%  
Requirements -50%

**Semhazai**  
Level 120



Xar  
Ath  
Xar  
Rha  
Helmets

10% Chance to cast level 24 Winter Avatar when you Kill an Enemy  
+(1 to 2) to All Skills  
15% Faster Hit Recovery  
(11 to 15)% Increased Chance of Blocking  
+(301 to 315)% Enhanced Defense  
+200 Defense  
Increase Maximum Life and Mana 10%  
Damage Reduced by (41 to 60)  
+(41 to 50) Life after each Kill  
(101 to 150)% Extra Gold from Monsters

**Sphinx**  
Level 110



Kur  
Thai  
Vith  
Sha  
Circlets

+(16 to 20) Energy Factor to Spell Damage  
15% Faster Run/Walk  
15% Increased Attack Speed  
+(2 per level) to Maximum Damage (Based on Character Level)  
+(1 to 3) to Radiance  
All Resists +15%  
Cannot Be Frozen  
(41 to 50)% Better Chance of Getting Magic Items  
+5 to Light Radius

**Truth**  
Level 13



Nef  
El  
Shields

24% Chance to cast level 2 Frozen Soul on Striking  
50% Bonus to Attack Rating  
Attacker Flees after Striking +(11 to 15)%  
-80 to Monster Defense per Hit

**Rampart**  
Level 13



Nef  
Tir  
Shields

33% Chance to cast level 8 Guard Tower when you Kill an Enemy  
+(21 to 40)% Enhanced Defense  
Damage Reduced by (1 to 3)  
Requirements -40%

**Geas**  
Level 21



Ort  
El  
Shields

-15% Slower Cast Rate  
(101 to 150)% Bonus to Attack Rating  
+1 to Life  
+1 to Mana  
50% Chance of Uninterruptable Attack

**Nomad**  
Level 21



Ral  
Ort  
Shields

+(6 to 10)% to Poison Spell Damage  
+163 Defense  
+250 Maximum Stamina  
40% Slower Stamina Drain  
Level 2 Elemental (40 Charges)

**Moon**  
Level 25



Tir  
Amn  
Shields

(21 to 25)% Increased Chance of Blocking  
+(31 to 50)% Enhanced Defense  
+(6 to 10) to all Attributes  
Half Freeze Duration  
Level 1 Pagan Heart (15 Charges)

**Goddess**  
Level 29



Shael  
Tir  
Shields

+1 to All Skills  
Freezes Attacker +2  
-150 Defense  
Requirements -25%






**Mirror**  
Level 29



Shael  
Ort  
Shields

50% Chance to cast level 1 Arrow when Struck  
+(41 to 60)% Enhanced Defense  
+15 to Strength  
+15 to Dexterity  
+5 to Light Radius  
Level 3 Flash (40 Charges)



<b>Totem Level 29</b>		Sol Shael	Shields	15% Chance to cast level 2 Mark of the Wild when Struck 10% Increased Attack Speed 10% Faster Cast Rate +(6 to 10)% to Fire Spell Damage +(6 to 10)% to Lightning Spell Damage Total Character Damage Plus (21 to 30)% Requirements -25%
<b>Nether Level 33</b>		Io Hel	Shields	(11 to 15)% Increased Chance of Blocking +(2 to 4) to Arcane Torrent +(11 to 15)% to Physical/Magic Spell Damage +(101 to 125)% Enhanced Defense +15 to All Attributes
<b>Kodo Level 35</b>		Ort Io	Shields	25% Chance to cast level 10 Bloodlust when you Kill an Enemy (16 to 20)% Increased Chance of Blocking Total Character Damage Plus (31 to 40)% +(11 to 15) to Strength +(11 to 15) to Vitality
<b>Fall From Grace Level 37</b>		Lum Ort Tal	Shields	33% Chance to cast level 3 Bloodstar when Struck 20% Increased Attack Speed (21 to 25)% Increased Chance of Blocking +13 to all Attributes 20% Better Chance of Getting Magic Items -2 to Light Radius Level 2 Dark Power (30 Charges)
<b>Bloom Level 39</b>		Lum Ko El	Shields	Indestructible +1 to All Skills Regenerate Life +100 (31 to 40)% Better Chance of Getting Magic Items Level 3 Charm (10 Charges)
<b>Cloud Level 41</b>		Thul Fal Hel	Shields	+(101 to 130)% Enhanced Defense +(31 to 40) to Dexterity +(211 to 250) Maximum Stamina Requirements (-50 to -75)%
<b>Saint Level 45</b>		Amn Lum Pul	Shields	+(151 to 170)% Enhanced Defense +(4 per level) Defense (Based on Character Level) Fire Resist +(61 to 80)% Poison Resist +(61 to 80)% Damage Reduced by (31 to 40) Total Character Defense Plus (31 to 40)% 20% Better Chance of Getting Magic Items
<b>Power Level 45</b>		Shael Pul Pul	Shields	100% Chance to cast level 57 Frozen Soul when you Kill an Enemy (11 to 15)% Increased Chance of Blocking Knockback +(121 to 140)% Enhanced Defense Fire Resist +(41 to 55)% Damage Reduced by (3 to 5)
<b>Jester Level 47</b>		Ith Um Ko	Shields	13% Chance to cast level 7 Corruption Field when Struck +10% Faster Run/Walk +50% Faster Block Rate (21 to 25)% Increased Chance of Blocking +15% Enhanced Defense +777 Maximum Stamina
<b>Prayer Level 49</b>		Lum Mal Pul Lem	Shields	+(16 to 25)% Bonus Damage to Wrath (11 to 15)% Increased Chance of Blocking +(101 to 120)% Enhanced Defense Poison Resist +(51 to 70)% Damage Reduced by (11 to 15) +5% to Experience Gained 20% Better Chance of Getting Magic Items

**Shadow  
Level 51**



Fal  
Ist  
Mal

Shields

-33% Decreased Chance of Blocking  
+(4 to 6) to Dark King (Paladin Only)  
+(31 to 40) to Dexterity  
+(21 to 25) to Energy  
Poison Resist +(41 to 50)%  
Damage Reduced by (3 to 5)%  
-5 to Light Radius

**Bull  
Level 53**



Mal  
Gul  
Eth

Shields

+(16 to 25) to Maximum Damage  
(11 to 15)% Deadly Strike  
Total Character Damage Plus (31 to 40)%  
Knockback  
+(41 to 50) to Strength  
All Resists +(31 to 40)%

**Avatar  
Level 55**



Ith  
Vex  
Shael  
Shael  
Vex

Shields

50% Chance to cast level 24 Pandemonium when you Kill an Enemy  
15% Chance to cast level 9 Frozen Crown when Struck  
+30% Faster Block Rate  
+(41 to 50)% Increased Chance of Blocking  
+(201 to 225)% Enhanced Defense  
+(41 to 50) to Strength  
Half Freeze Duration  
Requirements +33%

**Titan  
Level 57**



Ohm  
Thul  
Vex

Shields

20% Chance to cast level 1 Guard Tower when Struck  
-15% Slower Run/Walk  
+(11 to 15)% Increased Chance of Blocking  
+(151 to 175)% Enhanced Defense  
(31 to 40)% Bonus to Vitality  
Half Freeze Duration  
Repairs 1 Durability in 10 seconds

**Seraph  
Level 59**



Lo  
El  
Lo  
Lum

Shields

100% Chance to cast level 61 Supernova when you Die  
+1 to All Skills  
+35% Faster Cast Rate  
+25% Faster Hit Recovery  
50% Bonus to Attack Rating  
+407 Defense  
Lightning Resist +60%  
+(41 to 60)% to Energy when using a Mana Potion  
20% Better Chance of Getting Magic Items  
Requirements -40%

**Sail  
Level 61**



Dol  
Ko  
Ohm  
Sur

Shields

+25 Crafting Points  
+1 to All Skills  
35% Faster Run/Walk  
+5 to Minimum Damage  
+(351 to 400) Maximum Stamina  
(16 to 20)% Chance of Uninterruptable Attack

**Freedom  
Level 61**



Sur  
Fal  
Sur  
Thul

Shields

+50 Crafting Points  
+(101 to 125)% Enhanced Defense  
+20 to Dexterity  
Damage Reduced by (26 to 35)  
Cannot Be Frozen  
(151 to 200)% Extra Gold from Monsters  
Requirements -66%

**Elf  
Level 63**



Hel  
Ber  
Eth

Shields

+35% Increased Attack Speed  
+10 to Maximum Damage  
+(151 to 180)% Enhanced Defense  
+(31 to 40) to Dexterity  
Total Character Defense Plus (16 to 20)%  
(31 to 50)% Chance of Uninterruptable Attack

**Wall of Fire  
Level 67**



Cham  
lth  
Cham  
Vex  
Shields

Indestructible  
+(1 to 2) to All Skills  
+(201 to 225)% Enhanced Defense  
+(46 to 65) to Vitality  
Fire Resist +(76 to 100)%  
Half Freeze Duration  
Attacker Takes Fire Damage of (151 to 200)  
Level 15 Apocalypse (40 Charges)

**Forge  
Level 69**



Vex  
Zod  
Tal  
Zod  
Zod  
Shields

+333 Crafting Points  
23% Chance to cast level 14 Fire Splash when Struck  
+(26 to 35)% Increased Chance of Blocking  
+(20 per level) Defense (Based on Character Level)  
+60 to Strength  
+60 to Dexterity  
+30 to Energy  
+30 to Vitality  
+(31 to 50)% to Vitality when using a Healing Potion  
Half Freeze Duration  
Slows Attacker by 15%

**Storm  
Level 81**



Lah  
Sha  
lx  
Kur  
Shields

+2 to All Skills  
45% Faster Run/Walk  
45% Increased Attack Speed  
45% Faster Cast Rate  
Adds 1-444 Lightning Damage  
+(11 to 20)% to Lightning Spell Damage  
Slows Attacker by 15%

**Harsith  
Level 84**



Thur  
Lah  
Thur  
lx  
Shields

+(1 to 2) to Paladin Skill Levels  
25% Increased Chance of Blocking  
+(81 to 100) to Maximum Damage  
+(16 to 20)% to Physical/Magic Spell Damage  
+(221 to 240)% Enhanced Defense

**Anger  
Level 102**



Thur  
Ath  
Kur  
Kra  
No  
Shields

4% Chance to cast level 17 Blood Flash on Attack  
60% Faster Run/Walk  
15% Faster Block Rate  
50% Bonus to Summoned Minion Attack Rating  
(11 to 14)% Life Stolen per Hit  
(21 to 30)% Chance of Crushing Blow  
+(11 to 15)% Increased Healing Rate from Potions

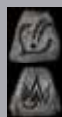
**Svantevit  
Level 115**



Rha  
Yul  
Vith  
No  
Shields

15% Faster Block Rate  
(201 to 300)% Bonus to Attack Rating  
(0.5 per level)% Deadly Strike (Based on Character Level)  
+(31 to 50)% Bonus to Summoned Minion Damage  
+(241 to 270)% Enhanced Defense  
+500 Defense  
+150 to Strength  
+(6 to 15)% Increased Healing Rate from Potions

**Rainbow  
Level 13**



Ei  
Tir  
Belts

50% Bonus to Attack Rating  
+5% to Spell Damage  
All Resists +(26 to 30)%  
(11 to 15)% Better Chance of Getting Magic Items

**Snake  
Level 19**



Ral  
lth  
Belts

+(6 to 10) to Maximum Damage  
+(0.5 per level)% to Poison Spell Damage (Based on Character Level)  
+(16 to 25)% Enhanced Defense

<b>Prodigy</b> Level 23		Thul El	Belts	+15% Faster Cast Rate 100% Bonus to Attack Rating +(6 to 10)% to Fire Spell Damage +(6 to 10)% to Lightning Spell Damage Regenerate Mana +25% +(11 to 20) to Mana after each Kill
<b>Pain</b> Level 27		Sol Thul	Belts	100% Chance to cast level 10 Spike Nova when you Level-Up +15% Increased Attack Speed +(0.5 per level) to Maximum Damage (Based on Character Level) (3 to 4)% Life Stolen per Hit 25% Chance of Open Wounds
<b>Fuse</b> Level 31		Ral Dol	Belts	(16 to 20)% Increased Chance of Blocking +(6 to 10) to Minimum Damage Adds 19-93 Fire Damage +(3 to 6) to Rain of Bombs (Assassin Only) Level 2 Blast Wave (50 Charges)
<b>Chain</b> Level 35		Io El	Belts	-20% Slower Run/Walk 100% Bonus to Attack Rating +(101 to 125)% Enhanced Defense +(221 to 260) Defense Damage Reduced by (6 to 10) Level 4 Punisher (20 Charges)
<b>Seduction</b> Level 37		Tal Lum	Belts	Increase Maximum Life 5% Fire Resist +(16 to 20)% Poison Resist +(16 to 20)% (21 to 40)% Better Chance of Getting Magic Items Level 5 Bloodstar (100 Charges) Level 3 Vampiric Icon (20 Charges)
<b>Coil</b> Level 41		Tal Fal	Belts	18% Chance to cast level 6 Flash when Struck (0.375 per level)% to Lightning Spell Damage (Based on Character Level) +5 to All Attributes Lightning Resist +(31 to 50)% (31 to 50)% Damage Taken goes to Mana Level 5 Lightning Wall (20 Charges)
<b>Star</b> Level 45		Lum Pul	Belts	7% Chance to cast level 5 Startouch when Struck Fire Resist +(41 to 50)% Cold Resist +(41 to 50)% Lightning Resist +(41 to 50)% (41 to 50)% Better Chance of Getting Magic Items +4 to Light Radius
<b>Twister</b> Level 53		Lo Ort	Belts	3% Chance to cast level 2 Claw Tornado on Striking +20% Increased Attack Speed Stun Attack +(21 to 25) to Dexterity +(201 to 300) Maximum Stamina
<b>Dyus Pita</b> Level 57		Io Ohm	Belts	+(31 to 40)% Bonus Damage to Wrath 20% Faster Cast Rate (16 to 20)% Bonus to Dexterity (16 to 20)% Bonus to Vitality (16 to 20)% Bonus to Energy +(1 to 2) to All Skills when using a Mana Potion +(31 to 50) Life after each Kill
<b>Truce</b> Level 61		Sur Hel	Belts	+150 Crafting Points Indestructible -5% Decreased Attack Speed -5% Slower Cast Rate +(201 to 350)% Enhanced Defense Damage Reduced by (31 to 40)
<b>Shaman</b> Level 67		Cham Amn	Belts	+1 to All Skills +(6 to 15)% Bonus Elemental Damage to Bloodlust +(6 to 15)% Bonus Elemental Damage to Mark of the Wild 150% Damage Reflected Level 1 Mark of the Wild (100 Charges) Level 1 Bloodlust (100 Charges)

Ley  
Level 87



Sha  
Nas Belts

+1 to All Skills  
15% Increased Attack Speed  
+(11 to 15)% to Spell Damage  
+25% Bonus to Summoned Minion Life  
(11 to 15)% Bonus to Energy  
Cold Absorb 5%  
Lightning Absorb 5%  
Fire Absorb 5%  
(31 to 40)% Damage Taken Goes To Mana

Atlas  
Level 120



Ath  
Xar Belts

25% Faster Hit Recovery  
(21 to 40)% Bonus to Strength  
+(311 to 330)% Enhanced Defense  
Damage Reduced by (11 to 15)  
Level 11 Titan Strike (20 Charges)  
Repairs 1 Durability in 10 Seconds

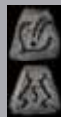
Claw  
Level 15



Eth  
El Gloves

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

Worship  
Level 15



El  
lth Gloves

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

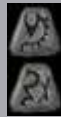
Samhain  
Level 21



Ort  
Tal Gloves

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

Mercy  
Level 27



Sol  
Eth Gloves

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

Skald  
Level 31



Ort  
Dol Gloves

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

Kali  
Level 35



Sol  
lo Gloves

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

Scorpion  
Level 43



Lem  
Thul  
Lum Gloves

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

Sun  
Level 49



Mal  
Shael  
Lum Gloves

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

**Asp**  
Level 53



Tal  
Gul  
lo  
Gloves

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

**Spider**  
Level 53



Gul  
Gul  
El  
Gloves

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

**Eagle**  
Level 59



Lo  
Tir  
Gloves

100% Chance to cast level 25 Static Trap when you Die  
+10% Faster Cast Rate  
+(16 to 20)% to Lightning Spell Damage  
+(16 to 20)% to Physical/Magic Spell Damage  
Lightning Resist +(31 to 35)%  
Damage Reduced by (2 to 4)%

**Nahual**  
Level 65



Thul  
Jah  
Sur  
Gloves

+250 Crafting Points  
14% Chance to cast level 4 Gift of the Wild when Struck  
+(16 to 20)% to Fire Spell Damage  
+(8 to 15) to Defender Spirit  
+(3 to 6) to Greater Manifestations  
+25% Enhanced Defense  
Total Character Damage Plus (51 to 75)%  
Increase Maximum Life and Mana 40%

**Augur**  
Level 65



Zod  
Thul  
Zod  
Gloves

+(2 to 3) to All Skills  
+30% Increased Attack Speed  
+30% Faster Cast Rate  
+(1 to 5) to Raven Flight  
+(21 to 25) to All Attributes

**Hook**  
Level 84



Lah  
Thur  
Kur  
Gloves

2% Chance to cast level 12 Blades of Light when you Kill an Enemy  
15% Faster Run/Walk  
+(16 to 20)% to Physical/Magic Spell Damage  
(21 to 40)% Chance of Open Wounds  
-15% Reduced Healing Rate from Potions  
(301 to 500)% Damage Reflected

**Wish**  
Level 110



Thai  
No  
Yul  
No  
Gloves

+1 to All Skills  
35% Faster Cast Rate  
30% Faster Block Rate  
+(4 to 8) to Arcane Torrent  
+(1 to 5) to Scattershot  
+15% Bonus to Summoned Minion Damage  
+(10 per level) to Mana (Based on Character Level)  
All Resists +25%

**Grace**  
Level 13



Tir  
Eld  
Boots

2% Chance to cast level 3 Celerity when you Kill an Enemy  
5% Increased Attack Speed  
5% Faster Cast Rate  
5% Bonus to All Attributes  
All Resists +(11 to 15)%  
Reduces all Vendor Prices (3 to 5)%

**Gravity**  
Level 19



Ral  
Nef  
Boots

+(41 to 60)% Enhanced Defense  
-50 Maximum Stamina  
Damage Reduced by (6 to 8)%  
Slows Attacker by (21 to 25)%  
Requirements +15%

**Pinto**  
Level 23



Nef  
Thul Boots

25% Chance to cast level 7 Immolation Bomb when Struck  
+40% Faster Run/Walk  
+(11 to 15)% to Fire Spell Damage  
+(61 to 100)% Enhanced Defense  
+(75 to 90) Maximum Stamina  
Fire Resist -15%

**Stampede**  
Level 25



Amn  
Eth Boots

8% Chance to cast level 1 Gift of the Wild when Struck  
+30% Faster Run/Walk  
+(6 to 10) to Maximum Damage  
+(21 to 40)% Enhanced Defense  
25% Damage Reflected

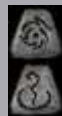
**Legion**  
Level 29



Eld  
Shael Boots

Total Character Damage Plus (21 to 25)%  
(16 to 20)% Bonus to All Attributes  
+(51 to 100)% Enhanced Defense  
+(151 to 200) Maximum Stamina  
Level 5 Summon Shadows (20 Charges)  
Level 5 Meteor Shower (50 Charges)

**Snail**  
Level 33



Hel  
Amn Boots

10% Chance to cast level 6 Rune of Ice when Struck  
-25% Slower Run/Walk  
+(16 to 20)% to Cold Spell Damage  
+(16 to 20)% to Poison Spell Damage  
+(201 to 250)% Enhanced Defense  
Damage Reduced by (11 to 15)

**Surf**  
Level 39



Thul  
Ko Boots

Indestructible  
7% Chance to cast level 13 Glacial Nova when Struck  
+(11 to 15)% to Cold Spell Damage  
+(121 to 140)% Enhanced Defense  
+(10 per level) Maximum Stamina (Based on Character Level)

**Karma**  
Level 43



Lem  
Ort  
Ko Boots

4% Chance to cast level 9 Punisher when Struck  
-10% Decreased Attack Speed  
-10% Slower Cast Rate  
+(6 to 10)% to Experience Gained  
(41 to 60)% Better Chance of Getting Magic Items

**Sundance**  
Level 47



Lem  
El  
Um Boots

25% Faster Run/Walk  
15% Faster Cast Rate  
50% Bonus to Attack Rating  
+(11 to 15)% to Spell Damage  
(16 to 20)% Bonus to Energy  
+333 Defense  
Poison Length Reduced by 50%  
+2% to Experience Gained  
(101 to 150)% Extra Gold from Monsters

**Weird**  
Level 53



Gul  
Shael  
Thul Boots

1% Chance to cast level 43 Doom Serpents when Struck  
+1 to All Skills  
+(662 to 803) Defense  
Cold Resist +60%  
+(31 to 50) to Mana after each Kill

**Lionpaw**  
Level 57



Ohm  
Ral  
Vex Boots

5% Chance to cast level 4 Gift of Celerity when you Kill an Enemy  
+25% Increased Attack Speed  
20% Bonus to Strength  
10% Bonus to Dexterity  
10% Bonus to Energy  
25% Bonus to Vitality  
+(20 per level) Defense (Based on Character Level)  
Half Freeze Duration

**Outlaw**  
Level 63



Ber  
Nef  
Fal  
Ber Boots

+(6 to 8) Extra Shadow Minions  
+(1 to 4) to Doom Serpents  
+(1 to 4) to Glacial Nova  
Attacker Flees after Striking +(6 to 10)%  
-1 Defense  
+(1 to 2) to All Skills when using a Mana Potion  
10% Chance of Uninterruptable Attack

**Death March  
Level 69**



Lo  
lth  
Zod  
lth  
Boots

+10% Faster Run/Walk  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
Slows Target by 15%  
Slows Attacker by 5%  
+(131 to 160)% Enhanced Defense  
Level 6 Guard Tower (40 Charges)

**Megalith  
Level 78**



Kur  
Sha  
Lah  
Boots

Indestructible  
15% Faster Run/Walk  
+(241 to 260)% Enhanced Defense  
Regenerate Mana +50%  
Magic Damage Reduced by (11 to 15)  
Level 7 Mana Tide Totem (20 Charges)

**Nephilim  
Level 115**



Yul  
Rha  
Kra  
Thur  
Boots

+2 to All Skills  
Attacker Flees after Striking +5%  
+10% Bonus to Summoned Minion Damage  
+5% Bonus to Summoned Minion Resistances  
+(281 to 300)% Enhanced Defense  
+200 Defense  
+(1 per level) to Strength (Based on Character Level)  
+(1 per level) to Vitality (Based on Character Level)  
Total Character Defense Plus (11 to 20)%

**Amazon**

**Edda  
Level 31**



Eth  
Dol  
Amazon Helms  
(Amazon Only)

+1 to Amazon Skill Levels  
20% Increased Attack Speed  
10% Faster Block Rate  
+10 Damage  
(21 to 25)% Chance of Uninterruptable Attack  
(251 to 300)% Extra Gold from Monsters

**Pyramid  
Level 37**



Eth  
El  
Lum  
Amazon Helms  
(Amazon Only)

+(21 to 30) to Maximum Damage  
50% Bonus to Attack Rating  
+(11 to 15)% to Fire Spell Damage  
+(11 to 15)% to Lightning Spell Damage  
+(11 to 15)% to Cold Spell Damage  
Adds 25-50 Fire Damage  
Adds 25-50 Lightning Damage  
Adds 25-50 Cold Damage  
+(21 to 40) to Strength  
+(21 to 40) to Dexterity  
+(21 to 40) to Vitality  
20% Better Chance of Getting Magic Items

**Amaterasu  
Level 55**



lo  
Vex  
Tir  
Amazon Helms  
(Amazon Only)

+(1 to 3) to Amazon Skill Levels  
+(1 to 14) to Champions of the Sun  
+(16 to 20)% to Spell Damage  
(11 to 20)% Bonus to Dexterity  
(11 to 20)% Bonus to Energy  
Half Freeze Duration  
Attacker Takes Fire Damage of (301 to 400)  
Level 10 Apocalypse (20 Charges)

**Siegfried  
Level 69**



Ei  
Zod  
Lo  
Lem  
Amazon Helms  
(Amazon Only)

30% Increased Attack Speed  
60% Faster Hit Recovery  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
50% Bonus to Attack Rating  
+(3 to 12) to Vanquish  
+(221 to 240)% Enhanced Defense  
Lightning Resist +(41 to 60)%  
+2% to Experience Gained



**Crescendo  
Level 102**



No  
Ath  
Ix  
Lah

Amazon Helms  
(Amazon Only)

+(1 to 2) to Amazon Skill Levels  
40% Increased Attack Speed  
55% Faster Cast Rate  
15% Faster Hit Recovery  
+(21 to 30)% to Physical/Magic Spell Damage  
(16 to 25)% Bonus to All Attributes  
All Resists +(6 to 10)%

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**Assassin**

**Asmodai  
Level 33**

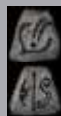


Amn  
Hel

Assassin Shields  
(Assassin Only)

+1 to Assassin Skill Levels  
10% Faster Cast Rate  
Adds 15-100 Cold Damage  
+(11 to 20)% to Lightning Spell Damage  
+(11 to 20)% to Cold Spell Damage  
(151 to 200)% Damage Reflected

**Sangreal  
Level 39**



El  
Ko

Assassin Shields  
(Assassin Only)

50% Bonus to Attack Rating  
(6 to 9)% Stamina Stolen per Hit  
+(1 to 9) to Bloody Mary  
+(121 to 150)% Enhanced Defense  
(21 to 30)% Bonus to Strength  
(21 to 30)% Bonus to Vitality  
Replenish Life +(21 to 25)  
Slows Attacker by (16 to 20)%

**Amaymon  
Level 47**



Ral  
Um  
Thul

Assassin Shields  
(Assassin Only)

15% Increased Attack Speed  
25% Faster Block Rate  
+(16 to 20)% to Fire Spell Damage  
+(16 to 20)% to Poison Spell Damage  
+(1 to 4) to Way of the Phoenix (Assassin Only)  
+(1 to 4) to Way of the Spider (Assassin Only)  
10% Bonus to Energy

**Opera  
Level 59**



Ort  
El  
Lo

Assassin Shields  
(Assassin Only)

+(1 to 2) to All Skills  
50% Bonus to Attack Rating  
+(1 to 4) to Blood Tide Totem  
+(221 to 250)% Enhanced Defense  
Lightning Resist +30%  
Cold Resist +30%  
50% Extra Gold from Monsters  
-2 to Light Radius

**Acid  
Level 110**



Ix  
Thai  
Vith  
Kur

Assassin Shields  
(Assassin Only)

+1 to Assassin Skill Levels  
15% Faster Run/Walk  
15% Faster Cast Rate  
(0.5 per level)% to Poison Spell Damage (Based on Character Level)  
Attacker Flees after Striking +(11 to 15)%  
-50 to Monster Defense per Hit  
+(11 to 15)% Enhanced Defense  
All Resists +15%  
+5% Increased Healing Rate from Potions  
Slows Attacker by (16 to 20)%  
Decrease Maximum Durability -25%

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**Barbarian**

**Dust  
Level 23**



Thul  
Eth

Barbarian Helms  
(Barbarian Only)

+(11 to 15) to Maximum Damage  
Blinds Attacker +1  
-10 to Dexterity  
-4 to Light Radius

**Centurion  
Level 37**



Lum  
Shael  
Dol

Barbarian Helms  
(Barbarian Only)

+1 to Barbarian Skill Levels  
+10 to Minimum Damage  
+(2 to 4) to Greater Manifestations (Barbarian Only)  
+(21 to 30)% Bonus to Summoned Minion Damage  
+(31 to 40)% Bonus to Summoned Minion Life  
+20 to Strength  
(41 to 50)% Better Chance of Getting Magic Items

**Essus**  
Level 49



Mal  
Dol  
Fal  
Barbarian Helms  
(Barbarian Only)

+40 to Minimum Damage  
Knockback  
+(4 to 5) to Eagle Dive (Barbarian Only)  
+(151 to 170)% Enhanced Defense  
+(31 to 40) to Strength  
+(31 to 40) to Dexterity  
+(31 to 40) Life after each Kill

**Thunderbird**  
Level 61



Sur  
Um  
Sur  
Ko  
Barbarian Helms  
(Barbarian Only)

+(31 to 40)% to Lightning Spell Damage  
+(4 to 6) to Lightning Shield  
20% Bonus to Strength  
20% Bonus to Energy  
+20% Chance to Avoid Damage  
Lightning Resist +(51 to 75)%

**Mouse Trap**  
Level 98



Shael  
Vith  
Kur  
Barbarian Helms  
(Barbarian Only)

5% Chance to cast level 1 Blade Barrier when you Kill an Enemy  
+(1 to 2) to Barbarian Skill Levels  
15% Faster Run/Walk  
Stun Attack  
(21 to 25)% Chance of Crushing Blow  
100% Chance of Open Wounds  
+10 to Strength  
+5% Increased Healing Rate from Potions  
33% Reanimate as: Desert Cat

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## Druid

**Black Sheep**  
Level 25



Amn  
Tal  
Druid Helms  
(Druid Only)

+1 to Druid Skill Levels  
+(11 to 15)% to Poison Spell Damage  
Attacker Flees after Striking +(6 to 10)%  
+5 to all Attributes  
Poison Resist +(31 to 40)%  
100% Damage Reflected  
20% Reanimate as: Blink

**Aura**  
Level 39



Ko  
Dol  
Amn  
Druid Helms  
(Druid Only)

+(1 to 2) to Druid Skill Levels  
50% Faster Hit Recovery  
+5 to Minimum Damage  
+(3 to 5) to Killer Instinct (Druid Only)  
+(3 to 5) to Brambles (Druid Only)  
10% Bonus to Strength  
All Resists +(21 to 30)%  
25% Damage Reflected

**Tao**  
Level 47



Um  
lo  
El  
Druid Helms  
(Druid Only)

25% Chance to cast level 1 Arrow on Striking  
35% Increased Attack Speed  
+(1 per level) to Maximum Damage (Based on Character Level)  
50% Bonus to Attack Rating  
(21 to 25)% Deadly Strike  
20% Bonus to Dexterity  
20% Bonus to Energy  
Damage Reduced by (16 to 20)

**Zen**  
Level 63



Ber  
Thul  
Hel  
Dol  
Druid Helms  
(Druid Only)

+(1 to 3) to Druid Skill Levels  
40% Faster Cast Rate  
+10 to Minimum Damage  
+(26 to 30)% to Fire Spell Damage  
+(26 to 30)% to Cold Spell Damage  
+(26 to 30)% to Poison Spell Damage  
+1 to Mana Sweep  
5% Chance of Uninterruptable Attack

**Virus**  
**Level 106**



Nas  
Yul  
Thur  
Kra  
Druid Helms  
(Druid Only)

5% Chance to cast level 1 Superbeast when you Kill an Enemy  
+(1 to 2) to Druid Skill Levels  
+(31 to 50)% Bonus to Poison Skill Duration  
+(41 to 60) to Maximum Damage  
50% Bonus to Summoned Minion Attack Rating  
+(11 to 15)% to Poison Spell Damage  
(21 to 25)% Chance of Open Wounds  
+5% Bonus to Summoned Minion Resistances  
+10% Bonus to Summoned Minion Damage  
+10% Bonus to Summoned Minion Life  
+(241 to 260)% Enhanced Defense

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**Necromancer**

**Loa**  
**Level 21**



Ort  
Eth  
Necromancer Shields  
(Necromancer Only)

15% Chance to cast level 5 Possess when Struck  
+1 to Necromancer Skill Levels  
10% Faster Cast Rate  
+20 to Maximum Damage  
+(151 to 200)% Enhanced Defense  
175% Extra Gold from Monsters

**Cube**  
**Level 29**



Shael  
Tal  
Necromancer Shields  
(Necromancer Only)

40% Faster Run/Walk  
40% Increased Attack Speed  
40% Faster Cast Rate  
40% Faster Hit Recovery  
40% Faster Block Rate  
-20% Decreased Chance of Blocking  
50% Chance of Crushing Blow  
(6 to 10)% Bonus to All Attributes  
+(11 to 15) to all Attributes  
+(3 per level) to Dexterity (Based on Character Level)

**Warlock**  
**Level 39**



Ko  
Hel  
Shael  
Necromancer Shields  
(Necromancer Only)

+(1 to 2) to All Skills  
+(16 to 20)% to Fire Spell Damage  
+(3 to 5) to Pact of Blood  
+(3 to 5) to Fire Star  
(11 to 15)% Bonus to Strength  
+(16 to 20) to Strength

**Elemental**  
**Level 51**



Ist  
Um  
Lem  
Necromancer Shields  
(Necromancer Only)

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

**Quimbanda**  
**Level 59**



Lo  
Ko  
Lo  
Ko  
Necromancer Shields  
(Necromancer Only)

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

**Binding**  
**Level 65**



Lem  
Amn  
Jah  
Sur  
Necromancer Shields  
(Necromancer Only)

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

**Fugue**  
Level 110



Thai  
No  
Vith

Necromancer Shields  
(Necromancer Only)

+ (2 to 4) to Necromancer Skill Levels  
+25 Extra Shadow Minions  
15% Faster Block Rate  
+50 to Strength  
+50 to Dexterity  
+50 to Vitality  
Increase Maximum Mana 50%  
Regenerate Mana +25%  
All Resists +15%  
+5% Increased Healing Rate from Potions  
Damage Reduced by (6 to 10)%  
Slows Attacker by (21 to 25)%

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**Paladin**

**Shedim**  
Level 19



Ral  
Tal

Paladin Shields  
(Paladin Only)

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

**Blasphemy**  
Level 27



Sol  
Nef

Paladin Shields  
(Paladin Only)

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

**Creed**  
Level 35



Io  
Amn  
Nef

Paladin Shields  
(Paladin Only)

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

**Anathema**  
Level 45



Pul  
Amn  
Ort

Paladin Shields  
(Paladin Only)

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

**Messiah**  
Level 53



Gul  
Pul  
Thul

Paladin Shields  
(Paladin Only)

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

**Rapture**  
Level 63



Ber  
Thul  
Mal  
Ko

Paladin Shields  
(Paladin Only)

5% Chance to cast level 1 Charm when Struck  
+(3 to 4) to Paladin Skill Levels  
+(8 to 12) to Killer Instinct  
+(4 to 6) to Survival of the Fittest  
25% Bonus to Strength  
Poison Resist +30%  
45% Chance of Uninterruptable Attack  
**Btw.** The **Black Sleep** skill is also considered a charm effect.

**Asclepion  
Level 110**



Ix  
Vith  
Thai  
Kur  
Paladin Shields  
(Paladin Only)

+(1 to 2) to Paladin Skill Levels  
15% Faster Run/Walk  
15% Faster Cast Rate  
30% Faster Block Rate  
(21 to 25)% Increased Chance of Blocking  
+(7 to 17) to Snake Stance  
Replenish Life +(1.5 per level) (Based on Character Level)  
Fire Resist +15%  
Lightning Resist +15%  
Cold Resist +15%  
Poison Resist +165%  
+5% Increased Healing Rate from Potions  
25% Chance of Uninterruptable Attack

**Sorceress**

**Demeter  
Level 29**



Shael  
Ral  
Sorceress Armor  
(Sorceress Only)

+(1 to 2) to Sorceress Skill Levels  
+(26 to 30)% to Poison Spell Damage  
+(1 to 6) to Poison Flash  
+(11 to 15) to Strength  
Replenish Life +(11 to 20)  
Level 5 Charm (25 Charges)  
Requirements -20%

**Swan  
Level 43**



Lem  
Ith  
Thul  
Sorceress Armor  
(Sorceress Only)

+(11 to 15) Energy Factor to Spell Damage  
-10% Slower Run/Walk  
+(16 to 20)% to Spell Damage  
+(61 to 80)% Enhanced Defense  
Damage Reduced by (6 to 8)  
+(6 to 10)% to Experience Gained

**Astarte  
Level 51**



Ist  
Eth  
Ist  
Sorceress Armor  
(Sorceress Only)

20% Increased Attack Speed  
+(31 to 50) to Maximum Damage  
(6 to 10)% Chance of Crushing Blow  
+(1 to 6) to Hades Gate  
+75 to Strength  
+75 to Energy  
Increase Maximum Life (11 to 15)%

**Constellation  
Level 65**



Jah  
Pul  
Ort  
Sorceress Armor  
(Sorceress Only)

+(21 to 25)% to Fire Spell Damage  
+(21 to 25)% to Lightning Spell Damage  
+(21 to 25)% to Cold Spell Damage  
+(1 to 6) to Pagan Heart  
Blinds Attacker +(1 to 3)  
Freezes Attacker +(1 to 3)  
+25% Enhanced Defense  
+(41 to 50) to all Attributes  
+(1 to 3) to All Skills when using a Mana Potion  
Fire Resist +(61 to 100)%  
50% Extra Gold from Monsters

**Cleopatra  
Level 102**



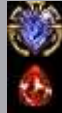
Vith  
Ix  
No  
Ath  
Sorceress Armor  
(Sorceress Only)

+(51 to 75) Energy Factor to Spell Damage  
+(3 to 5) to Sorceress Skill Levels  
15% Faster Cast Rate  
15% Faster Hit Recovery  
15% Faster Block Rate  
+(181 to 220)% Enhanced Defense  
+50 to Strength  
+100 to Energy  
+50 to Dexterity  
+50 to Vitality  
+5% Increased Healing Rate from Potions  
Level 11 Charm (40 Charges)  
Requirements -33%

**WEAPON JEWELWORDS**

**General**

**Compassion  
(No Level)**



All Weapons

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

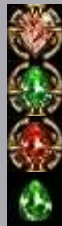
**Madness  
(No Level)**



All Weapons

4% Chance to cast level 2 Mind Flay on Striking  
4% Chance to cast level 2 Possess on Striking  
+(31 to 50)% Enhanced Damage  
+20% Faster Run/Walk  
+10% Increased Attack Speed  
+10% to Spell Damage  
+(11 to 15) Life after each Kill  
[adds jewel modifiers]

**Shockwave  
(No Level)**



All Weapons

100% Chance to cast level 10 Punisher when you Kill an Enemy  
+(81 to 100)% Enhanced Damage  
+(31 to 40) to Maximum Damage  
Slows Target by (21 to 40)%  
Knockback  
+(16 to 20) to all Attributes  
[adds jewel modifiers]

**Abaddon  
(No Level)**



All Weapons

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

**Justice  
(No Level)**



All Weapons

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

**Liberation  
(No Level)**



All Weapons

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

**Enmerkar  
(No Level)**



Swords

Use Lemures/Blood Thorns at Any Time  
5% Chance to cast level 10 Winter Avatar when you Kill an Enemy  
+1 to Paladin Skill Levels  
(11 to 15)% Increased Chance of Blocking  
Adds 15-25 damage  
10% Deadly Strike  
[adds jewel modifiers]

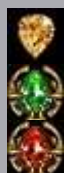
**Sabertooth  
(No Level)**



Axes

+(181 to 200)% Enhanced Damage  
+(1.25 per level) to Maximum Damage (Based on Character Level)  
20% Deadly Strike  
50% Chance of Open Wounds  
Total Character Damage Plus (21 to 25)%  
+(151 to 200)% Damage when using a Healing Potion  
+(31 to 40) Life after each Kill  
[adds jewel modifiers]

**Galdr  
(No Level)**



Sceptres

+(1 to 2) to Paladin Skill Levels  
25% Faster Cast Rate  
+(21 to 25)% to Cold Spell Damage  
10% Deadly Strike  
+(1 to 4) to Cold Fear  
Cold Resist +(31 to 50)%  
Cannot Be Frozen  
[adds jewel modifiers]

**Zodiac  
(No Level)**



Spears & Polearms

5% Chance to cast level 12 Frozen Crown on Attack  
+(171 to 210)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
25% Chance of Crushing Blow  
+(1 to 5) to Possess  
+(51 to 70) to all Attributes  
All Resists +(51 to 75)%  
[adds jewel modifiers]

**Locust  
(No Level)**



Throwing Weapons

10% Chance to cast level 3 Doom on Attack  
+(61 to 80)% Enhanced Damage  
60% Increased Attack Speed  
+10 to Maximum Damage  
Adds 19-28 Poison Damage over 1 seconds  
(13 to 27)% Life Stolen per Hit  
[adds jewel modifiers]

**Akhenaten  
(No Level)**



Staves

+2 to All Skills  
+10% to Spell Damage  
+(21 to 30)% Bonus to Summoned Minion Resistances  
+(31 to 50)% Bonus to Summoned Minion Life  
+(21 to 25) to all Attributes  
Fire Resist +(41 to 50)%  
150% Extra Gold from Monsters  
[adds jewel modifiers]

**Aes Dana  
(No Level)**



Staves

+(2 to 4) to Barbarian Skill Levels  
20% Faster Cast Rate  
+(11 to 15)% Bonus to Summoned Minion Damage  
+(21 to 25) to all Attributes  
+2 to Maximum Barbarian Minions  
Increase Maximum Mana 40%  
+5% to All Maximum Resistances  
+10 Mana after each Kill  
[adds jewel modifiers]

**Elverfolk  
(No Level)**



Staves

+(51 to 75) Energy Factor to Spell Damage  
+(3 to 4) to Druid Skill Levels  
+(3 to 4) to Sorceress Skill Levels  
+10 to Maximum Damage  
+(21 to 25)% to Spell Damage  
All Resists +(31 to 40)%  
Level 1 Blink (50 Charges)  
[adds jewel modifiers]

**Thorn  
(No Level)**



All Bows

10% Chance to cast level 1 Arrow on Striking  
20% Chance to cast level 2 Arrow on Striking  
+(81 to 100)% Enhanced Damage  
+(21 to 30) to Maximum Damage  
(11 to 15)% Chance of Open Wounds  
[adds jewel modifiers]

**Araboth  
(No Level)**



Crossbows

+(161 to 180)% Enhanced Damage  
5% Increased Attack Speed  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
+(101 to 150)% Damage to Undead  
+10% to Spell Damage  
+(4 to 17) to Silver Dart  
+(31 to 40) Life after each Kill  
[adds jewel modifiers]

**Amazon**

**Colliding Worlds  
(No Level)**



Amazon Bows  
(Amazon Only)

100% Chance to cast level 16 Bloodstorm when you Kill an Enemy  
25% Chance to cast level 12 Bloodstar on Striking  
+(121 to 150)% Enhanced Damage  
+(21 to 25) to Maximum Damage  
25% Deadly Strike  
20% Bonus to Dexterity  
+(31 to 35) Life when Struck by an Enemy  
[adds jewel modifiers]



**Corsair  
(No Level)**



Amazon Bows  
(Amazon Only)

+(181 to 210)% Enhanced Damage  
(21 to 25)% Chance of Crushing Blow  
+(1 to 7) to Guided Chain  
Hit Causes Monster to Flee +25%  
+(31 to 40) to all Attributes  
+50 Mana after each Kill  
(221 to 250)% Extra Gold from Monsters  
[adds jewel modifiers]

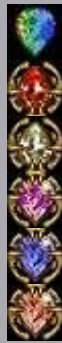
**Rusalka  
(No Level)**



Amazon Spears  
(Amazon Only)

25% Chance to cast level 21 Hunting Banshee on Attack  
+(181 to 200)% Enhanced Damage  
60% Increased Attack Speed  
+100 to Maximum Damage  
100% Bonus to Attack Rating  
+(31 to 40)% to Cold Spell Damage  
+(2 to 5) to Mage Armor  
[adds jewel modifiers]

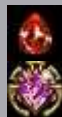
**Evanescence  
(No Level)**



Amazon Spears  
(Amazon Only)

+(191 to 210)% Enhanced Damage  
+(121 to 160) to Maximum Damage  
500% Bonus to Attack Rating  
5% Chance of Crushing Blow  
+(2 to 8) to Retaliate  
+40% Bonus to Summoned Minion Resistances  
All Resists +40%  
Total Character Defense Plus (41 to 50)%  
+25% Damage Reduction to Pact of Blood  
[adds jewel modifiers]

**Dragonfly  
(No Level)**

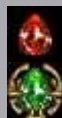


Amazon Javelins  
(Amazon Only)

+(61 to 80)% Enhanced Damage  
Adds 1-50 Fire Damage  
Adds 1-50 Lightning Damage  
Adds 1-50 Cold Damage  
+(6 to 10)% to Spell Damage  
+5 to all Attributes  
All Resists +(11 to 15)%  
+10 Life after each Kill  
[adds jewel modifiers]

**Assassin**

**Anarchy  
(No Level)**



Assassin Claws  
(Assassin Only)

50% Chance to cast level 15 Nova Bomb when you Kill an Enemy  
50% Chance to cast level 15 Immolation Bomb when you Kill an Enemy  
+1 to Assassin Skill Levels  
+(41 to 50)% Enhanced Damage  
15% Increased Attack Speed  
+20 Life after each Kill  
[adds jewel modifiers]

**Vendetta  
(No Level)**



Assassin Claws  
(Assassin Only)

+(121 to 160)% Enhanced Damage  
80% Increased Attack Speed  
Adds 100-250 Fire Damage  
+10% to Spell Damage  
+(1 to 7) to Demonic Speed  
+(81 to 100) Life after each Kill  
[adds jewel modifiers]

**Shaitan  
(No Level)**



Assassin Claws  
(Assassin Only)

10% Chance to cast level 4 Pandemonium on Attack  
50% Chance to cast level 6 Shower of Rocks when you Kill an Enemy  
+(161 to 190)% Enhanced Damage  
+(121 to 150) to Maximum Damage  
100% Bonus to Attack Rating  
+(1 to 4) to Snake Stance  
Poison Resist +2%  
[adds jewel modifiers]

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**Barbarian**

**Coming Storm  
(No Level)**



Barbarian Swords  
(Barbarian Only)

10% Chance to cast level 14 Supernova when you Kill an Enemy  
+(101 to 120)% Enhanced Damage  
Adds 1-175 Lightning Damage  
+(1 to 3) to Lightning Shield  
+(11 to 20) Lightning Absorb  
+10 Mana after each Kill  
[adds jewel modifiers]

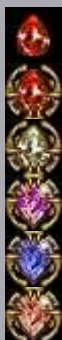
**Heathen  
(No Level)**



Barbarian Swords  
(Barbarian Only)

+(141 to 160)% Enhanced Damage  
20% Increased Attack Speed  
50% Bonus to Buff/Debuff/Cold Skill Duration  
+(1 to 5) to Blessed Life  
(11 to 15)% Bonus to Vitality when using a Healing Potion  
[adds jewel modifiers]

**Khan  
(No Level)**



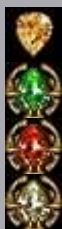
Barbarian Swords  
(Barbarian Only)

+(2 to 3) to Barbarian Skill Levels  
+(181 to 220)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
+(2 to 11) to Way of the Phoenix  
+(21 to 30) to all Attributes  
+10 Life after each Kill  
[adds jewel modifiers]

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**Druid**

**Lynx  
(No Level)**



Druid Bows  
(Druid Only)

+(101 to 120)% Enhanced Damage  
40% Faster Run/Walk  
40% Increased Attack Speed  
10% Deadly Strike  
(11 to 15)% Chance of Open Wounds  
+(101 to 150) Defense  
Heal Stamina Plus +(1 per level)% (Based on Character Level)  
[adds jewel modifiers]

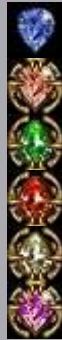
**Malakbel  
(No Level)**



Druid Bows  
(Druid Only)

25% Chance to cast level 7 Wrath on Striking  
+(121 to 150)% Enhanced Damage  
40% Increased Attack Speed  
+(31 to 50) to Maximum Damage  
50% Bonus to Attack Rating  
+(1 to 3) to Dark King  
+(1 to 8) to Phalanx  
Hit Causes Monster to Flee +10%  
[adds jewel modifiers]

Ocean  
(No Level)



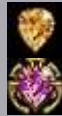
Druid Bows  
(Druid Only)

+(161 to 180)% Enhanced Damage  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
+(21 to 25)% to Cold Spell Damage  
Freezes Target +(2 to 4)  
Knockback  
Regenerate Mana +50%  
+100 Mana after each Kill  
[adds jewel modifiers]

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**Necromancer**

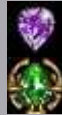
Roc  
(No Level)



Necromancer Wands  
(Necromancer Only)

+1 to Necromancer Skill Levels  
+(201 to 240)% Enhanced Damage  
25% Increased Attack Speed  
(11 to 15)% Chance of Crushing Blow  
50% Deadly Strike  
+(31 to 40) to Strength  
+(31 to 40) to Vitality  
[adds jewel modifiers]

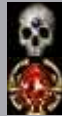
Purgatory  
(No Level)



Necromancer Wands  
(Necromancer Only)

+1 to Necromancer Skill Levels  
50% Bonus to Attack Rating  
+(11 to 15)% to Fire Spell Damage  
Fire Absorb 40%  
Attacker Takes Fire Damage of (61 to 80)  
[adds jewel modifiers]

Vexation  
(No Level)



Necromancer Wands  
(Necromancer Only)

20% Chance to cast level 11 Bloodlust on Striking  
+1 to Necromancer Skill Levels  
+15% Enhanced Damage  
+(21 to 25)% Bonus Damage to Bloodlust  
15% Faster Cast Rate  
(201 to 250)% Bonus to Attack Rating  
+(1 to 5) to Blood Flash  
[adds jewel modifiers]

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Aether  
(No Level)



Necromancer  
Crossbows  
(Necromancer Only)

+(1 to 2) to Necromancer Skill Levels  
+(121 to 140)% Enhanced Damage  
Ignore Target's Defense  
Adds 25-252 Magic Damage  
+(1 to 4) to Maximum Necromancer Minions  
+5% Chance to Avoid Damage  
+10 Mana after each Kill  
[adds jewel modifiers]

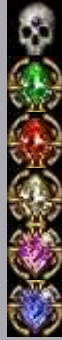
Crucible  
(No Level)



Necromancer  
Crossbows  
(Necromancer Only)

10% Chance to cast level 4 Gift of Inner Fire when you Kill an Enemy  
+2 to Necromancer Skill Levels  
+(181 to 220)% Enhanced Damage  
40% Increased Attack Speed  
+50 to Maximum Damage  
25% Crushing Blow to Darklings  
100% Chance of Open Wounds  
[adds jewel modifiers]

**Kronos  
(No Level)**



Necromancer  
Crossbows  
(Necromancer Only)

+(191 to 210)% Enhanced Damage  
30% Increased Attack Speed  
+(4 per level) to Maximum Damage (Based on Character Level)  
+(1 to 9) to Shackles of Ice  
Slows Target by 50%  
Knockback  
Level 6 Avatar (20 Charges)  
[adds jewel modifiers]

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**Paladin**

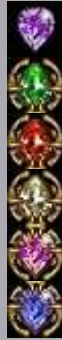
**Lammasu  
(No Level)**



Paladin Blunt  
Weapons  
(Paladin Only)

70% Bonus to Attack Rating  
+(1 to 6) to Cherub Strike  
40% Chance of Crushing Blow  
+150 to Mana  
+10 Mana after each Kill  
Target Takes Additional Damage of 10  
[adds jewel modifiers]

**Magnet  
(No Level)**



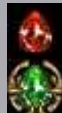
Paladin Blunt  
Weapons  
(Paladin Only)

10% Chance to cast level 11 Lightning Cascade on Attack  
+(161 to 190)% Enhanced Damage  
20% Increased Attack Speed  
50% Bonus to Attack Rating  
Knockback  
+(401 to 500) Defense vs. Missile  
350% Extra Gold from Monsters  
[adds jewel modifiers]

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**Sorceress**

**Vice  
(No Level)**



Sorceress Orbs  
(Sorceress Only)

+1 to Sorceress Skill Levels  
10% Faster Cast Rate  
+10 Life after each Kill  
+10 Mana after each Kill  
Level 2 Vampiric Icon (10 Charges)  
[adds jewel modifiers]

**Curandera  
(No Level)**



Sorceress Orbs  
(Sorceress Only)

+50% Increased Healing Rate from Potions  
+(1 to 2) to Sorceress Skill Levels  
+(51 to 75)% Bonus Elemental Damage to Vanquish  
15% Deadly Strike  
+(4 to 7) to Vanquish  
+3 to Light Radius  
[adds jewel modifiers]

**Oracle  
(No Level)**



Sorceress Orbs  
(Sorceress Only)

+(1 to 2) to Sorceress Skill Levels  
70% Faster Cast Rate  
150% Bonus to Attack Rating  
+(2 to 8) to Raven Flight  
Increase Maximum Life 25%  
+5% Chance to Avoid Damage  
+10 to Light Radius  
[adds jewel modifiers]

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## ARMOR JEWELWORDS

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**General**

**Energy  
(No Level)**



Body Armor

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

**Koan  
(No Level)**



Body Armor

+1 to All Skills  
100% Faster Hit Recovery  
+(31 to 50)% Enhanced Defense  
-20% Less Gold from Monsters  
[adds jewel modifiers]

**Plight  
(No Level)**



Body Armor

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

**Mold  
(No Level)**



Body Armor

+(6 to 10)% to Poison Spell Damage  
-207 Defense  
Drain Life -20  
Poison Resist +(21 to 25)%  
Requirements -75%  
[adds jewel modifiers]

**Tragedy  
(No Level)**



Body Armor

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

**Noise  
(No Level)**



Body Armor

100% Chance to cast level 44 Tremor when you Level-Up  
25% Bonus to Buff/Debuff/Cold Skill Duration  
(9 to 11)% Stamina Stolen per Hit  
Stun Attack  
+(11 to 15) to Strength  
Level 2 Cataclysm (20 Charges)  
Level 2 Blast Wave (20 Charges)  
[adds jewel modifiers]

**Satanas Ruber  
(No Level)**



Body Armor

15% Chance to cast level 4 Blast Wave when Struck  
+10% Increased Attack Speed  
+10% Faster Cast Rate  
+(81 to 120)% Enhanced Defense  
(11 to 15)% Bonus to Vitality  
Fire Resist +(81 to 120)%  
Damage Reduced by (4 to 6)%  
[adds jewel modifiers]

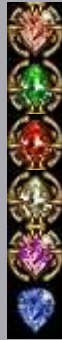
**King of Kings  
(No Level)**



Body Armor

100% Chance to cast level 47 Static Trap when you Die  
+1 to All Skills  
+(51 to 75)% Damage to Undead  
+(1 to 3) to Vanquish  
(11 to 15)% Bonus to Energy  
+(111 to 140)% Enhanced Defense  
[adds jewel modifiers]

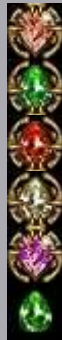
**Nirvana  
(No Level)**



Body Armor

+1 to All Skills  
+15% Faster Cast Rate  
+(61 to 80)% Enhanced Defense  
+(0.5 per level) to Energy (Based on Character Level)  
(11 to 20)% Bonus to Buff/Debuff/Cold Skill Duration  
Level 3 Startouch (50 Charges)  
Requirements -33%  
[adds jewel modifiers]

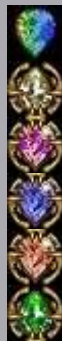
**Ascension  
(No Level)**



Body Armor

+333 Crafting Points  
Indestructible  
2% Chance to cast level 4 Pact of Blood when Struck  
+(141 to 160)% Enhanced Defense  
+222 Defense  
+2 to Life  
Regenerate Life +22  
[adds jewel modifiers]

**Zikkorath  
(No Level)**



Body Armor

+2 to All Skills  
+(21 to 25)% Bonus to Summoned Minion Resistances  
+(151 to 175)% Enhanced Defense  
(21 to 25)% Bonus to All Attributes  
+(31 to 40) to all Attributes  
+(41 to 50) Life when Struck by an Enemy  
-2 to Light Radius  
10% Curse Length Reduction  
[adds jewel modifiers]

**World  
(No Level)**



Helms

+(21 to 40)% Enhanced Defense  
(101 to 150)% Extra Gold from Monsters  
(21 to 30)% Better Chance of Getting Magic Items  
Reduces all Vendor Prices (3 to 5)%  
Level 1 Vanquish (20 Charges)  
[adds jewel modifiers]

**Zeppelin  
(No Level)**



Helms

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

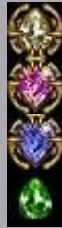
**Ball  
(No Level)**



Helms

10% Chance to cast level 4 Spike Nova when Struck  
20% Faster Run/Walk  
Replenish Life +20  
+(15 per level) Maximum Stamina (Based on Character Level)  
15% Chance of Uninterruptable Attack  
[adds jewel modifiers]

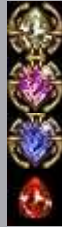
**Willpower  
(No Level)**



Helms

Regenerate Life +20  
+(6 to 10)% to Spell Damage  
Increase Maximum Mana (11 to 20)%  
All Resists +(21 to 30)%  
Level 6 Mana Coil (40 Charges)  
Level 3 Mana Sweep (20 Charges)  
[adds jewel modifiers]

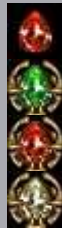
**Satellite  
(No Level)**



Helms

5% Chance to cast level 5 Meteor Shower when Struck  
5% Chance to cast level 5 Supernova when Struck  
20% Faster Run/Walk  
+(5 per level) Defense vs. Missiles (Based on Character Level)  
+10 to Life after each Kill  
+10 to Mana after each Kill  
[adds jewel modifiers]

**Nasrudin  
(No Level)**



Helms

Indestructible  
15% Faster Run/Walk  
15% Increased Attack Speed  
15% Faster Cast Rate  
(11 to 15)% Bonus to Vitality  
+350 Maximum Stamina  
(51 to 75)% Extra Gold from Monsters  
(21 to 30)% Better Chance of Getting Magic Items  
[adds jewel modifiers]

**Eulenspiegel  
(No Level)**



Circlets

+(31 to 40) Energy Factor to Spell Damage  
+1 to All Skills  
10% Faster Run/Walk  
10% Faster Cast Rate  
(11 to 15)% Bonus to Energy  
(11 to 15)% Bonus to Vitality  
[adds jewel modifiers]

**Lily  
(No Level)**



Circlets

Slows Target by (6 to 10)%  
+(1.5 per level) to Vitality (Based on Character Level)  
Replenish Life +(41 to 50)  
(11 to 15)% Better Chance of Getting Magic Items  
Level 9 Charm (20 Charges)  
[adds jewel modifiers]

**Devotion  
(No Level)**



Shields

5% Chance to cast level 1 Retribute when Struck  
+(21 to 40)% Enhanced Defense  
Replenish Life +(21 to 40)  
Lightning Resist +(31 to 40)%  
(11 to 20)% Chance of Uninterruptable Attack  
[adds jewel modifiers]

**Sightless Eye  
(No Level)**



Shields

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

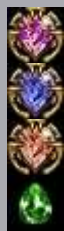
**Thundergod  
(No Level)**



Shields

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

**Citadel  
(No Level)**



Shields

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

**Dharmachakra  
(No Level)**



Shields

10% Chance to cast level 14 Avatar when you Kill an Enemy  
+(141 to 180)% Enhanced Defense  
+(7.5 per level) Defense (Based on Character Level)  
+(11 to 15) to all Attributes  
10% Chance of Uninterruptable Attack  
Requirements +50%  
[adds jewel modifiers]

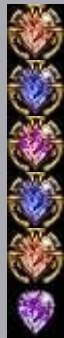
**Glare  
(No Level)**



Shields

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

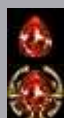
**Hallucination  
(No Level)**



Shields

(31 to 35)% Increased Chance of Blocking  
All Resists +(31 to 40)%  
Fire Absorb (11 to 15)%  
Cold Absorb (11 to 15)%  
Lightning Absorb (11 to 15)%  
25% Reanimate as: Fata Morgana  
Level 2 Blink (50 Charges)  
[adds jewel modifiers]

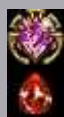
**Djinn  
(No Level)**



Belts

+(3 to 5)% to Fire Spell Damage  
+(3 to 5)% to Poison Spell Damage  
10% Bonus to Vitality  
+4 to Light Radius  
[adds jewel modifiers]

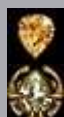
**Pulsa Dinura  
(No Level)**



Belts

+1 to Paladin Skills  
14% Chance to cast level 2 Banish on Striking  
-20% Slower Run/Walk  
Adds 32-63 Fire Damage  
+(6 to 10)% to Fire Spell Damage  
+(31 to 40) to Life after each Kill  
Fire Resist +30%  
[adds jewel modifiers]

**Mass  
(No Level)**



Belts

40% Faster Hit Recovery  
+(6 to 10) to Strength  
+(0.5 per Faster Run/Walk) to Energy (Based on Faster Run/Walk)  
Requirements +20%  
[adds jewel modifiers]

**Templar  
(No Level)**



Belts

(6 to 10)% Increased Chance of Blocking  
+(31 to 50)% Damage to Demons  
+(31 to 50)% Damage to Undead  
All Resists +(11 to 15)%  
15% Curse Length Reduction  
[adds jewel modifiers]



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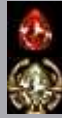
**Huracan  
(No Level)**



Gloves

Adds 1-50 Fire Damage  
Adds 1-50 Cold Damage  
Adds 1-50 Lightning Damage  
+(1 to 3) to Mountain King (Barbarian Only)  
15% Bonus to Energy  
Level 5 Elemental Totem (20 Charges)  
Level 5 Arcane Torrent (20 Charges)  
[adds jewel modifiers]

**Afrit  
(No Level)**



Gloves

2% Chance to cast level 59 Elemental when you Kill an Enemy  
+(6 to 10)% to Fire Spell Damage  
5% Bonus to Energy  
(31 to 50)% Extra Gold from Monsters  
[adds jewel modifiers]

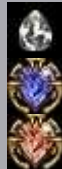
**Aiwass  
(No Level)**



Gloves

+(4 to 6) to Summon Shadows  
+(5 to 18) to Demon Blood  
25% Bonus to Strength  
15% Bonus to Vitality  
+93 Defense  
Level 4 Rune of Mana (78 Charges)  
[adds jewel modifiers]

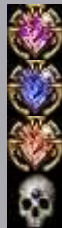
**Hand of Fatima  
(No Level)**



Gloves

15% Chance to cast level 1 Banish when you Kill an Enemy  
10% Increased Attack Speed  
10% Faster Cast Rate  
+(41 to 60)% Damage to Undead  
Level 2 Arcane Strike (150 Charges)  
[adds jewel modifiers]

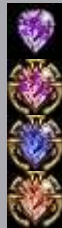
**Icarus  
(No Level)**



Gloves

100% Chance to cast level 62 Meteor Shower when you Die  
40% Faster Run/Walk  
+(21 to 40) to Maximum Damage  
+15% Enhanced Defense  
+(31 to 40) to Vitality  
+(31 to 40) to Energy  
Fire Resist -20%  
[adds jewel modifiers]

**Ngozi  
(No Level)**

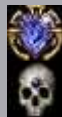


Gloves

+(1 to 3) to Guardian Spirit (Barbarian Only)  
+(1 to 3) to Defender Spirit (Barbarian Only)  
+(1 to 3) to Protector Spirit (Barbarian Only)  
Total Character Damage Plus (31 to 40)%  
+10% Bonus to Summoned Minion Resistances  
20% Bonus to Strength  
20% Bonus to Dexterity  
[adds jewel modifiers]

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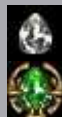
**Slime  
(No Level)**



Boots

(26 to 35)% Bonus to Poison Skill Duration  
+25% Enhanced Defense  
+(6 to 10)% to Poison Spell Damage  
Slows Attacker by (11 to 15)%  
Poison Length Reduced by 50%  
[adds jewel modifiers]

**Apsu  
(No Level)**



Boots

5% Bonus to Strength  
5% Bonus to Energy  
5% Bonus to Vitality  
Damage Reduced by 1  
Level 1 Cold Fear (15 Charges)  
[adds jewel modifiers]

**Epicenter  
(No Level)**



Boots

Indestructible  
(0.25 per level)% Chance of Crushing Blow (Based on Character Level)  
+(11 to 15) to Strength  
Regenerate Life +20  
Increase Maximum Life +(11 to 15)%  
Level 8 Meteor Shower (10 Charges)  
[adds jewel modifiers]

<b>Ginfaxi (No Level)</b>		Boots	7% Chance to cast level 2 Bloodlust when you Kill an Enemy Adds 15-20 Cold Damage (6 to 10)% Deadly Strike +(1 to 4) to Hamstring 10% Bonus to Dexterity [adds jewel modifiers]
<b>Majesty (No Level)</b>		Boots	+10% Faster Run/Walk +(11 to 15)% to Cold Spell Damage Cold Resist +(31 to 40)% Level 2 Summon Shadows (40 Charges) Level 2 Summon Darklings (40 Charges) [adds jewel modifiers]
<b>Craton (No Level)</b>		Boots	Indestructible 100% Chance to cast level 49 Shower of Rocks when you Level-Up +(151 to 170)% Enhanced Defense (21 to 30)% Bonus to Strength (21 to 30)% Bonus to Vitality Damage Reduced by (16 to 20) [adds jewel modifiers]
<hr/> <b>Amazon</b>			
<b>Unrest (No Level)</b>		Amazon Helms (Amazon Only)	+50 Crafting Points 10% Increased Attack Speed Replenish Life +(11 to 15) Target Takes Additional Damage of (6 to 10) [adds jewel modifiers]
<b>Red Dwarf (No Level)</b>		Amazon Helms (Amazon Only)	Indestructible 100% Chance to cast level 46 Supernova when you Die +1 to Amazon Skill Levels +(121 to 140)% Enhanced Defense 10% Bonus to Strength 10% Bonus to Dexterity [adds jewel modifiers]
<b>Unicorn (No Level)</b>		Amazon Helms (Amazon Only)	+(1 to 3) to Amazon Skill Levels 50% Faster Cast Rate +(31 to 40) to Energy +(31 to 40) Life when Struck by an Enemy 250% Bonus to Blood Elemental Damage if Summoned during Pact of Blood Requirements -20% [adds jewel modifiers]
<hr/> <b>Assassin</b>			
<b>Blot (No Level)</b>		Assassin Shields (Assassin Only)	Indestructible +(11 to 20)% Bonus to Poison Skill Duration Attacker Flees after Striking +(11 to 15)% +(31 to 40)% Enhanced Defense Poison Resist +(31 to 50)% [adds jewel modifiers]
<b>Static (No Level)</b>		Assassin Shields (Assassin Only)	5% Chance to cast level 22 Flash when Struck +1 to Assassin Skill Levels (0.375 per level)% to Lightning Spell Damage (Based on Character Level) +(111 to 130)% Enhanced Defense Lightning Resist +(51 to 60)% Slows Attacker by (11 to 15)% [adds jewel modifiers]

**Steam**  
(No Level)



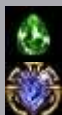
Assassin Shields  
(Assassin Only)

5% Chance to cast level 11 Blast Wave when Struck  
15% Faster Run/Walk  
25% Increased Attack Speed  
Stun Attack  
(11 to 15)% Chance of Crushing Blow  
+(161 to 180)% Enhanced Defense  
(21 to 30)% Bonus to Strength  
[adds jewel modifiers]

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**Barbarian**

**Aglibol**  
(No Level)



Barbarian Helms  
(Barbarian Only)

10% Increased Attack Speed  
(3 to 7)% Mana Stolen per Hit  
Replenish Life +15  
+100 to Mana  
[adds jewel modifiers]

**Peak**  
(No Level)



Barbarian Helms  
(Barbarian Only)

+1 to Barbarian Skill Levels  
20% Bonus to Buff/Debuff/Cold Skill Duration  
Adds 20-50 Cold Damage  
Total Character Damage Plus (21 to 25)%  
Cold Resist +(21 to 25)%  
[adds jewel modifiers]

**Morthwyrtha**  
(No Level)



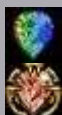
Barbarian Helms  
(Barbarian Only)

+(1 to 2) to All Skills  
+(1 to 6) to Banish  
+(21 to 30)% Bonus to Summoned Minion Life  
+(16 to 20)% Bonus to Summoned Minion Resistances  
8% Bonus to Strength  
8% Bonus to Energy  
+222 to Life  
[adds jewel modifiers]

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**Druid**

**Grove**  
(No Level)



Druid Helms  
(Druid Only)

20% Chance to cast level 1 Arrow on Striking  
10% Faster Hit Recovery  
+(11 to 15) to Maximum Damage  
Replenish Life +(11 to 15)  
Magic Damage Reduced by (2 to 5)  
10% Curse Length Reduction  
[adds jewel modifiers]

**Slyph**  
(No Level)



Druid Helms  
(Druid Only)

+(1 to 2) to Druid Skill Levels  
+(21 to 25)% Bonus to Summoned Minion Damage  
+(31 to 40)% Bonus to Summoned Minion Life  
+(11 to 15)% Bonus to Summoned Minion Resistances  
Increase Maximum Mana 50%  
Regenerate Mana +100%  
[adds jewel modifiers]

**Pele**  
(No Level)



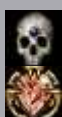
Druid Helms  
(Druid Only)

+(1 to 2) to Druid Skill Levels  
20% Faster Cast Rate  
(0.375 per level)% to Fire Spell Damage (Based on Character Level)  
+(2 to 6) to Shower of Rocks  
+(161 to 181)% Enhanced Defense  
+(11 to 15) to all Attributes  
Level 15 Pyroclastic Flow (5 Charges)  
[adds jewel modifiers]

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**Necromancer**

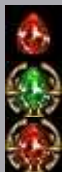
**Bandit**  
(No Level)



Necromancer Shields  
(Necromancer Only)

+1 to Necromancer Skill Levels  
+(3 to 5) to Cold Blood  
+(31 to 40)% Enhanced Defense  
(201 to 300)% Extra Gold from Monsters  
Reduces all Vendor Prices 5%  
[adds jewel modifiers]

**Scorched Earth  
(No Level)**



Necromancer Shields  
(Necromancer Only)

10% Chance to cast level 18 Fire Splash on Striking  
+(1.5 per level) to Maximum Damage (Based on Character Level)  
+(21 to 25)% to Fire Spell Damage  
33% Chance of Crushing Blow  
Slain Monsters Rest in Peace  
+(11 to 15) to all Attributes  
Fire Resist +100%  
[adds jewel modifiers]

**Sewer  
(No Level)**



Necromancer Shields  
(Necromancer Only)

+(2 to 3) to Necromancer Skill Levels  
+(3 to 4) to Tainted Blades (Necromancer Only)  
+(3 to 12) to Poison Flash  
+(7 to 15) to Circle of Life  
Attacker Flees after Striking +(16 to 25)%  
+(141 to 160)% Enhanced Defense  
Poison Resist +20%  
[adds jewel modifiers]

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**Paladin**

**Arbiter  
(No Level)**



Paladin Shields  
(Paladin Only)

10% Chance to cast level 7 Shackles of Ice on Attack  
Adds 1-33 Lightning Damage  
Adds 1-33 Cold Damage  
+(61 to 90)% Enhanced Defense  
Lightning Resist +(31 to 40)%  
Cold Resist +(31 to 40)%  
[adds jewel modifiers]

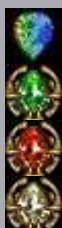
**Ensi  
(No Level)**



Paladin Shields  
(Paladin Only)

+(1 to 2) to All Skills  
25% Faster Cast Rate  
(21 to 25)% Increased Chance of Blocking  
+(6 to 10)% to Spell Damage  
+(111 to 140)% Enhanced Defense  
Sorceress Morph  
[adds jewel modifiers]

**Zohar  
(No Level)**



Paladin Shields  
(Paladin Only)

+(16 to 20) Energy Factor to Spell Damage  
(51 to 100)% Bonus to Attack Rating  
+(161 to 180)% Enhanced Defense  
15% Bonus to Strength  
15% Bonus to Energy  
Increase Maximum Mana (31 to 50)%  
+(3 to 5) to Light Radius  
10% Curse Length Reduction  
[adds jewel modifiers]

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**Sorceress**

**Queen  
(No Level)**



Sorceress Armor  
(Sorceress Only)

+1 to All Skills  
+(16 to 25)% to Fire Spell Damage  
+(16 to 25)% to Lightning Spell Damage  
+(16 to 25)% to Cold Spell Damage  
+(4 to 11) to Fire Star  
Increase Maximum Mana (16 to 20)%  
[adds jewel modifiers]

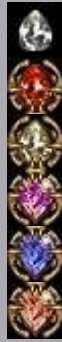
**Vanity  
(No Level)**



Sorceress Armor  
(Sorceress Only)

10% Bonus to Buff/Debuff/Cold Skill Duration  
+(2 to 6) to Charm  
+(224 to 409) Defense  
(201 to 250)% Extra Gold from Monsters  
Reduces all Vendor Prices 5%  
Requirements -20%  
[adds jewel modifiers]

**Vixen  
(No Level)**



**Sorceress Armor  
(Sorceress Only)**

+ (2 to 3) to Sorceress Skill Levels  
 + (31 to 40)% to Spell Damage  
 + (101 to 120)% Enhanced Defense  
 All Resists + (31 to 40)%  
 + (151 to 200) Mana after each Kill  
 Requirements -25%  
 [adds jewel modifiers]

## SECRET RUNEWORDS

For these, you only get the rune order and the runeword bonuses. It is your job to discover in what item type they go. Be sure to keep the unsocket recipe handy!

**All**

**Drekavac  
Level 41**



Lum  
Fal  
Nef  
???

+500 Cold Damage  
 Hit Causes Monster to Flee +10%  
 Attacker Flees after Striking +5%  
 +10 to Dexterity  
 +10 to Vitality  
 Magic Damage Reduced by (11 to 15)  
 Attacker Takes Cold Damage of 500  
 20% Better Chance of Getting Magic Items  
 10% Reanimate as: Ghost Flame

**Vesta  
Level 47**



El  
Dol  
Um  
???

4% Chance to cast level 19 Meteor Shower when Struck  
 + (2 to 3) to All Skills  
 +33 to Minimum Damage  
 50% Bonus to Attack Rating  
 (21 to 30)% Bonus to Energy  
 + (141 to 160)% Enhanced Defense  
 Maximum Skill Level Increased by 1  
 All Resists + (41 to 50)%

**Rahab  
Level 51**



Ist  
Tal  
Um  
???

+ (2 to 3) to All Skills  
 + (11 to 15)% to Spell Damage  
 15% Bonus to Energy  
 +5 to Strength  
 +25 to Energy  
 +5 to Dexterity  
 -5 to Vitality  
 (21 to 25)% Damage Taken Goes To Mana  
 Level 10 Rune of Ice (20 Charges)

**Manta  
Level 57**



Ith  
Ohm  
???

5% Chance to cast level 18 Lightning Cascade on Attack  
 + (216 to 235)% Enhanced Damage  
 60% Increased Attack Speed  
 (19 to 24)% Life Stolen per Hit  
 25% Chance of Crushing Blow  
 8% Bonus to Vitality  
 (31 to 50)% Reanimate as: Evil Spirit  
 Level 6 Bloodlust (15 Charges)

**Ahriman  
Level 57**



Ohm  
Lum  
???

25% Chance to cast level 16 Bloodstar on Attack  
 50% Faster Run/Walk  
 20% Increased Attack Speed  
 + (31 to 50) to Maximum Damage  
 Total Character Damage Plus (41 to 50)%  
 10% Bonus to Vitality  
 + (201 to 220)% Enhanced Defense  
 20% Better Chance of Getting Magic Items

**Black Mamba  
Level 61**



Sur  
Hel ???  
Sur  
Hel

+50 Crafting Points  
+(4 to 6) to All Skills  
+(271 to 300)% Enhanced Damage  
50% Increased Attack Speed  
50% Faster Cast Rate  
+(3 per level) to Maximum Damage (Based on Character Level)  
+(21 to 30)% to Cold Spell Damage  
+(21 to 30)% to Poison Spell Damage  
+150 to all Attributes

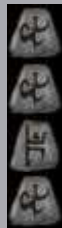
**Wintermute  
Level 61**



Sur  
Pul ???  
Sur

+50 Crafting Points  
+(1 to 2) to All Skills  
15% Faster Cast Rate  
+(101 to 125)% Enhanced Defense  
+(1.5 per level) to Energy (Based on Character Level)  
Regenerate Mana +(11 to 15)%  
Repairs 1 Durability in 10 Seconds

**Hibagon  
Level 63**



Shael  
Shael ???  
Ber  
Shael

25% Chance to cast level 7 Cold Fear when you Kill an Enemy  
Adds 150-250 Cold Damage  
(11 to 20)% Chance of Crushing Blow  
+(201 to 220)% Enhanced Defense  
(11 to 15)% Bonus to Strength  
+30 to Strength  
Cold Resist +(31 to 50)%  
Damage Reduced by (3 to 10)%  
5% Chance of Uninterruptable Attack

**Santa Compana  
Level 67**



Ist  
Cham ???

100% Chance to cast level 59 Ring of Light when you Level-Up  
+(2 to 3) to Necromancer Skill Levels  
(31 to 50)% Bonus to Summoned Minion Attack Rating  
+(6 to 8) to Maximum Necromancer Minions  
+(16 to 20)% Bonus to Summoned Minion Resistances  
+25 to Energy  
+25 to Vitality

**Orisha  
Level 67**



El  
Cham ???  
Ist  
Eld

100% Chance to cast level 21 Pain Spirit when you Kill an Enemy  
+(201 to 220)% Enhanced Damage  
+(101 to 125) to Maximum Damage  
75% Bonus to Attack Rating  
+(151 to 200)% Damage to Demons  
+(1 to 3) to Pagan Rites  
+(1 to 5) to Blessed Life  
4% Bonus to All Attributes  
+100 to Energy  
+10 to Vitality

**Nahemah  
Level 69**



Ko  
Zod ???  
Ko

+(181 to 200)% Enhanced Damage  
+(201 to 250) to Maximum Damage  
(21 to 34)% Life Stolen per Hit  
+(1 to 4) to Scourge  
Slows Target by 5%  
20% Bonus to Strength  
10% Bonus to Vitality  
-50% Reduced Healing Rate from Potions

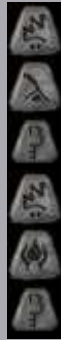
**Lohengrin  
Level 69**



Zod  
Zod ???  
Vex  
Zod

15% Faster Run/Walk  
30% Increased Attack Speed  
30% Faster Cast Rate  
+(1 to 4) to Mountain King  
+(201 to 220)% Enhanced Defense  
Increase Maximum Life 20%  
All Resists +(21 to 30)%  
Half Freeze Duration  
Slows Attacker by 25%

**Oriflamme**  
**Level 72**

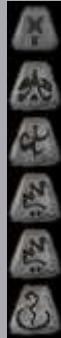


Zod  
Gul  
Sha  
Zod  
Pul  
Sha

???

+(201 to 220)% Enhanced Damage  
50% Increased Attack Speed  
+(201 to 300) to Maximum Damage  
(41 to 50)% Chance of Crushing Blow  
Slows Target by 10%  
+(6 to 19) to Exorcism  
+(10 per skill level) to Strength (Based on Blessed Life Skill Level)  
+(10 per skill level) to Vitality (Based on Blessed Life Skill Level)  
Fire Resist +40%  
Cold Resist +40%

**Shamash**  
**Level 81**



Ix  
Lo  
Shael  
Zod  
Zod  
Amn

???

100% Chance to cast level 22 Wrath when you Kill an Enemy  
+(181 to 200)% Enhanced Damage  
15% Faster Cast Rate  
+(2 per level) to Maximum Damage (Based on Character Level)  
Slows Target by 10%  
+100 to Strength  
Fire Resist +(31 to 60)%  
+(6 to 10)% Increased Healing Rate from Potions  
25% Damage Reflected

**Lahmu**  
**Level 90**



Mal  
Eth  
Zod  
Sur  
Zod  
Ath

???

+25 Crafting Points  
+(2 to 3) to Barbarian Skill Levels  
+(181 to 200)% Enhanced Damage  
+15% Faster Hit Recovery  
+(211 to 300) to Maximum Damage  
(6 to 16)% Stamina Stolen per Hit  
+(21 to 30)% to Poison Spell Damage  
Slows Target by 10%  
+(61 to 80)% Damage when using a Healing Potion  
Poison Resist +40%  
Total Character Defense Plus (21 to 25)%