



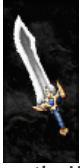
Mirror Forest is an extremely dangerous underground forest in Act I. In addition to the **Mirror Rod**, **Forge Keys** and **Sirens**, there are many **Unique** and **Set** items that can only be found by defeating the horrors that lurk within... (The items on this page cannot be found on Normal difficulty)

Item	Attributes	Notes
 <p><b>Mirror Prism</b> Ring</p>	<p>Required Level: 50                      50% Chance To Counter Any Attack With Level 20 Holy Bolt                      +50% Increased Attack Speed                      +100% Enhanced Damage                      +20-30% To Magic Elemental Damage (varies)                      Restores 30 Life Per 10 Sec                      Physical Damage Taken Reduced By 25                      Spell Damage Taken Reduced By 25                      +10 To Life After Each Kill</p>	<p>This item will transform your character into a Wraith! While in this form, Cast Rate bonuses will be *ineffective* and Attack Speed bonuses will raise both Attack/Cast Rates  <b>Limit 1 per character</b></p>
 <p><b>Rhok'delar, Longbow of the Ancient Keepers</b> Shadow Bow</p>	<p>Two-Hand Damage: 79 To (315-609)                      Required Level: 60                      Required Strength: None                      Required Dexterity: None                      Base Weapon Speed: [0]                      Transmutes Into Lok'delar                      14% Chance To Cast Level 3 Lower Resist On Striking                      +5 To All Skills                      +50% Faster Cast Rate                      +430% Enhanced Damage                      + (3 Per Level) 3-297 To Maximum Damage (Based On Level)                      +1000 Defense                      Increase Maximum Mana 20%                      Level 3 Oak Sage (5 Charges)                      Requirements -100%</p>	<p>Any item upgrades you add will be removed when transmuted to the opposite item</p>
 <p><b>Lok'delar, Staff of the Ancient Keepers</b> Archon Staff</p>	<p>Two-Hand Damage: 332 To (399-693)                      Required Level: 60                      Required Strength: 34                      Durability: 26                      Base Weapon Speed: [10]                      Transmutes Into Rhok'delar                      10% Chance To Cast Level 6 Amplify Damage On Striking                      +5 To All Skills                      +50% Increased Attack Speed                      +300% Enhanced Damage                      + (3 Per Level) 3-297 To Maximum Damage (Based On Level)                      10% Life Stolen Per Hit                      +1 To Lethality                      Physical Damage Taken Reduced By 10%                      +50% Damage To Undead</p>	<p>Any item upgrades you add will be removed when transmuted to the opposite item</p>
 <p><b>Benediction</b> Rune Staff</p>	<p>Two-Hand Damage: 24 To 58                      Required Level: 60                      Required Strength: 25                      Durability: 50                      Base Weapon Speed: [20]                      Transmutes Into Anathema                      Level 3 Salvation Aura When Equipped                      +3 To All Skills                      +20% Faster Cast Rate                      +20% To Lightning Elemental Damage                      +20% To Fire Elemental Damage                      +50 To Vitality                      Physical Damage Taken Reduced By 20%                      +8 To Life After Each Kill                      Attacker Takes Lightning Damage of 30                      +50% Damage To Undead</p>	<p>Any item upgrades you add will be removed when transmuted to the opposite item</p>
 <p><b>Anathema</b> Rune Staff</p>	<p>Two-Hand Damage: 24 To 58                      Required Level: 60                      Required Strength: 25                      Durability: 50                      Base Weapon Speed: [20]                      Transmutes Into Benediction                      Level 5 Conviction Aura When Equipped                      +3 To All Skills                      +20% Faster Cast Rate                      +30% To Magic Elemental Damage                      +20% To Poison Elemental Damage                      +20% To Cold Elemental Damage                      +50 To Energy                      Increase Maximum Mana 15%                      +5 To Mana After Each Kill                      +50% Damage To Undead</p>	<p>Any item upgrades you add will be removed when transmuted to the opposite item</p>



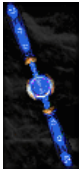
**Kaleidostone**  
Small Charm

Required Level: 60  
 +1 To All Skills  
 +15-30% Enhanced Damage (varies)  
 +5-10% To Magic Elemental Damage (varies)  
 +5-10% To Poison Elemental Damage (varies)  
 +5-10% To Cold Elemental Damage (varies)  
 +5-10% To Lightning Elemental Damage (varies)  
 +5-10% To Fire Elemental Damage (varies)  
 All Resistances +10%



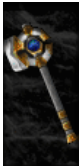
**Quel'Serrar, the High Blade**  
Cryptic Sword

One-Hand Damage: 56 To 408  
 Required Level: 60  
 Required Strength: 99  
 Required Dexterity: 109  
 Durability: 44  
 Base Weapon Speed: [-10]  
 100% Chance To Cast Level 20 Lightning On Striking  
 +3 To All Skills  
 +40% Increased Attack Speed  
 +430% Enhanced Damage  
 +30 To Minimum Damage  
 +750 Defense  
 Increase Maximum Life (0.375 Per Level) 0-37% (Based On Level)  
 Absorb All +20%  
 Physical Damage Taken Reduced By 20%



**Apostle of Argus**  
Archon Staff

Two-Hand Damage: 83 To 99  
 Required Level: 60  
 Required Strength: 34  
 Durability: 26  
 Base Weapon Speed: [10]  
 Level 25 Prayer Aura When Equipped  
 +3 To All Skills  
 + (0.625 Per Level) 0-61% Faster Cast Rate (Based On Level)  
 +50 To All Attributes  
 +180-200 To Life (varies)  
 Restores 33 Life Per 10 Sec  
 +175-210 To Mana (varies)  
 All Resistances +70%  
 100% Better Chance Of Getting Magic Items  
 +50% Damage To Undead  
 Socketed (6)



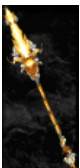
**Blesswind Hammer**  
Legendary Mallet

One-Hand Damage: 237 To (290-388)  
 Required Level: 65  
 Required Strength: 142  
 Durability: 65  
 Base Weapon Speed: [20]  
 100% Chance To Cast Level 10 Fist of the Heavens On Striking  
 +3 To All Skills  
 +375% Enhanced Damage  
 + (1 Per Level) 1-99 To Maximum Damage (Based On Level)  
 Ignore Target's Defense  
 +400% Damage To Undead  
 + (2 Per Level) 2-198 To Life (Based On Level)  
 Cannot Be Frozen  
 +10 To Life After Each Kill  
 +4 To Light Radius  
 Requirements -25%  
 Socketed (4)



**Great Fairy Sword**  
Phase Blade

One-Hand Damage: 164 To 185  
 Required Level: 65  
 Required Strength: 25  
 Required Dexterity: 136  
 Base Weapon Speed: [-30]  
 +7 To All Skills  
 +50% Faster Cast Rate  
 +430% Enhanced Damage  
 Adds 198-383 Magic Damage  
 Adds 5-371 Lightning Damage  
 Freezes Target +15  
 +35 Vitality  
 Restores 33 Life Per 10 Sec  
 +10 To Life After Each Kill  
 Socketed (6)



**Alcesir, the Golden Trine**  
War Pike

Two-Hand Damage: 174 To 943  
 Required Level: 66  
 Required Strength: 165  
 Required Dexterity: 106  
 Durability: 25  
 Base Weapon Speed: [20]  
 Level 1 Redemption Aura When Equipped  
 100% Chance To Cast Level 60 Phoenix Wing On Striking  
 +5 To All Skills  
 +20% Increased Attack Speed  
 +50% Faster Hit Recovery  
 +430% Enhanced Damage  
 +20% To Magic Elemental Damage  
 All Resistances +50%  
 +4 To Light Radius  
 Socketed (6)

Two-Hand Damage: (332-439) To (369-524)  
 Required Level: 67  
 Required Strength: 34



**Inna's Justice**  
Archon Staff

Base Weapon Speed: [10]  
Indestructible  
+4 To All Skills  
+30% Faster Run/Walk  
+50% Increased Attack Speed  
+300-430% Enhanced Damage (varies)  
+ (1 Per Level) 1-99% Bonus To Attack Rating (Based On Level)  
Adds 177-311 Cold Damage  
10% Mana Stolen Per Hit  
10% Life Stolen Per Hit  
Freezes Target +15  
+50% Damage To Undead  
Socketed (4)



**Zealot Rod**  
Stygian Pike

Two-Hand Damage: 145 To 720  
Required Level: 70  
Required Strength: 168  
Required Dexterity: 97  
Durability: 35  
Base Weapon Speed: [0]  
100% Chance To Cast Level 8 Southern Cross On Striking  
+5 To All Skills  
+50% Faster Hit Recovery  
+400% Enhanced Damage  
100% Chance Of Crushing Blow  
Freezes Target +15  
+30 To All Attributes  
100% Better Chance Of Getting Magic Items  
Socketed (6)



**Heal Shell**  
Shadow Plate

Defense: 2232 (Base Defense: 446-557)  
Required Level: 70  
Required Strength: 138  
Durability: 70  
50% Chance To Counter Any Attack With Level 14 Magneon Sphere  
+4 To All Skills  
-20% Faster Run/Walk  
+40% Faster Hit Recovery  
+300% Enhanced Defense  
+25 To All Attributes  
Restores 33 Life Per 10 Sec  
All Resistances +40%  
Physical Damage Taken Reduced By 20  
Spell Damage Taken Reduced By 20  
Socketed (4)  
Requirements -40%



**Chromatic Tempest**  
Colossus Crossbow

Two-Hand Damage: 144 To (410-557)  
Required Level: 72  
Required Strength: 163  
Required Dexterity: 77  
Base Weapon Speed: [10]  
+3 To Druid Skill Levels  
100% Chance For Piercing Attack  
+350% Enhanced Damage  
+ (1.5 Per Level) 1-148 To Maximum Damage (Based On Level)  
+10% To Poison Elemental Damage  
+ (1 Per Level) 1-99% Chance for Critical Strike (Based On Level)  
Prevent Monster Heal  
+3 To Power Soul (Druid Only)  
All Resistances +15%  
Socketed (6)

*The Emerald Lantern*

Item	Attributes	Set Bonuses   Notes
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**Emerald Ray**  
Caduceus

One-Hand Damage: 185 To 215  
Required Level: 66  
Required Strength: 97  
Required Dexterity: 70  
Durability: 70  
Base Weapon Speed: [-10]  
+2 To All Skills  
+50% Increased Attack Speed  
+50% Faster Cast Rate  
+400% Enhanced Damage  
8% Mana Stolen Per Hit  
12% Life Stolen Per Hit  
+20% To Poison Elemental Damage  
+20 To Bane Star  
+50% Damage To Undead  
Socketed (4)  
**+3 To Bane Star (2 Items)**  
**+3 To Bane Star (3 Items)**  
**+3 To Bane Star (4 Items)**

**Partial Set Bonus**  
+10 To Life After Each Kill (2 Items)  
+25% Faster Run/Walk (3 Items)

**Complete Set Bonus**  
**Level 25 Prismatic Aura When Equipped**  
+3 To All Skills  
+25% Faster Run/Walk  
+10% To Poison Elemental Damage  
Slows Target By 33%  
+10 To Life After Each Kill  
300% Extra Gold From Monsters



**Emerald Veil**  
Sacred Armor

Defense: 1953 (Base Defense: 487-600)  
Required Level: 66  
Required Strength: 232  
Durability: 60  
+3 To All Skills  
+225% Enhanced Defense  
Increase Maximum Life 20%  
Increase Maximum Mana 20%  
All Maximum Resistances +20%

Attacker Takes Cold Damage Of 50  
 Attacker Takes Lightning Damage Of 75  
 Attacker Takes Fire Damage Of 60  
 Socketed (4)  
 +75% Extra Gold From Monsters (2 Items)  
 +75% Extra Gold From Monsters (3 Items)  
 +75% Extra Gold From Monsters (4 Items)

Defense: 640 (Base Defense: 114-159)  
 Required Level: 59  
 Required Strength: 192  
 Durability: 40  
 +2 To All Skills  
 +300% Enhanced Defense  
 +15 To All Attributes  
 +75 To Life  
 Poison Resist +75%  
 Spell Damage Taken Reduced By 15  
 Socketed (3)  
 50% Better Chance Of Getting Magic Items (2 Items)  
 50% Better Chance Of Getting Magic Items (3 Items)  
 50% Better Chance Of Getting Magic Items (4 Items)



**Emerald Halo**  
Spired Helm

Defense: 940 (Base Defense: 153-170)  
 Required Level: 63  
 Required Strength: 185  
 Chance to Block: Pal: 94%, Ama/Asn/Bar: 89%, Dru/Nec/Sor: 84%  
 Durability: 100  
 Paladin Smite Damage: 11 To 35  
 +2 To All Skills  
 +60% Faster Hit Recovery  
 +50% Faster Block Rate  
 40% Increased Chance Of Blocking  
 +450% Enhanced Defense  
 +20 To All Attributes  
 Absorb All +10%  
 Cannot Be Frozen  
 Socketed (4)  
 Absorb All +5% (2 Items)  
 Absorb All +5% (3 Items)  
 Absorb All +5% (4 Items)



**Emerald Immunity**  
Ward

**Mirror Forest's Angels**

Item	Attributes	Set Bonuses   Notes
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Two-Hand Damage: 325 To 540  
 Required Level: 72  
 Required Strength: 52  
 Required Dexterity: 27  
 Durability: 40  
 Base Weapon Speed: [0]  
 10% Chance To Cast Level 20 Mind Blast On Kill  
 8% Chance To Cast Level 5 Decrepify On Striking  
 +3 To All Skills  
 +50% Increased Attack Speed  
 +400% Enhanced Damage  
 70% Bonus To Attack Rating  
 + (1 Per Level) 1-99% Chance For Critical Strike (Based On Level)  
 +100 To Strength  
 +50% Damage To Undead  
 Socketed (4)  
 Slows Target By 35% (2 Items)  
 Hit Blinds Target (2 Items)  
 50% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)

**Partial Set Bonus**  
 100% Better Chance Of Getting Magic Items (2 Items)  
 +2 To All Skills (3 Items)

**Complete Set Bonus**  
 Absorb All +30% (4 Items)  
 Full Set Aura (4 Items)

A single character can only wear up to 4 of these items at once, hence the 'complete' set is attained at (4)



**Natha's Pearl Rod**  
Shillelagh

Two-Hand Damage: 80 To 93  
 Required Level: 73  
 Required Strength: 44  
 Required Dexterity: 37  
 Base Weapon Speed: [0]  
 +3 To All Skills  
 +50% Faster Cast Rate  
 +20% To Magic Elemental Damage  
 +20% To Poison Elemental Damage  
 +20% To Cold Elemental Damage  
 +20% To Lightning Elemental Damage  
 +20% To Fire Elemental Damage  
 +4 To Light Radius  
 +50% Damage To Undead  
 Socketed (4)  
 +50 To Energy (2 Items)  
 +30% Faster Hit Recovery (2 Items)  
 50% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)



**Lexxa's Opal Lamp**  
Elder Staff

Two-Hand Damage: 79 To 312  
 Required Level: 69  
 Required Strength: 52  
 Required Dexterity: 188  
 Base Weapon Speed: [0]  
 12% Chance To Cast Level 20 Telekinesis On Striking



Ellen's Silver Judgment  
Shadow Bow

+3 To All Skills  
 +20% Faster Run/Walk  
 +60% Increased Attack Speed  
 +430% Enhanced Damage  
 Adds 220-500 Magic Damage  
 15% Mana Stolen Per Hit  
 + (1 Per Level 1-99% Chance Of Crushing Blow (Based On Level)  
 Socketed (4)  
 Ignore Target's Defense (2 Items)  
 100% Chance For Piercing Attack (2 Items)  
 50% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)

Defense: 568 (Base Defense: 45-53)  
 Required Level: 70  
 Required Strength: 50  
 Durability: 12  
 10% Chance To Counter Any Attack With Level 20 Telekinesis  
 +2 To All Skills  
 +30% Faster Hit Recovery  
 +300% Enhanced Defense  
 + (1 Per Level) 1-99 To Vitality (Based On Level)  
 + (1 Per Level) 1-99 To Energy (Based On Level)  
 All Resistances +15%  
 Spell Damage Taken By 20  
 Socketed (2)  
 Damage Taken Reduced By 10 (2 Items)  
 75% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)



Ellen's Sacred Shroud  
Shako

Defense: 1575 (Base Defense: 410-524)  
 Required Level: 75  
 Required Strength: 103  
 Durability: 60  
 10% Chance To Counter Any Attack With Level 4 Empower  
 +3 To All Skills  
 +40% Faster Hit Recovery  
 +200% Enhanced Defense  
 All Resistances +35%  
 Cannot Be Frozen  
 +10% To Experience Gained  
 Reduces All Vendor Prices 20%  
 Socketed (4)  
 +200 To Mana (2 Items)  
 +125% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)



Natha's Snow Breast  
Archon Plate

Vampirebone Gloves  
 Defense: 247 (Base Defense: 56-65)  
 Required Level: 73  
 Required Strength: 50  
 Durability: 14  
 +1 To All Skills  
 +25% Faster Cast Rate  
 +100% Enhanced Damage  
 8% Mana Stolen Per Hit  
 8% Life Stolen Per Hit  
 +275% Enhanced Defense  
 +5 To Life After Each Kill  
 +5 To Mana After Each Kill  
 Physical Damage Taken Reduced By 10% (2 Items)  
 50% Better Chance Of Getting Magic Items (3 Items)  
 +5% To Experience Gained (4 Items)



Lexxa's Creamy Touch