
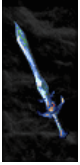

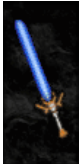















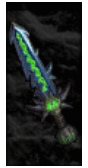





Item	Attributes	Notes
 <p>Phantom Blade Crystal Sword</p>	<p>Two-Hand Damage: (11-13) To (33-41) Required Level: 18 Required Strength: 43 Durability: 20 Base Weapon Speed: [0] 1% Chance To Cast Level 10 Shiver Armor On Striking 20% Chance To Counter Any Attack With Level 7 Lightning Blast +1 To All Skills +120-175% Enhanced Damage (varies) 20% Mana Stolen Per Hit Spell Damage Taken Reduced By 10 Cannot Be Frozen</p>	
 <p>Mirrorsong Mageblade Crystal Sword</p>	<p>One-Hand Damage: 5 To 15 Required Level: 20 Required Strength: 43 Base Weapon Speed: [0] Indestructible +10% Faster Cast Rate +9-15% To All Elemental Damage (varies) +100 Defense +38 To Life +56 To Mana All Maximum Resistances +5 Spell Damage Taken Reduced By 10 25-40% Better Chance Of Getting Magic Items (varies)</p>	
 <p>Destiny Tusk Sword</p>	<p>One-Hand Damage: 25 To 92 Two-Hand Damage: 47 To 145 Required Level: 28 Required Strength: 104 Required Dexterity: 71 Durability: 50 Base Weapon Speed: [0] 4% Chance To Cast Level 1 Shout On Striking +1 To All Skills +30% Increased Attack Speed +150% Enhanced Damage +50 To Strength Socketed (3)</p>	
 <p>The Atma Weapon Crystal Sword</p>	<p>One-Hand Damage: (75-99) To (175-249) Required Level: 35 Required Strength: 43 Base Weapon Speed: [0] Indestructible 15% Chance To Cast Level 20 Telekinesis On Striking +2 To All Skills +50% Increased Attack Speed +400% Enhanced Damage + (5 Per Level) 5-495% Enhanced Damage (Based On Level) Adds 50-100 Damage Ignore Target's Defense + (3 Per Level) 3-297% Bonus To Attack Rating (Based On Level) + (4.49 Per Level) 4-445 To Life (Based On Level) +10 To Mana After Each Kill</p>	
 <p>Rock Candy Jared's Stone</p>	<p>One-Hand Damage: 12 To 27 Required Level: 38 Durability: 50 Base Weapon Speed: [10] (Sorceress Only) 100% Chance To Cast Level 1 Teleport On Striking +25% Faster Run/Walk Ignore Target's Defense +3 To Comet (Sorceress Only) +3 To Meteor (Sorceress Only) + (3 Per Level) 3-297% Better Chance Of Getting Magic Items (Based On Level)</p>	
 <p>Mind Reaper Battle Scythe</p>	<p>Two-Hand Damage: 55 To 139 Required Level: 38 Required Strength: 72 Required Dexterity: 72 Durability: 65 Base Weapon Speed: [-10] 25% Chance To Cast Level 20 Telekinesis On Striking +2 To All Skills +210% Enhanced Damage 20% Bonus To Attack Rating Lightning Resist +25% Repairs 1 Durability In 10 Seconds</p>	
	<p>One-Hand Damage: 25 To 60 Required Level: 39 Required Strength: 58</p>	

 <p>Venomsaber Shamshir</p>	<p>Required Dexterity: 58 Durability: 32 Base Weapon Speed: [-10] +2 To Poison Elemental Skills +20% Increased Attack Speed +15% Faster Cast Rate 15% Increased Chance Of Blocking +150% Enhanced Damage +1 To Venom Scarab (Necromancer Only) +2 To Deadly Poison (Necromancer Only) +50 To Mana</p>	
 <p>Black Angel Flail</p>	<p>One-Hand Damage: 2 To 52 Required Level: 42 Required Strength: 41 Required Dexterity: 35 Durability: 30 Base Weapon Speed: [-10] 3% Chance To Counter Any Attack With Level 40 Bone Armor +1 To All Skills +40% Faster Cast Rate +120% Enhanced Damage +15-20% To Magic Elemental Damage (varies) Increase Maximum Mana 10% +10 To Mana After Each Kill +50% Damage To Undead</p>	
 <p>Voidslinger Small Crescent</p>	<p>One-Hand Damage: 152 To 240 Required Level: 45 Required Strength: 105 Required Dexterity: 73 Base Weapon Speed: [10] 15% Chance To Cast Level 20 Teeth After Each Kill Indestructible +1 To All Skills +60% Increased Attack Speed +300% Enhanced Damage Ignore Target's Defense Adds 90-145 Magic Damage 40% Chance For Crushing Blow Slows Target By 50% Socketed (4)</p>	
 <p>Teebu's Blazing Longsword Dimensional Blade</p>	<p>One-Hand Damage: 52 To 140 Required Level: 45 Required Strength: 85 Required Dexterity: 60 Durability: 20 Base Weapon Speed: [0] 20% Chance To Cast Level 20 Breath of Heaven After Each Kill +1 To All Skills +20% Increased Attack Speed +30% Faster Hit Recovery +300% Enhanced Damage Adds 176-389 Fire Damage</p>	
 <p>Hailstorm Rod Walking Stick</p>	<p>Two-Hand Damage: 69 To 85 Required Level: 45 Required Strength: 25 Durability: 20 Base Weapon Speed: [-10] 100% Chance To Cast Level 33 Ice Bolt After Each Kill 100% Chance To Cast Level 40 Ice Bolt On Striking 100% Chance To Counter Any Attack With Level 18 Ice Bolt +1 To All Skills + (0.375 Per Level) 0-37% Faster Cast Rate (Based On Level) +150% Enhanced Damage 8% Life Stolen Per Hit +110-195 Defense +8 To All Attributes +50% Damage To Undead</p>	
 <p>Mandokir's Sting Spider Bow</p>	<p>Two-Hand Damage: 74 To 162 Required Level: 48 Required Strength: 64 Required Dexterity: 143 Base Weapon Speed: [5] +35% Increased Attack Speed +225% Enhanced Damage +293 Poison Damage Over 3 Seconds 10% Mana Stolen Per Hit +15% To Poison Elemental Damage +2 To Serpent Sting (Druid Only) +2 To Pulsar (Druid Only) +5 To All Attributes</p>	
 <p>Cane of Byrna Stalagmite</p>	<p>Two-Hand Damage: 131 To 187 Required Level: 49 Required Strength: 63 Required Dexterity: 35 Durability: 30 Base Weapon Speed: [10] Level 1 Ice Ring Aura When Equipped +30% Faster Cast Rate +75% Enhanced Damage 8% Mana Stolen Per Hit 5% Life Stolen Per Hit</p>	

	<p>35% Chance For Crushing Blow +3 To Cold Mastery (Sorceress Only) +3 To Lightning Mastery (Sorceress Only) +50% Damage To Undead Socketed (4)</p>	
 <p>Lamp of Mending Divine Scepter</p>	<p>One-Hand Damage: 16 to 38 Required Level: 49 Required Strength: 103 Durability: 70 Base Weapon Speed: [-10] 2% Chance To Cast Level 5 Flash of Light After Each Kill 9% Chance To Counter Any Attack With Level 3 Flash of Light +2 To All Skills 30% Faster Cast Rate Adds 200-300 Magic Damage +2 To Flash of Light (Paladin Only) +8 To All Attributes Regenerate Mana 50-80% (varies) Physical Damage Taken Reduced By 12 +50% Damage To Undead</p>	
 <p>Sul'thraze the Lasher Executioner Sword</p>	<p>One-Hand Damage: 78 To 130 Two-Hand Damage: 152 To 260 Required Level: 50 Required Strength: 128 Required Dexterity: 83 Durability: 50 Base Weapon Speed: [10] 50% Chance To Cast Level 20 Bone Spear On Striking 20% Chance To Cast Level 3 Weaken On Striking +3 To All Skills +100% Increased Attack Speed +425% Enhanced Damage 50% Bonus To Attack Rating Absorb All +10% Requirements -25% Socketed (6)</p>	
 <p>Chlorosabre Dimensional Blade</p>	<p>One-Hand Damage: (13-77) To (36-208) Required Level: 50 Required Strength: 85 Required Dexterity: 60 Durability: 20 Base Weapon Speed: [0] 100% Chance To Cast Level 5 Venom Scarab On Striking +1 To All Skills + (5 Per Level) 5-495% Enhanced Damage (Based On Level) + (2 Per Level) 2-198 To Life (Based On Level) Restores 30 Life Per 10 Sec + (1 Per Level) 1-99 To Mana (Based On Level) +7 To Life And Mana After Each Kill 100% Better Chance Of Getting Magic Items Socketed (3)</p>	
 <p>Tigershock Hurlbat</p>	<p>Throw Damage: (24-119) To (35-168) One-Hand Damage: (13-64) To (28-133) Required Level: 50 Required Strength: 25 Required Dexterity: 106 Base Weapon Speed: [-10] Max Stack: 270 11% Chance To Cast Level 18 War Cry On Striking +2 To All Skills + (4 Per Level) 4-396% Enhanced Damage (Based On Level) +300% Damage To Demons Adds 80-135 Magic Damage + (1 Per Level) 1-99% Chance Of Crushing Blow (Based On Level) Restores 30 Life Per 10 Sec 200% Extra Gold From Monsters Increased Stack Size By 100 +1 Self Repair Every 5 Seconds Socketed (3)</p>	
 <p>Briarsage Cedar Staff</p>	<p>Two-Hand Damage: 11 To 32 Required Level: 50 Required Strength: 25 Durability: 35 Base Weapon Speed: [10] +2 To All Skills +30% Faster Cast Rate + (0.5 Per Level) 0-49 To All Attributes (Based On Level) Absorb All +5% +15% To Experience Gained +50% Damage To Undead</p>	
 <p>Honed Resonator Ghost Wand</p>	<p>One-Hand Damage: 98 To 196 Required Level: 50 Durability: 14 Base Weapon Speed: [10] +50% Faster Cast Rate +50 To Energy</p> <p>One-Hand Damage: 64 To 152 Required Level: 50 Required Strength: 73</p>	<p>These items can be swapped out for each other at any time. They share similar stats and have a few weapon-specific attributes Any item upgrades you add will be removed when transmuted to a different item</p>

 <p>Honed Resonator Divine Scepter</p>  <p>Honed Resonator Gothic Axe</p>  <p>Honed Resonator Shadow Bow</p>	<p>Durability: 70 Base Weapon Speed: [-10] +50% Faster Cast Rate</p> <p>+50 To Energy Requirements -30%</p> <p>Two-Hand Damage: 72 To 280 Required Level: 50 Required Strength: 81 Required Dexterity: 56 Durability: 50 Base Weapon Speed: [-10] +50% Increased Attack Speed +50 To Strength Requirements -30%</p> <p>Two-Hand Damage: 60 To 236 Required Level: 50 Required Strength: 37 Required Dexterity: 132 Base Weapon Speed: [0] +50% Increased Attack Speed +50 To Dexterity Requirements -30%</p>	<p><u>All Items</u> Transmutes Between Weapon Types</p> <p>6% Chance To Cast Level 10 Flash of Light After Each Kill +3 To All Skills +300% Enhanced Damage Adds 100-300 Magic Damage Absorb All +15% Physical Damage Taken Reduced By 20</p>
 <p>Spear of Revenance Wrist Sword</p>	<p>One-Hand Damage: 34 To 45 Required Level: 51 Required Strength: 95 Required Dexterity: 95 Base Weapon Speed: [-10] (Assassin Only) Indestructible 35% Chance To Cast Level 1 Cobra Strike On Striking +3 To Shadow Disciplines (Assassin Only) + (0.375 Per Level) 0-37% Increased Attack Speed (Based On Level) + (0.375 Per Level) 0-37% Faster Cast Rate (Based On Level) 20% Increased Chance Of Blocking Ignore Target's Defense +20% To Magic Elemental Damage +3 To Ice Bomb (Assassin Only) +10% To Experience Gained</p>	
 <p>Angel Ice Phase Blade</p>	<p>One-Hand Damage: 139 To 157 Required Level: 55 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] 2% Chance To Cast Level 2 Amplify Magic On Striking +1 To Paladin Skill Levels +350% Enhanced Damage 120% Bonus To Attack Rating +200% Damage To Undead Adds 213-302 Magic Damage Adds 125-250 Fire Damage +3 To Breath of Heaven (Paladin Only) +50 To Strength Socketed (5)</p>	
 <p>Spirit Tide Rune Sword</p>	<p>One-Hand Damage: 10 To 42 Required Level: 56 Required Strength: 103 Required Dexterity: 79 Durability: 44 Base Weapon Speed: [-10] 11% Chance to Cast Level 12 Spirit Lance After Each Kill 50% Chance To Counter Any Attack With Level 6 Bone Spirit +2 To All Skills +2 To Cold Elemental Skills All Resistances +15-20% (varies) 3% Chance To Reanimate As: Horror Mage 5% Chance To Reanimate Kills As: The Banished 4% Chance To Reanimate Kills As: Night Lord +4-7 To Life After Each Kill (varies)</p>	
 <p>Umaro's Marrow War Club</p>	<p>Two-Hand Damage: 185 To 273 Required Level: 57 Required Strength: 124 Durability: 60 Base Weapon Speed: [10] 4% Chance To Cast Level 10 Amplify Damage On Striking +2 To All Skills +250% Enhanced Damage Ignore Target's Defense Adds 60-100 Magic Damage 100% Chance Of Crushing Blow Freezes Target +15</p>	



Angelic Skylance
Rune Sword

Cannot Be Frozen
+50% Damage To Undead
Socketed (6)

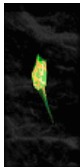
One-Hand Damage: 10 To 42
Required Level: 58
Required Strength: 103
Required Dexterity: 79
Durability: 44
Base Weapon Speed: [-10]
11% Chance To Cast Level 25 **Blessed Hammer*** After Each Kill
+3 To All Skills
+15-20% To Lightning Elemental Damage (varies)
+35-70 To Life (varies)
+15 Lightning Absorb
+5% To Experience Gained
60-80% Better Chance Of Getting Magic Items (varies)
Socketed (5)

***Blessed Hammer:** Much stronger than the original, and has greatly improved collision



Roland's Sweep
Scourge

One-Hand Damage: (51-53) To (300-360)
Required Level: 59
Required Strength: 125
Required Dexterity: 77
Durability: 65
Base Weapon Speed: [-10]
+2 To All Skills
+275-350% Enhanced Damage (varies)
+40 To Minimum Damage
8-12% Mana Stolen Per Hit (varies)
+300 Defense
+20 To Strength
+20 To Dexterity
Poison Length Reduced By 75%
+50% Damage To Undead
Socketed (5)



Spectralight
Lich Wand

One-Hand Damage: 10 To 31
Required Level: 60
Required Strength: 25
Durability: 17
Base Weapon Speed: [-20]
12% Chance To Cast Level 24 Ghost Flame After Each Kill
30% Chance To Cast Level 5 Teeth After Each Kill
+4 To Poison And Bone Skills (Necromancer Only)
+2 To Necromancer Skill Levels
+30% Faster Cast Rate
All Resistances +5-10% (varies)
+20% To Experience Gained
150-175% Better Chance Of Getting Magic Items (varies)
+50% Damage To Undead
Socketed (2)



Golden Flense
Scourge

One-Hand Damage: (63-71) To (162-397)
Required Level: 60
Required Strength: 125
Required Dexterity: 77
Base Weapon Speed: [-10]
Indestructible
100% Chance To Cast Level 3 **Frenzy*** On Striking
+2 To All Skills
+ (3 Per Level) 3-297% Enhanced Damage (Based On Level)
Adds 60-80 Damage
Adds 167-233 Fire Damage
10% Life Stolen Per Hit
Slows Target By 40%
200-300% Extra Gold From Monsters (varies)
+50% Damage To Undead

***Frenzy:** Works for all classes. Also works while wearing a shield



Arctic Screamer
Phase Blade

One-Hand Damage: 124 To 140
Required Level: 60
Required Strength: 7
Required Dexterity: 34
Durability: 32
Base Weapon Speed: [-30]
8% Chance To Cast Level 30 Comet After Each Kill
10% Chance To Counter Any Attack With Level 30 Comet
+3 To Cold Elemental Skills
+30% Increased Attack Speed
+40% Faster Cast Rate
+300% Enhanced Damage
+30% To Cold Elemental Damage
+20% To Maximum Cold Resist
Cold Resist +50%
Requirements -75%



The Bonecaster
Cryptic Axe

Two-Hand Damage: (123-132) To (562-600)
Required Level: 62
Required Strength: 165
Required Dexterity: 103
Durability: 65
Base Weapon Speed: [10]
+2 To All Skills
+30% Increased Attack Speed
+30% Faster Cast Rate
+275-300% Enhanced Damage (varies)
+50% To Magic Elemental Damage
10% Chance To Reanimate As: Dark Shape



Nightfire
Gothic Bow

+10 To Life And Mana After Each Kill
Socketed (5)

Two-Hand Damage: 37 To 187
Required Level: 63
Required Strength: 95
Required Dexterity: 118
Base Weapon Speed: [10]

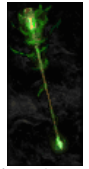
Fade*
10% Chance To Cast Level 3 Inner Sight On Striking
+2 To All Skills
+30% Faster Run/Walk
+40% Increased Attack Speed
+275% Enhanced Damage
All Resistances +50%
20% Of Damage Taken Recovers Mana
Socketed (6)

***Fade:** Makes your character transparent



Zin'Rokh, Destroyer of Worlds
Colossus Blade

Two-Hand Damage: (217-261) To (431-517)
Required Level: 65
Required Strength: 189
Required Dexterity: 110
Durability: 50
Base Weapon Speed: [5]
2% Chance To Cast Level 29 Godfrost on Striking
+3 To All Skills
+275-350% Enhanced Damage (varies)
100% Chance For Critical Strike
+800 Defense
+ (0.375 Per Level) 0-37 To All Attributes (Based On Level)
All Maximum Resistances +10%
Physical Damage Taken Reduced By 8-11% (varies)
Physical Damage Taken Reduced By 15-22 (varies)



Pillar of Venom
Rune Staff

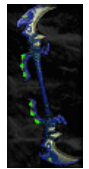
Two-Hand Damage: 24 To 58
Required Level: 65
Required Strength: 25
Durability: 50
Base Weapon Speed: [20]
10% Chance To Counter Any Attack With Level 11 Bane Star
+2 To Poison Elemental Skills
+25-30% Faster Cast Rate (varies)
20% Life Stolen Per Hit
+25-30% To Poison Elemental Damage (varies)
+30-40 To Vitality (varies)
Regenerate Mana 100%
All Maximum Resistances +5-10% (varies)
+50% Damage To Undead
Socketed (4)



Griffinstrike
Great Poleaxe

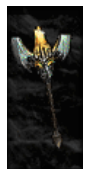
Two-Hand Damage: 161 To 444
Required Level: 65
Required Strength: 135
Required Dexterity: 75
Durability: 55
Base Weapon Speed: [0]
Transmutes Into Griffinspire
7% Chance To Cast Level 21 Seeker Lightning On Striking
+3 To All Skills
+ (0.5 Per Level) 0-49% Increased Attack Speed (Based On Level)
+250% Enhanced Damage
12% Life Stolen Per Hit
+20 To All Attributes
Increase Maximum Life 24%
Restores 20 Life Per 10 Sec
100% Better Chance Of Getting Magic Items
Requirements -25%

Any item upgrades you add will be removed when transmuted to the opposite item



Griffinspire
Great Poleaxe

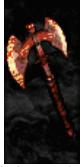
Two-Hand Damage: 46 To 127
Required Level: 65
Required Strength: 135
Required Dexterity: 75
Durability: 55
Base Weapon Speed: [0]
Transmutes Into Griffinstrike
7% Chance To Cast Level 26 Frost Nova After Each Kill
+3 To All Skills
+ (0.5 Per Level) 0-49% Faster Cast Rate (Based On Level)
12% Mana Stolen Per Hit
+100% Enhanced Defense
+20 To All Attributes
Increase Maximum Mana 24%
Regenerate Mana 40%
100% Better Chance Of Getting Magic Items
Requirements -25%



King's Cleansing
Caduceus

One-Hand Damage: 37 To 43
Required Level: 66
Required Strength: 97
Required Dexterity: 70
Durability: 70
Base Weapon Speed: [-10]
25% Chance To Cast Level 19 **Blessed Hammer*** After Each Kill
+3 To Magic Elemental Skills
+2 To Paladin Skill Levels
+10% Faster Cast Rate

***Blessed Hammer:** Much stronger than the original, and has greatly improved collision



Pendulum of Doom
Glorious Axe

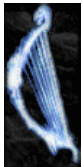
Restores 10-20 Life Per 10 Sec (varies)
 +10-15 To Life After Each Kill (varies)
 40% Of Damage Taken Recovers Mana
 +50% Damage To Undead
 Socketed (2)
 Two-Hand Damage: 300 To 620
 Required Level: 66
 Required Strength: None
 Required Dexterity: None
 Base Weapon Speed: [10]
 20% Chance To Cast Level 60 Shock Web On Striking
 20% Chance To Cast Level 40 Firestorm On Striking
 20% Chance To Cast Level 20 Comet On Striking
 Indestructible
 -20% Increased Attack Speed
 +400% Enhanced Damage
 100% Chance Of Crushing Blow
 Slows Target By 50%
 +100 To Life
 Requirements -100%



Priestcore
Lich Wand

One-Hand Damage: 34 To 105
 Required Level: 66
 Required Strength: 25
 Durability: 17
 Base Weapon Speed: [-20]
 +2 To All Skills
25% Chance For Piercing Attack* (varies)
 +240% Enhanced Damage
 Adds 100-200 Magic Damage
 Adds 100-200 Fire Damage
 Adds 100-200 Cold Damage
 +500-600 Defense (varies)
 4% Chance to Reanmate As: Undead Stygian Doll
 +10 To Life After Each Kill
 +50% Damage To Undead

*Chance For Piercing Attack: Combines effectively with the Necromancer's Spirit Lance ability



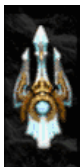
Ghost Harp
Shadow Bow

Two-Hand Damage: (15-78) To (61-306)
 Required Level: 67
 Required Strength: 42
 Required Dexterity: 151
 Base Weapon Speed: [0]
 100% Chance To Cast Level 10 Ghoul Spike On Striking
 15% Chance To Cast Level 10 Decrepify On Striking
 +3 To All Skills
 + (4.25 Per Level) 4-420% Enhanced Damage (Based On Level)
 10% Mana Stolen Per Hit
 100% Chance Of Crushing Blow
 +90 To Life
 Physical Damage Taken Reduced By 15%
 Requirements -20%



The Dark Tyrant
Archon Staff

Two-Hand Damage: (207-249) To (247-297)
 Required Level: 68
 Required Strength: 34
 Durability: 26
 Base Weapon Speed: [10]
 100% Chance To Cast Level 1 Attract On Striking
 100% Chance To Cast Level 4 Teeth On Striking
 100% Chance To Cast Level 20 Blue Blaze On Striking
 +4 To All Skills
 +30% Increased Attack Speed
 +20% Faster Cast Rate
 +150-200% Enhanced Damage (varies)
 Ignore Target's Defense
 Adds 50-100 Magic Damage
 Adds 50-100 Fire Damage
 Adds 50-100 Lightning Damage
 Adds 50-100 Cold Damage
 +50% Damage To Undead



Golden Ice
Phase Blade

One-Hand Damage: 117 To 133
 Required Level: 68
 Required Strength: 25
 Required Dexterity: 136
 Base Weapon Speed: [-30]
 100% Chance To Cast Level 60 Arctic Blast On Striking
 +2 To All Skills
 25% Increased Chance Of Blocking
 +280% Enhanced Damage
 +60 Lightning Damage
 + (3 Per Level) 3-297 To Maximum Lightning Damage (Based On Level)
 +115 Cold Damage
 + (2 Per Level) 2-198 To Maximum Cold Damage (Based On Level)
 +15% To Lightning Elemental Damage
 +15% To Cold Elemental Damage
 +5 To Life After Each Kill



Voidcoil Channeler

Two-Hand Damage: 80 To 93
 Required Level: 70
 Required Strength: 44
 Required Dexterity: 37
 Durability: 35
 Base Weapon Speed: [0]
 Level 1 Voidcoil Aura When Equipped
 20% Chance To Counter Any Attack With Level 5 Dim Vision

Elder Staff

+3 To All Skills
 +20% Faster Cast Rate
 +30% To Magic Elemental Damage
 +700 Defense
 Regenerate Mana 200%
 All Resistances +30%
 +50% Damage To Undead
 Socketed (4)

One-Hand Damage: (12-17) To (341-498)
 Required Level: 70
 Required Strength: 125
 Required Dexterity: 77
 Durability: 65
 Base Weapon Speed: [-10]
 50% Chance To Cast Level 27 [Blessed Hammer](#)* On Striking
 +4 To All Skills
 +325% Enhanced Damage
 + (2 Per Level) 2-198% Enhanced Damage (Based On Level)
 +400% Damage To Undead
 75% Chance Of Open Wounds
 +25 To All Attributes
 Lightning Absorb 20%
 Fire Absorb 20%
 Socketed (5)

*[Blessed Hammer](#): Much stronger than the original, and has greatly improved collision



Cecil's Radiance
Scourge

Throw Damage: 98 To 232
 One-Hand Damage: 98 To 232
 Required Level: 70
 Required Strength: 48
 Required Dexterity: 141
 Base Weapon Speed: [0]
 Max Stack: 350
 8% Chance To Cast Level 5 Life Tap On Striking
 +3 To Barbarian Skill Levels
 +40% Increased Attack Speed
 +330% Enhanced Damage
 Adds 1-300 Lightning Damage
 Adds 250-500 Cold Damage
 + (1 Per Level) 1-99% Chance For Critical Strike (Based On Level)
 Freezes Target +15
 Increased Stack Size By 150
 +1 Self Repair Every 5 Seconds



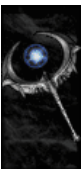
Starbolt
Flying Knife

Two-Hand Damage: (129-412) To (209-599)
 Required Level: 71
 Required Strength: 180
 Durability: 60
 Base Weapon Speed: [10]
 7% Chance To Cast Level 11 Flash of Light After Each Kill
 16% Chance To Cast Level 19 Ice Wave On Striking
 +5 To Offensive Auras (Paladin Only)
 +2 To Paladin Skill Levels
 +20% Increased Attack Speed
 + (3.75 Per Level) 3-371% Enhanced Damage (Based On Level)
 Adds 50-100 Damage
 Adds 163-237 Fire Damage
 Adds 12-279 Lightning Damage
 Adds 82-171 Cold Damage
 +50% Damage To Undead



Tsunamic Charger
Ogre Maul

One-Hand Damage: 37 To 43
 Required Level: 77
 Required Strength: 97
 Required Dexterity: 70
 Durability: 70
 Base Weapon Speed: [-10]
 +4 To All Skills
 +20% Faster Hit Recovery
 +3 To Fist of the Heavens
 +97-118 To Life (varies)
 +75-100 To Mana (varies)
 Regenerate Mana 100-120% (varies)
 All Resistances +20%
 Spell Damage Taken Reduced By 15
 25% Of Damage Taken Recovers Mana
 +50% Damage To Undead



Tempest Cannon
Caduceus

One-Hand Damage: 37 To 43
 Required Level: 80
 Required Strength: 97
 Required Dexterity: 70
 Durability: 70
 Base Weapon Speed: [-10]
 Requires 5 Mirror Crystals To Restore Power
 +50% Damage To Undead



Unpowered Starforge
Caduceus

One-Hand Damage: 185 To 215
 Required Level: 80
 Required Strength: 97
 Required Dexterity: 70
 Durability: 70
 Base Weapon Speed: [-10]
 +5 To All Skills
 +40% Increased Attack Speed
 +40% Faster Cast Rate



Starforge
Caduceus

- +400% Enhanced Damage
- +25% To All Elemental Damage
- +30-40 To All Attributes (varies)
- All Resistances +30-40% (varies)
- +12 To Life And Mana After Each Kill
- +20% To Experience Gained
- +50% Damage To Undead