
REGULAR UNIQUES

ADVERTISEMENT:

The unique versions of tiered items can drop anywhere in the game. Their stats and level are affected by the item tier. See the [BASE ITEMS](#) page for details on item tiers.

Sockets

All unique items come with the maximum allowed number of sockets for the item type.

Oskills

If a unique has a skill bonus with no character class requirement (eg. +3-6 to Summon Shadows), then the bonus is an 'oskill', giving this skill to any class for free.

Tier 1 One-Handed Swords



Grim Fang Short Sword (1)

One-Hand Damage: (10-12) to (15-18)

Durability: 16

Required Level: 1

+(31 to 50)% Enhanced damage

(3 to 5)% Life stolen per Hit

+(2 to 5) to Strength

Poison Resist +(11 to 15)%

Target Takes Additional Damage of (3 to 5)

Socketed: 1



Al Nath Scimitar (1)

One-Hand Damage: (13-15) to (15-19)

Durability: 30

Required Strength: 25

Required Level: 2

+(31 to 60)% Enhanced damage

5% Increased Attack Speed

(21 to 30)% Bonus to Attack Rating

Adds (11-15)-(16-30) fire damage

Slows Target by (3 to 5)%

(3 to 5)% Bonus to Dexterity

Socketed: 1



Wardance Saber (1)

One-Hand Damage: (16-20) to (21-25)

Durability: 44

Required Strength: 37

Required Level: 4

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

+(41 to 70)% Enhanced damage

5% Faster Run/Walk

15% Increased Attack Speed

+(21 to 50) Defense vs. Missile

+(3 to 5) to Dexterity

Socketed: 1



Finis Terra Falchion (1)

One-Hand Damage: (21-25) to (25-30)

Durability: 58

Required Strength: 49

Required Level: 5

3% Chance to cast level 2 Shower of Rocks on Attack

1% Chance to cast level 5 Meteor Shower when you Kill an Enemy

+(41 to 70)% Enhanced damage

-(3 to 5)% to Enemy Fire Resistance

-(3 to 5)% to Enemy Poison Resistance

Fire Resist +(11 to 15)%

Poison Resist +(11 to 15)%

Socketed: 1



Raptor Beak Broad Sword (1)

One-Hand Damage: (25-30) to (29-35)

Durability: 72

Required Strength: 61

Required Level: 6

25% Chance to cast level 3 Time Strike when Struck by a Missile

+(41 to 70)% Enhanced damage

5% Increased Attack Speed

+(11 to 15) to Vitality

+(11 to 15) Life on Striking in Melee

+(3 to 5) Life when Struck by an Enemy

(31 to 50)% Extra Gold from Monsters
Socketed: 2



**Herr Donner
Long Sword (1)**

One-Hand Damage: (28-31) to (33-38)
Durability: 86
Required Strength: 73
Required Level: 8
15% Chance to cast level 4 Flash on Attack
+(41 to 60)% Enhanced damage
15% Increased Attack Speed
Adds 1-(31-100) lightning damage
Stun Attack
+(11 to 15)% to Lightning Spell Damage
Socketed: 2

**Lachdanan's Avenger
War Sword (1)**

One-Hand Damage: (31-37) to (36-44)
Durability: 100
Required Strength: 85
Required Level: 12
3% Chance to cast level 3 Spike Nova when Struck
+1 to Paladin Skill Levels
+(41 to 70)% Enhanced damage
+(51 to 75)% Damage to Demons
+(51 to 75)% Damage to Undead
(3 to 5)% Chance of Crushing Blow
+(16 to 25) to Strength
All Resists +(11 to 15)%
Socketed: 1



Tier 1 Crystal Swords

**Iceflayer
Crystal Sword (1)**

One-Hand Damage: (15-19) to (19-24)
Durability: 40
Required Dexterity: 73
Required Level: 11
+(21 to 50)% Enhanced damage
15% Faster Hit Recovery
Adds (21-25)-(51-75) cold damage
(11 to 15)% Chance of Open Wounds
(3 to 5)% Bonus to Dexterity
+(31 to 50)% Enhanced Damage to Moonstrike
Socketed: 2



Tier 1 Two-Handed Swords

**The Overlord
Two-Handed Sword (1)**

One-Hand Damage: (12-14) to (15-18)
Two-Hand Damage: (12-14) to (24-28)
Durability: 28
Required Strength: 25
Required Level: 1
1% Chance to cast level 1 Unholy Armor on Attack
+(21 to 40)% Enhanced damage
(21 to 25)% Chance of Open Wounds
Slows Target by (7 to 10)%
(2 to 5)% Bonus to Strength
(21 to 25)% Chance of Uninterruptable Attack
Socketed: 2



**Jared's Fragmentor
Claymore (1)**

One-Hand Damage: (14-18) to (16-21)
Two-Hand Damage: (21-27) to (22-28)
Durability: 42
Required Strength: 41
Required Level: 2
15% Chance to cast level 4 Spike Nova on Attack
100% Chance to cast level 9 Immolation Bomb when you Die
+(21 to 50)% Enhanced damage
(7 to 10)% Chance of Crushing Blow
(21 to 25)% Chance of Open Wounds
+(6 to 10) to Strength
Socketed: 2



**Hellreaper
Giant Sword (1)**

One-Hand Damage: (19-23) to (23-28)
Two-Hand Damage: (32-39) to (34-41)



Durability: 56
Required Strength: 57
Required Level: 4
3% Chance to cast level 2 Death Coil on Attack
+(31 to 60)% Enhanced damage
5% Increased Attack Speed
(3 to 5)% Life stolen per Hit
Enhanced Weapon Damage +(16 to 25)%
+(21 to 50) Defense
Increase Maximum Life (3 to 5)%
Socketed: 2



Addertongue
Bastard Sword (1)
One-Hand Damage: 18 to 22
Two-Hand Damage: 31 to 33
Durability: 70
Required Strength: 73
Required Level: 6
25% Chance to cast level 6 Venomous Spirit on Attack
+1 to Paladin Skill Levels
+(11 to 15)% to Cold Spell Damage
(3 to 5)% Bonus to Strength
(3 to 5)% Bonus to Energy
Total Character Defense Plus (3 to 5)%
Socketed: 2



Frostbringer
Flamberge (1)
One-Hand Damage: (27-33) to (65-91)
Two-Hand Damage: (49-60) to (84-115)
Durability: 84
Required Strength: 89
Required Level: 7
25% Chance to cast level 5 Ice Lance on Attack
+1 to All Skills
+(31 to 60)% Enhanced damage
+(31 to 50) to Maximum Damage
+(11 to 15)% to Cold Spell Damage
Cold Resist +(21 to 25)%
(3 to 5)% Chance of Uninterruptable Attack
Socketed: 2



The Dao of Xiansai
Great Sword (1)
One-Hand Damage: (31-38) to (58-96)
Two-Hand Damage: (57-70) to (81-123)
Durability: 98
Required Strength: 105
Required Level: 11
+1 to All Skills
+(31 to 60)% Enhanced damage
15% Increased Attack Speed
15% Faster Hit Recovery
+(21 to 50) to Maximum Damage
(51 to 75)% Bonus to Attack Rating
+(101 to 150) Defense
+(3 to 5)% to Experience Gained
Socketed: 2

Tier 1 One-Handed Axes



Brainhack
Hand Axe (1)
One-Hand Damage: (10-12) to (15-19)
Durability: 22
Required Level: 1
3% Chance to cast level 2 Banish when you Kill an Enemy
+(31 to 60)% Enhanced damage
Slows Target by (3 to 5)%
+(3 to 5) to Strength
(-3 to -5) to Energy
Socketed: 1



The Lumberjack
Axe (1)
One-Hand Damage: (14-16) to (40-72)
Durability: 36
Required Strength: 31
Required Level: 3
100% Chance to cast level 3 Call Treewarden when you Level-Up
+1 to Druid Skill Levels
+(31 to 50)% Enhanced damage
5% Increased Attack Speed
+(21 to 50) to Maximum Damage
+(21 to 50)% Damage to Undead



(3 to 5)% Chance of Crushing Blow
+(31 to 50) Defense
Socketed: 2

**Anthem De Frost
Double Axe (1)**

One-Hand Damage: (29-41) to (49-83)
Durability: 50
Required Strength: 49
Required Level: 5
1% Chance to cast level 5 Glacial Nova on Attack
25% Chance to cast level 3 Shackles of Ice when you Kill an Enemy
+(31 to 50)% Enhanced damage
Adds (11-20)-(21-50) damage
Adds (31-40)-(41-60) cold damage
+(11 to 15)% to Cold Spell Damage
(3 to 5)% Chance of Uninterruptable Attack
Socketed: 2



**The Prospector's Pick
Military Pick (1)**

One-Hand Damage: (25-30) to (39-47)
Durability: 64
Required Strength: 67
Required Level: 7
+(41 to 70)% Enhanced damage
+(11 to 15) to Strength
+(11 to 15) to Dexterity
(31 to 50)% Extra Gold from Monsters
(16 to 25)% Better Chance of Getting Magic Items
Socketed: 2



**Rainbowcleave
War Axe (1)**

One-Hand Damage: (25-31) to (39-49)
Durability: 78
Required Strength: 85
Required Level: 11
+1 to All Skills
+(21 to 50)% Enhanced damage
15% Increased Attack Speed
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Lightning Spell Damage
+(11 to 15)% to Cold Spell Damage
Fire Resist +(21 to 25)%
Lightning Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Magic Damage Reduced by (3 to 5)
Socketed: 2

Tier 1 Two-Handed Axes



**Heartrend
Large Axe (1)**

Two-Hand Damage: (18-21) to (22-25)
Durability: 28
Required Strength: 18
Required Level: 1
+(31 to 50)% Enhanced damage
(2 to 4)% Life stolen per Hit
(3 to 5)% Chance of Crushing Blow
Fire Resist +(11 to 15)%
+(3 to 5)% Increased Healing Rate from Apples
Level 2 Blood Flash (15 Charges)
Socketed: 2



**Jackal's Hunger
Broad Axe (1)**

Two-Hand Damage: (20-25) to (48-73)
Durability: 44
Required Strength: 39
Required Level: 3
5% Chance to cast level 2 Lifeblood when you Kill an Enemy
+1 to All Skills
+(31 to 60)% Enhanced damage
5% Increased Attack Speed
+(21 to 40) to Maximum Damage
+(6 to 10) to Strength
(51 to 80)% Extra Gold from Monsters
Socketed: 2

**Skullhammer
Battle Axe (1)**

Two-Hand Damage: (30-39) to (39-51)
Durability: 60
Required Strength: 60



Required Level: 5
+(31 to 70)% Enhanced damage
15% Increased Attack Speed
Stun Attack
(11 to 15)% Chance of Crushing Blow
(3 to 5)% Bonus to Strength
Decrease Maximum Mana (-3 to -5)%
Socketed: 2



Norrec's Topor
Great Axe (1)
Two-Hand Damage: (40-52) to (105-150)
Durability: 76
Required Strength: 81
Required Level: 7
+(41 to 80)% Enhanced damage
+(51 to 80) to Maximum Damage
+(16 to 25) to Strength
Replenish Life +(21 to 30)
Damage Reduced by (3 to 5)
+(11 to 15)% to Fire Spell Damage
-(11 to 15)% to Enemy Fire Resistance
(3 to 5)% Reanimate as: Infernal Lord
Target Takes Additional Damage of (11 to 15)
Socketed: 2



Edge of Extinction
Giant Axe (1)
Two-Hand Damage: (47-61) to (64-82)
Durability: 92
Required Strength: 102
Required Level: 11
15% Chance to cast level 6 Gamma Field when you Kill an Enemy
+(1 to 2) to Druid Skill Levels
+(41 to 80)% Enhanced damage
+(31 to 50)% Damage to Undead
-(11 to 15)% to Enemy Poison Resistance
Slows Ranged Attacker by (3 to 5)%
Poison Resist +(21 to 30)%
(3 to 5)% Reanimate as: Zombie
Socketed: 2

Tier 1 Maces



Gnarled Root
Club (1)
One-Hand Damage: (11-14) to (14-18)
Durability: 8
Required Level: 1
5% Chance to cast level 6 Poison Flash on Attack
+(11 to 15)% Bonus Damage to Mark of the Wild
+(41 to 80)% Enhanced damage
25% Increased Attack Speed
(31 to 50)% Bonus to Attack Rating
(11 to 15)% Bonus to Dexterity
Socketed: 1



Greiz' Slapjack
Spiked Club (1)
One-Hand Damage: (12-15) to (16-21)
Durability: 24
Required Strength: 24
Required Level: 3
+(21 to 50)% Enhanced damage
5% Increased Attack Speed
Adds 1-(11-25) lightning damage
(11 to 15)% Chance of Crushing Blow
(3 to 5)% Bonus to Strength
(3 to 5)% Bonus to Dexterity
Socketed: 1



Koth's Lesson
Mace (1)
One-Hand Damage: (15-19) to (24-30)
Durability: 40
Required Strength: 36
Required Level: 5
15% Chance to cast level 4 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(31 to 50)% Bonus Damage to Bloodlust
+(31 to 60)% Enhanced damage
+(61 to 120)% Damage to Undead
+(51 to 100) Defense
+(11 to 15) to Strength



Increase Maximum Life (3 to 5)%
Socketed: 1

**Magnet Rock
Morning Star (1)**

One-Hand Damage: 14 to (55-94)
Durability: 56
Required Strength: 48
Required Level: 7
+(31 to 70) to Maximum Damage
Slows Target by (3 to 5)%
Damage Reduced by (2 to 5)
(51 to 80)% Damage Reflected
(101 to 150)% Extra Gold from Monsters
(21 to 30)% Better Chance of Getting Magic Items
Socketed: 1



**Ravenflock
Flail (1)**

One-Hand Damage: (23-28) to (38-45)
Durability: 56
Required Strength: 60
Required Level: 11
3% Chance to cast level 5 Doom on Attack
+(41 to 70)% Enhanced damage
15% Increased Attack Speed
(11 to 15)% Chance of Open Wounds
+(11 to 15) to all Attributes
Decrease Maximum Durability (-21 to -25)%
Socketed: 2

Tier 1 One-Handed Hammers



**Archon's Wrath
War Hammer (1)**

One-Hand Damage: (16-21) to (46-81)
Durability: 75
Required Strength: 56
Required Level: 5
5% Chance to cast level 5 Apocalypse on Attack
+(41 to 75)% Enhanced damage
+(21 to 50) to Maximum Damage
+(101 to 150)% Damage to Demons
+(101 to 150)% Damage to Undead
Adds (21-25)-(31-35) fire damage
(7 to 10)% Bonus to Strength
Socketed: 1

Tier 1 Two-Handed Hammers



**Bonerattler
Maul (1)**

Two-Hand Damage: (33-42) to (73-112)
Durability: 114
Required Strength: 93
Required Level: 7
+1 to Paladin Skill Levels
+(41 to 75)% Enhanced damage
+(31 to 60) to Maximum Damage
+(61 to 100)% Damage to Undead
(3 to 5)% Chance of Crushing Blow
(3 to 5)% Reanimate as: Bone Archer
(3 to 5)% Reanimate as: Burning Dead Archer
(3 to 5)% Reanimate as: Horror Archer
Socketed: 2



**The Flying Anvil
Great Maul (1)**

Two-Hand Damage: (38-47) to (50-63)
Durability: 138
Required Strength: 117
Required Level: 11
+(31 to 50) Crafting Points
15% Chance to cast level 4 Flamestrike on Attack
+(41 to 75)% Enhanced damage
Stun Attack
+(16 to 25) to Strength
Total Character Defense Plus (11 to 15)%
Socketed: 2

Tier 1 Sceptres

**Sunbearer
Scepter (1)**



One-Hand Damage: 8 to 10
Durability: 14
Required Dexterity: 16
Required Level: 1
5% Chance to cast level 2 Gift of Vanquishing when Struck
+1 to Amazon Skill Levels
5% Faster Cast Rate
-(3 to 5)% to Enemy Fire Resistance
Fire Resist +(11 to 15)%
(31 to 50)% Extra Gold from Monsters
Socketed: 1



Voidstream
Grand Scepter (1)
One-Hand Damage: 12 to 17
Durability: 30
Required Dexterity: 40
Required Level: 4
+1 to Paladin Skill Levels
5% Faster Cast Rate
+(11 to 15)% to Lightning Spell Damage
+(11 to 15)% to Physical/Magic Spell Damage
Regenerate Mana +(21 to 25)%
Damage Reduced by (3 to 5)
Slows Attacker by (3 to 5)%
Socketed: 1



Dreamswayer
War Scepter (1)
One-Hand Damage: (22-25) to (32-37)
Durability: 46
Required Dexterity: 64
Required Level: 7
+(31 to 50) Energy Factor to Spell Damage
1% Chance to cast level 3 Charm on Attack
3% Chance to cast level 2 Nightmare on Attack
+1 to Paladin Skill Levels
+(31 to 50)% Enhanced damage
15% Increased Attack Speed
-(11 to 15)% to Enemy Fire Resistance
-(11 to 15)% to Enemy Cold Resistance
Regenerate Mana +(21 to 25)%
Socketed: 2

Tier 1 Javelins



Devil's Flight
Javelin (1)
Throw Damage: (2-3) to (13-16)
One-Hand Damage: (9-12) to (14-18)
Durability: 32
Required Level: 1
25% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 6 Pentagram when you Level-Up
+(21 to 50)% Enhanced damage
5% Increased Attack Speed
Fire Resist +(11 to 15)%
(3 to 5)% Reanimate as: Stone Clan
Socketed: 1



Shadowstrike
Pilum (1)
Throw Damage: (8-10) to (35-48)
One-Hand Damage: (14-17) to (34-47)
Durability: 56
Required Dexterity: 29
Required Level: 3
100% Chance to cast level 11 Dark Power when you Level-Up
15% Chance to cast level 5 Punisher when you Kill an Enemy
+(41 to 70)% Enhanced damage
+(16 to 25) to Maximum Damage
+(3 to 5) to all Attributes
Fire Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Socketed: 1



Icepick
Short Spear (1)
Throw Damage: (13-15) to (34-53)
One-Hand Damage: (14-16) to (28-45)
Durability: 80
Required Dexterity: 47
Required Level: 5
5% Chance to cast level 6 Shatter the Flesh when you Kill an Enemy
+1 to Amazon Skill Levels
+(31 to 50)% Enhanced damage



15% Faster Hit Recovery
+(6 to 20) to Maximum Damage
-(3 to 5)% to Enemy Cold Resistance Cold Resist +(21 to 25)%
Socketed: 1

Sudis Murale

Glaive (1)

Throw Damage: (19-23) to (73-101)
One-Hand Damage: (18-22) to (60-85)
Durability: 104

Required Dexterity: 65

Required Level: 7

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

+(41 to 70)% Enhanced damage

+(31 to 50) to Maximum Damage

(3 to 5)% Chance of Crushing Blow

+(21 to 25) to Strength

+(11 to 15) to Dexterity

Total Character Defense Plus (11 to 15)%

Socketed: 2



Dwaallicht

Throwing Spear (1)

Throw Damage: (22-28) to (83-114)
One-Hand Damage: (19-24) to (66-93)

Durability: 126

Required Dexterity: 83

Required Level: 10

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

+(41 to 75)% Enhanced damage

15% Increased Attack Speed

+(31 to 50) to Maximum Damage

(31 to 50)% Bonus to Attack Rating

Adds (31-35)-(36-75) magic damage

(3 to 6)% Mana stolen per Hit

Enhanced Weapon Damage +(41 to 50)%

Socketed: 2

Tier 1 Spears



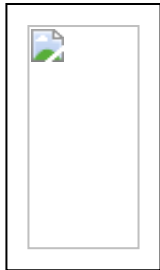
**Ravenbeak
Spear (1)**

Two-Hand Damage: (11-14) to (24-30)
Durability: 24
Required Level: 1
25% Chance to cast level 6 Flamefront on Attack
+(31 to 60)% Enhanced damage
(2 to 4)% Life stolen per Hit
+(31 to 40) to Strength
+(11 to 15) to Dexterity
(21 to 30)% Better Chance of Getting Magic Items
Socketed: 2



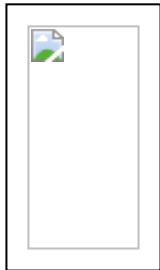
**Sea Summoner
Trident (1)**

Two-Hand Damage: (14-17) to (28-34)
Durability: 48
Required Strength: 18
Required Dexterity: 29
Required Level: 3
5% Chance to cast level 2 Glacial Nova on Attack
+(41 to 70)% Enhanced damage
Adds (21-35)-(36-50) cold damage
Slows Target by (3 to 5)%
+(16 to 25) to Dexterity
Replenish Life +(16 to 25)
Total Character Defense Plus (11 to 15)%
Socketed: 2



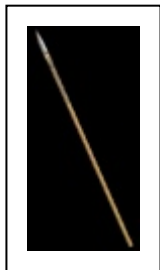
**Shieldcracker
Brandistock (1)**

Two-Hand Damage: (18-21) to (73-110)
Durability: 72
Required Strength: 30
Required Dexterity: 46
Required Level: 5
+(51 to 80)% Enhanced damage
+(31 to 60) to Maximum Damage
-(11 to 15)% Target Defense
(31 to 50)% Bonus to Attack Rating
(-101 to -150) to Monster Defense per Hit
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Dexterity
Socketed: 2



**Fangspear
Spetum (1)**

Two-Hand Damage: (52-65) to (103-138)
Durability: 96
Required Strength: 42
Required Dexterity: 63
Required Level: 7
15% Chance to cast level 1 Miasma on Attack
25% Chance to cast level 6 Venomous Spirit on Attack
+1 to Amazon Skill Levels
+(51 to 80)% Enhanced damage
Adds (31-40)-(51-75) damage
(61 to 100)% Bonus to Miasma Haunt Duration
+(11 to 15) Life after each Kill
Socketed: 2



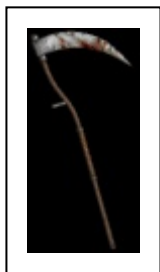
**Death Pit Stake
Pike (1)**

Two-Hand Damage: (24-30) to (67-84)
Durability: 120
Required Strength: (48-45)
Required Dexterity: (71-68)
Required Level: 10
15% Chance to cast level 4 Carpet of Spiders on Attack
+1 to Paladin Skill Levels
+(61 to 100)% Enhanced damage
15% Increased Attack Speed
Adds (9-19)-(19-38) poison damage over 3 seconds
+(21 to 25)% to Poison Spell Damage
Poison Length Reduced by (21 to 25)%
Socketed: 2
Requirements (-11 to -15)%

Tier 1 Scythes

**Bonefiend
Scythe (1)**

Two-Hand Damage: (11-13) to (81-111)
Durability: 74
Required Strength: 49
Required Dexterity: 49



Required Level: 6
 +(41 to 70)% Enhanced damage
 +(31 to 50) to Maximum Damage
 +(101 to 150)% Damage to Undead
 +(2 to 4) to Razor Spines
 (7 to 10)% Bonus to Strength
 (3 to 5)% Reanimate as: Returned Archer
 (31 to 50)% Extra Gold from Monsters
 Socketed: 2

Tier 1 Daggers



The Shanker
Dagger (1)
 One-Hand Damage: (9-12) to (12-15)
 Durability: 8

Required Level: 1
 +(21 to 60)% Enhanced damage
 5% Increased Attack Speed
 (21 to 25)% Chance of Open Wounds
 +(3 to 4) to Hamstring
 Slows Target by (3 to 5)%
 Socketed: 1



Quov Tsin's Fall
Dirk (1)

One-Hand Damage: 10 to 11
 Durability: 14

Required Dexterity: 25
 Required Level: 4
 +1 to Necromancer Skill Levels
 15% Faster Cast Rate
 Fire Resist +(21 to 25)%
 Poison Resist +(21 to 25)%
 (7 to 10)% Reanimate as: Dark Magistrate
 (7 to 10)% Reanimate as: Succubus
 Socketed: 1



Acidburn
Kriss (1)

One-Hand Damage: (15-18) to (16-20)
 Durability: 20

Required Dexterity: 43
 Required Level: 6
 +1 to Druid Skill Levels
 +(41 to 70)% Enhanced damage
 15% Faster Hit Recovery
 Adds (3-6)-(6-13) poison damage over 1 seconds
 -(16 to 20)% to Enemy Poison Resistance
 Poison Resist +(21 to 25)%
 Socketed: 1



Clawscratch
Blade (1)

One-Hand Damage: (16-21) to (60-105)
 Durability: 26

Required Dexterity: 61
 Required Level: 10
 +1 to Druid Skill Levels
 +(41 to 80)% Enhanced damage
 +(11 to 15)% Bonus Damage to Mark of the Wild
 15% Increased Attack Speed
 15% Faster Hit Recovery
 +(41 to 80) to Maximum Damage
 (11 to 25)% Duration Bonus to Mark of the Wild
 +(7 to 10) to Vitality
 Socketed: 1

Tier 1 Throwing Knives



Death Touch
Throwing Knife (1)

Throw Damage: 4 to 13

One-Hand Damage: 8 to 12

Durability: 8

Required Dexterity: 15

Required Level: 1

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

+1 to Assassin Skill Levels

5% Faster Run/Walk

(21 to 50)% Bonus to Attack Rating

Adds 5-7 poison damage over 5 seconds

-(11 to 15)% to Enemy Fire Resistance

-(11 to 15)% to Enemy Poison Resistance
Socketed: 1



Icebird
Flying Knife (1)
Throw Damage: (15-20) to (18-23)
One-Hand Damage: (15-20) to (17-22)
Durability: 12
Required Dexterity: 53
Required Level: 4
1% Chance to cast level 2 Shackles of Ice on Striking
+(31 to 70)% Enhanced damage
Adds (21-25)-(36-65) cold damage
-(3 to 5)% to Enemy Cold Resistance
Cold Absorb (4 to 5)%
15% Better Chance of Getting Magic Items
Socketed: 1



Ironsleet
Balanced Knife (1)
Throw Damage: (28-36) to (64-108)
One-Hand Damage: (22-28) to (56-97)
Durability: 16
Required Dexterity: 91
Required Level: 7
5% Chance to cast level 3 Knife Throw on Striking
100% Chance to cast level 7 Cold Fear when you Level-Up
+(41 to 80)% Enhanced damage
+(31 to 65) to Maximum Damage
-(7 to 10)% Target Defense
(4 to 7)% Stamina stolen per Hit
Cold Resist +(21 to 25)%
Socketed: 1

Tier 1 Throwing Axes

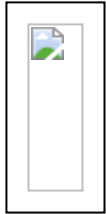


Sterrenvogel
Throwing Axe (1)
Throw Damage: 4 to 12
One-Hand Damage: 9 to 12
Durability: 12
Required Strength: 15
Required Level: 1
+1 to Barbarian Skill Levels
5% Increased Attack Speed
Adds (6-10)-(11-20) fire damage
Adds (6-10)-(11-20) lightning damage
Adds (6-10)-(11-20) cold damage
-(11 to 15)% to Enemy Fire Resistance
-(11 to 15)% to Enemy Lightning Resistance
-(11 to 15)% to Enemy Cold Resistance
-(11 to 15)% to Enemy Poison Resistance
Socketed: 1



Rockshatter
Balanced Axe (1)
Throw Damage: (10-13) to (79-112)
One-Hand Damage: (13-17) to (62-90)
Durability: 20
Required Strength: 77
Required Level: 6
2% Chance to cast level 7 Blast Wave when you Kill an Enemy
+(31 to 70)% Enhanced damage
+(31 to 50) to Maximum Damage
(7 to 10)% Chance of Crushing Blow
Enhanced Weapon Damage +(31 to 50)%
(16 to 25) to Strength
+(11 to 15) Life after each Kill
Socketed: 2

Tier 1 Staves



**Demoncall
Short Staff (1)**

Two-Hand Damage: 8 to 16
Durability: 22
Required Level: 1
+(31 to 50) Energy Factor to Spell Damage
+1 to All Skills
5% Faster Cast Rate
+(2 to 5) to Rune of Fire
Fire Resist +(11 to 15)%
Poison Resist +(11 to 15)%
Socketed: 1



**The Magister
Long Staff (1)**

Two-Hand Damage: 12 to 15
Durability: 46
Required Dexterity: 8
Required Level: 3
+1 to All Skills
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
+(1 to 4) to Flash
+(1 to 4) to Apocalypse
Fire Resist +(16 to 25)%
Lightning Resist +(16 to 25)%
Total Character Defense Plus (11 to 15)%
Socketed: 2



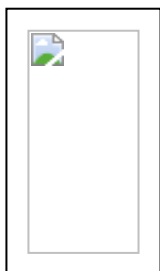
**Dubhdroiacht
Gnarled Staff (1)**

Two-Hand Damage: 16 to 20
Durability: 70
Required Dexterity: 17
Required Level: 4
+(36 to 60) Energy Factor to Spell Damage
+1 to All Skills
+(21 to 50)% Bonus to Poison Skill Duration
-(11 to 15)% to Enemy Poison Resistance
+(1 to 5) to Pyroclastic Flow
+(11 to 15)% Bonus to Summoned Minion Life
Increase Maximum Life (3 to 5)%
Total Character Defense Plus (11 to 15)%
Poison Length Reduced by (21 to 25)%
Socketed: 2



**The Covenant
Battle Staff (1)**

Two-Hand Damage: 18 to 26
Durability: 94
Required Dexterity: 25
Required Level: 6
+(21 to 50) Crafting Points
5% Chance to cast level 3 Doom when you Take Damage
+1 to Paladin Skill Levels
15% Faster Run/Walk
15% Faster Cast Rate
+(21 to 30)% to Fire Spell Damage
+(21 to 30)% to Physical/Magic Spell Damage
Replenish Life +(21 to 50)
+(3 to 5)% Increased Healing Rate from Apples
Socketed: 2



**Staff of Roses
War Staff (1)**

Two-Hand Damage: 22 to 30
Durability: 118
Required Dexterity: 34
Required Level: 10
+1 to All Skills
+(21 to 25)% Bonus to Energy Factor
10% Faster Cast Rate
+(1 to 2) to Blood Flash
Regenerate Mana +(16 to 25)%
Fire Resist +(21 to 25)%
Lightning Resist +(21 to 25)%
(8 to 10)% Reanimate as: Knight of Death
+(16 to 25) Life after each Kill
Socketed: 2

Tier 1 Bows

**The Rift Bow
Short Bow (1)**

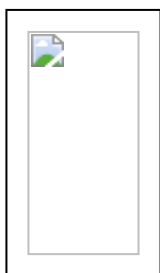
Two-Hand Damage: 4 to 8
Required Dexterity: 15



Required Level: 1
5% Chance to cast level 1 Teleport on Striking
15% Increased Attack Speed
(51 to 75)% Bonus to Attack Rating
Adds (11-15)-(16-30) magic damage
(3 to 5)% Bonus to Dexterity
Socketed: 2



Deadly Hunter
Hunter's Bow (1)
Two-Hand Damage: (18-24) to (26-33)
Required Dexterity: 27
Required Level: 1
5% Chance to cast level 7 Pain Spirit when you Kill an Enemy
+(21 to 50)% Enhanced damage
10% Faster Run/Walk
Adds (11-15)-(16-20) damage
+(101 to 150)% Damage to Undead
+(11 to 15) to Dexterity
Socketed: 2



Magebane
Long Bow (1)
Two-Hand Damage: (13-15) to (18-21)
Required Dexterity: 39
Required Level: 3
+1 to All Skills
+(31 to 50)% Enhanced damage
+10 fire damage
+10 lightning damage
+10 cold damage
-(2 to 5)% to Enemy Fire Resistance
-(2 to 5)% to Enemy Lightning Resistance
-(2 to 5)% to Enemy Cold Resistance
(-11 to -15) to Energy
Fire Resist +(11 to 15)%
Lightning Resist +(11 to 15)%
Cold Resist +(11 to 15)%
+(6 to 10) Mana on Striking
Socketed: 2



Soulraider
Composite Bow (1)
Two-Hand Damage: (17-20) to (37-56)
Required Dexterity: 51
Required Level: 4
+(31 to 60)% Enhanced damage
+(11 to 25) to Maximum Damage
-(2 to 5)% Target Defense
Slows Target by (3 to 5)%
Drains 2% Life per Second
+(1 to 2) Life on Striking
+(1 to 2) Mana on Striking
Socketed: 2



Buriza-Do Tsuru
Short Battle Bow (1)
Two-Hand Damage: (23-28) to (56-102)
Required Dexterity: 63
Required Level: 5
15% Chance to cast level 5 Countdown when you Kill an Enemy
+(41 to 70)% Enhanced damage
15% Increased Attack Speed
+(21 to 60) to Maximum Damage
Adds (16-25)-(26-35) cold damage
-(21 to 25)% to Enemy Cold Resistance
Socketed: 2



Darkplague
Long Battle Bow (1)
Two-Hand Damage: (30-36) to (45-54)
Required Dexterity: (70-67)
Required Level: 6
10% Chance to cast level 2 Time Strike on Striking
5% Chance to cast level 6 Death Star on Striking
+(51 to 80)% Enhanced damage
(3 to 6)% Stamina stolen per Hit
-(21 to 25)% to Enemy Poison Resistance
Enhanced Weapon Damage +(31 to 50)%
Poison Resist +(21 to 25)%
Socketed: 2
Requirements (-6 to -10)%

Webspinner
Short War Bow (1)



Two-Hand Damage: (31-38) to (78-107)
Required Dexterity: (77-73)
Required Level: 8
3% Chance to cast level 4 Miasma on Striking
5% Chance to cast level 3 Carpet of Spiders when you Kill an Enemy
+(31 to 60)% Enhanced damage
+(31 to 50) to Maximum Damage
+(3 to 5)% to Poison Spell Damage
Slows Ranged Attacker by (11 to 15)%
Increase Maximum Life (3 to 5)%
Miasma Effect Duration: +2 seconds
Requirements (-11 to -15)%
Socketed: 2

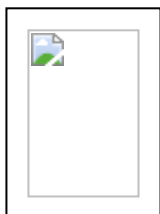


The Black Dame
Long War Bow (1)
Two-Hand Damage: (41-52) to (95-130)
Required Dexterity: 99
Required Level: 11
5% Chance to cast level 2 Hunting Banshee when you Kill an Enemy
+(61 to 100)% Enhanced damage
25% Increased Attack Speed
+(31 to 50) to Maximum Damage
(3 to 7)% Mana stolen per Hit
Slows Target by (3 to 5)%
Total Character Defense Plus (21 to 25)%
(4 to 5)% Reanimate as: Dark Huntress
+(3 to 5)% to Experience Gained
Socketed: 2

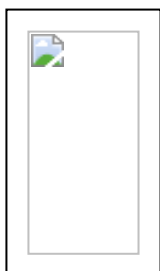
Tier 1 Crossbows



Runeshatter
Light Crossbow (1)
Two-Hand Damage: (14-16) to (20-23)
Required Strength: 14
Required Level: 3
2% Chance to cast level 6 Mana Sweep when you Kill an Enemy
+(21 to 40)% Enhanced damage
+(51 to 75)% Damage to Demons
+(11 to 15) to Strength
(21 to 25)% Curse Length Reduction
Socketed: 2



The Barracuda
Crossbow (1)
Two-Hand Damage: (23-28) to (51-68)
Required Strength: 66
Required Level: 5
4% Chance to cast level 3 Bloodlust when you Kill an Enemy
+(31 to 60)% Enhanced damage
+(16 to 25)% Bonus Damage to Bloodlust
5% Increased Attack Speed
+(16 to 25) to Maximum Damage
(3 to 5)% Chance of Crushing Blow
Socketed: 2



Fallentooth
Heavy Crossbow (1)
Two-Hand Damage: (42-52) to (93-127)
Required Strength: 91
Required Level: 8
+(41 to 75)% Enhanced damage
+(31 to 50) to Maximum Damage
(3 to 5)% Life stolen per Hit
(21 to 25)% Chance of Open Wounds
+(2 to 6) to Summon Fallen
(7 to 10)% Bonus to Strength
Fire Resist +(21 to 25)%
Lightning Resist +(21 to 25)%
Socketed: 2



Embershot
Repeating Crossbow (1)
Two-Hand Damage: (43-52) to (67-81)
Required Strength: 103
Required Level: 11
15% Chance to cast level 5 Flamefront when you Kill an Enemy
+(51 to 80)% Enhanced damage
Adds (21-35)-(41-75) fire damage
-(11 to 15)% to Enemy Fire Resistance
+(21 to 25) to Strength
+(21 to 25) to Vitality
Fire Absorb (3 to 5)%
Socketed: 2

Tier 1 Amazon Weapons



Flowerspring Stag Bow (1)

Two-Hand Damage: (53-67) to (85-101)
(Amazon Only)

Required Dexterity: 78

Required Level: 6

15% Chance to cast level 6 Death Blossom when you Kill an Enemy

2% Chance to cast level 6 Lifeblood when you Kill an Enemy

+(31 to 60)% Enhanced damage

Adds (31-40)-(51-60) damage

Adds 5-10 fire damage

(7 to 10)% Bonus to Dexterity

Replenish Life +(16 to 25)

+(11 to 25)% Damage when using a Healing Potion

All Resists +(11 to 15)%

Socketed: 2



Herald of Skartara Reflex Bow (1)

Two-Hand Damage: (66-94) to (115-158)
(Amazon Only)

Required Dexterity: 103

Required Level: 11

2% Chance to cast level 3 Phalanx when you Kill an Enemy

2% Chance to cast level 3 Celerity when you Kill an Enemy

+(61 to 100)% Enhanced damage

15% Increased Attack Speed

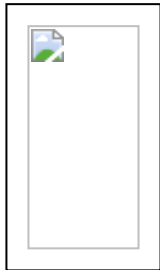
Adds (31-50)-(61-90) damage

+(1 to 2) to Elfin Arrows

(11 to 15)% Chance of Uninterruptable Attack

(31 to 50)% Extra Gold from Monsters

Socketed: 2



Sundial Spire Maiden Spear (1)

Two-Hand Damage: (15-19) to (40-49)

Durability: 64

(Amazon Only)

Required Strength: 33

Required Dexterity: 67

Required Level: 7

Mega Impact

+(21 to 30) Energy Factor to Spell Damage

100% Chance to cast level 6 Chronofield when you Level-Up

+(31 to 60)% Enhanced damage

10% Increased Attack Speed

-(11 to 15)% to Enemy Fire Resistance

+(1 to 2) to Sunburn

(11 to 15)% Bonus to Energy

Socketed: 2



Terra Indiges Maiden Pike (1)

Two-Hand Damage: (19-25) to (93-136)

Durability: 80

(Amazon Only)

Required Strength: 43

Required Dexterity: 87

Required Level: 10

Mega Impact

15% Chance to cast level 3 Elemental on Attack

3% Chance to cast level 3 Bloodlust on Attack

+(11 to 25)% Bonus Damage to Bloodlust

+(41 to 80)% Enhanced damage

10% Faster Hit Recovery

+(41 to 70) to Maximum Damage

All Resists +(21 to 30)%

Damage Reduced by (3 to 5)%

Total Character Defense Plus (11 to 15)%

Socketed: 2



Mooncurse Maiden Javelin (1)

Throw Damage: (18-22) to (82-111)

One-Hand Damage: (17-20) to (69-95)

Durability: 84

(Amazon Only)

Required Strength: 43

Required Dexterity: 87

Required Level: 10

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

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

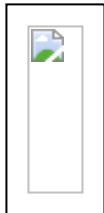
+(31 to 60)% Enhanced damage

+(41 to 60) to Maximum Damage

Adds (11-25)-(51-75) fire damage

Adds (11-25)-(51-75) cold damage
Cold Resist +(21 to 25)%
(21 to 30)% Better Chance of Getting Magic Items
Socketed: 1

Tier 1 Assassin Weapons



The Nutcracker

Katar (1)

One-Hand Damage: (9-12) to (13-16)

Durability: 10

(Assassin Only)

Required Level: 1

+(21 to 50)% Enhanced damage

(2 to 5)% Chance of Crushing Blow

(3 to 5) to Strength

(-21 to -50) to Monster Defense per Hit

(3 to 5)% Bonus to Dexterity

Socketed: 1

Spellgrip

Wrist Blade (1)

One-Hand Damage: 10 to 12

Durability: 20

(Assassin Only)

Required Dexterity: 20

Required Level: 2

15% Chance to cast level 3 Hunting Banshee on Attack

+1 to Assassin Skill Levels

5% Faster Cast Rate

-(3 to 5)% to Enemy Fire Resistance

-(3 to 5)% to Enemy Lightning Resistance

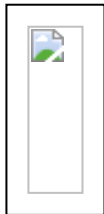
-(3 to 5)% to Enemy Cold Resistance

+(1 to 2) to Ice Whirl

+(11 to 15) to Energy

All Resists +(3 to 5)%

Socketed: 1



Sawfish

Hatchet Hands (1)

One-Hand Damage: (15-19) to (18-22)

Durability: 29

(Assassin Only)

Required Dexterity: 29

Required Level: 4

3% Chance to cast level 2 Bloodlust on Attack

+(31 to 60)% Enhanced damage

15% Increased Attack Speed

(31 to 50)% Bonus to Attack Rating

Stun Attack

+(1 to 2) to Blade Barrier

(7 to 10)% Bonus to Dexterity

Socketed: 1

Hellfeast

Cestus (1)

One-Hand Damage: (40-48) to (48-67)

Durability: 38

(Assassin Only)

Required Dexterity: 39

Required Level: 5

15% Chance to cast level 3 Flamefront on Attack

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

+(41 to 70)% Enhanced damage

Adds (21-25)-(26-40) damage

-(11 to 15)% to Enemy Fire Resistance

(3 to 6)% Life stolen per Hit

(11 to 15)% Chance of Uninterruptable Attack

Socketed: 1



Gold Digger

Claws (1)

One-Hand Damage: (20-25) to (24-30)

Durability: 48

(Assassin Only)

Required Dexterity: 48

Required Level: 6

+(31 to 60)% Enhanced damage

Stun Attack

(3 to 5)% Chance of Crushing Blow

(101 to 150)% Extra Gold from Monsters

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

+1 to Light Radius

Socketed: 1



Arihan's End

Blade Talons (1)

One-Hand Damage: (29-35) to (57-94)

Durability: 65

(Assassin Only)

Required Dexterity: 84

Required Level: 11

15% Chance to cast level 4 Fire Splash on Attack

+(41 to 70)% Enhanced damage



5% Increased Attack Speed
 +(21 to 50) to Maximum Damage
 +(101 to 150)% Damage to Demons
 +(21 to 50) to Life
 Fire Resist +(21 to 25)%
 Socketed: 1

Circuit Breaker

Scissors Katar (1)

One-Hand Damage: (28-36) to (33-43)

Durability: 66

(Assassin Only)

Required Dexterity: 68

Required Level: 12

15% Chance to cast level 4 Flash on Attack

+(41 to 80)% Enhanced damage

15% Increased Attack Speed

5% Faster Hit Recovery

Adds 1-(21-50) lightning damage

+(1 to 2) to Shock Flower

Lightning Resist +(21 to 30)%

50% Enhanced Damage vs. Necrobots

Socketed: 1



Na-Krul's Spine

Naginata (1)

Two-Hand Damage: (80-102) to (105-148)

Durability: 88

(Assassin Only)

Required Dexterity: 58

Required Level: 6

5% Chance to cast level 2 Bloodlust on Attack

20% Chance to cast level 4 Flamefront on Attack

+(41 to 50)% Bonus Damage to Bloodlust

+(61 to 100)% Enhanced damage

15% Increased Attack Speed

Adds (31-40)-(51-80) damage

All Resists +(21 to 25)%

Damage Reduced by (3 to 5)%

Socketed: 2

Tier 1 Barbarian Weapons



Warmonger

Spatha (1)

One-Hand Damage: (15-19) to (19-24)

Durability: 66

(Barbarian Only)

Required Strength: 41

Required Level: 5

+(21 to 50)% Enhanced damage

(11 to 25)% Bonus to Attack Rating

+(41 to 80)% Damage to Undead

(3 to 5)% Chance of Crushing Blow

+(6 to 10) to Strength

+(6 to 10) to Dexterity

(3 to 5)% Reanimate as: Defiler

Socketed: 1



Wolfpack

Backsword (1)

One-Hand Damage: (19-24) to (65-100)

Durability: 87

(Barbarian Only)

Required Strength: 55

Required Level: 6

+(21 to 50)% Enhanced damage

5% Increased Attack Speed

+(41 to 70) to Maximum Damage

(3 to 5)% Life stolen per Hit

(3 to 5)% Chance of Crushing Blow

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

+(11 to 15) to Strength

+(11 to 15) to Vitality

(11 to 15)% Reanimate as: Ghost Wolf

Socketed: 1



Icehunter's Fang

Ida (1)

One-Hand Damage: (26-31) to (31-38)

Durability: 108

(Barbarian Only)

Required Strength: 68

Required Level: 7

5% Chance to cast level 3 Winter Avatar on Attack

3% Chance to cast level 2 Rune of Ice on Attack



10% Chance to cast level 4 Ice Lance on Attack
 +(31 to 60)% Enhanced damage
 Adds (11-25)-(26-45) cold damage
 +(11 to 25) to Dexterity
 Cold Resist +(21 to 30)%
 Socketed: 2

Uldyssian's Legion

Bronze Sword (1)

One-Hand Damage: (29-35) to (36-44)

Durability: 122

(Barbarian Only)

Required Strength: 82

Required Level: 9

+(41 to 70)% Enhanced damage

15% Increased Attack Speed

15% Faster Cast Rate

+1 to Barbarian Skill Levels

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

+(3 to 5)% Bonus to Summoned Minion Life

Increase Maximum Mana (21 to 25)%

All Resists +(7 to 10)%

Socketed: 2



Bul Kathos' Teaching

Kriegsmesser (1)

One-Hand Damage: (33-40) to (62-259)

Durability: 126

(Barbarian Only)

Required Strength: 96

Required Level: 13

5% Chance to cast level 4 Spike Nova on Attack

+1 to Barbarian Skill Levels

+(41 to 70)% Enhanced damage

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

+(41 to 80)% Damage to Demons

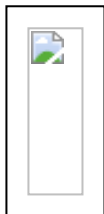
+(1 to 2) to Inner Fire

+(101 to 150) to Life

+(6 to 10) Life on Striking in Melee

Total Character Defense Plus (3 to 5)%

Socketed: 2



King of the Dreadlands

Mammen Axe (1)

One-Hand Damage: (11-13) to (18-21)

Durability: 24

(Barbarian Only)

Required Level: 1

+(5 to 6) Enhanced Stance Radius

3% Chance to cast level 4 Crater when you Kill an Enemy

+(31 to 50)% Enhanced damage

25% Increased Attack Speed

+(31 to 50)% Damage to Undead

+(3 to 5)% to Experience Gained

Socketed: 1



Gift of the Spiritbeast

Hammerhead Axe (1)

One-Hand Damage: (31-38) to (60-97)

Durability: 85

(Barbarian Only)

Required Strength: 93

Required Level: 12

2% Chance to cast level 6 Mark of the Wild on Attack

+(31 to 60)% Enhanced damage

10% Increased Attack Speed

+(21 to 50) to Maximum Damage

Adds (21-40)-(41-60) fire damage

Adds (21-40)-(41-60) lightning damage

Increase Maximum Mana (11 to 15)%

Socketed: 2



Oni no Ona

Ono (1)

Two-Hand Damage: (18-22) to (24-30)

Durability: 30

(Barbarian Only)

Required Strength: 21

Required Level: 1

Thunderfury

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

15% Chance to cast level 1 Frozen Crown on Attack

+(21 to 50)% Enhanced damage

Adds (11-15)-(21-30) cold damage

+(11 to 15)% to Cold Spell Damage

Cold Resist +(11 to 15)%

+ (11 to 15) Mana on Striking in Melee
Socketed: 2



**Bergkaiser
Valaska (1)**

Two-Hand Damage: (45-57) to (121-177)
Durability: 91
(Barbarian Only)
Required Strength: 89
Required Level: 7

Thunderfury

15% Chance to cast level 4 Shadowstorm on Attack
+ (41 to 80)% Enhanced damage
+ (61 to 100) to Maximum Damage
(51 to 75)% Bonus to Attack Rating
Stun Attack
+ (1 to 3) to Balance
+ (16 to 25) to all Attributes
All Resists + (11 to 15)%
Socketed: 2

**Wrathchild
Labrys (1)**

Two-Hand Damage: (56-72) to (125-202)
Durability: 101
(Barbarian Only)
Required Strength: 127
Required Level: 12

Thunderfury

+1 to Barbarian Skill Levels
+ (41 to 80)% Enhanced damage
-5% Decreased Attack Speed
+ (61 to 120) to Maximum Damage
(3 to 5)% Chance of Crushing Blow
Enhanced Weapon Damage + (21 to 25)%
Slows Target by (3 to 5)%
(31 to 50)% Extra Gold from Monsters
Socketed: 2



Tier 1 Druid Weapons

Sagespirit

Compound Bow (1)

Two-Hand Damage: (18-22) to (48-83)
(Druid Only)
Required Strength: 57
Required Level: 5

5% Chance to cast level 1 Arcane Fury when you Kill an Enemy
+1 to Druid Skill Levels
+ (31 to 60)% Enhanced damage
+ (16 to 25)% Bonus Elemental Damage to Mark of the Wild
15% Increased Attack Speed
+ (21 to 50) to Maximum Damage
(31 to 50)% Duration Bonus to Mark of the Wild
(31 to 50)% Bonus to Attack Rating
+ (16 to 25) to Strength
Socketed: 2



Vipercast

Serpent Bow (1)

Two-Hand Damage: (24-30) to (55-91)
(Druid Only)
Required Strength: 71
Required Level: 6

25% Chance to cast level 10 Venomous Spirit when you Kill an Enemy
+ (31 to 60)% Enhanced damage
+ (21 to 50) to Maximum Damage
(3 to 6)% Life stolen per Hit
+ (21 to 25)% to Poison Spell Damage
Slows Target by (3 to 5)%
(6 to 10)% Bonus to Strength
(7 to 10)% Chance of Uninterruptable Attack
Socketed: 2



Wasp Sting

Maple Bow (1)

Two-Hand Damage: (28-35) to (41-51)
(Druid Only)
Required Strength: 84
Required Level: 7

10% Chance to cast level 1 Arrow on Striking
+ (31 to 60)% Enhanced damage
15% Increased Attack Speed
Adds (3-6)-(9-13) poison damage over 1 seconds
(6 to 10)% Chance of Open Wounds



Poison Length Reduced by (7 to 10)%
Socketed: 2



Salamander's Breath

Viper Bow (1)

Two-Hand Damage: (62-81) to (89-118)
(Druid Only)

Required Strength: 98

Required Level: 9

100% Chance to cast level 6 Fire Splash when you Kill an Enemy

5% Chance to cast level 5 Rune of Fire on Striking

+(41 to 80)% Enhanced damage

25% Faster Hit Recovery

Adds (26-35)-(36-50) damage

(7 to 10)% Chance of Crushing Blow

Fire Resist +(31 to 40)%

Socketed: 2

Thorn Branch

Recurve Bow (1)

Two-Hand Damage: (39-50) to (59-75)
(Druid Only)

Required Strength: 111

Required Level: 12

5% Chance to cast level 1 Barrage when you Kill an Enemy

+1 to Druid Skill Levels

+(41 to 80)% Enhanced damage

(21 to 25)% Chance of Open Wounds

Attacker Flees after Striking (4 to 5)%

Regenerate Mana +(21 to 25)%

Total Character Defense Plus (11 to 15)%

Slows Attacker by (8 to 10)%

Socketed: 2



Naiad King

Flamen Staff (1)

Two-Hand Damage: 13 to 15

Durability: 77

(Druid Only)

Required Strength: 18

Required Level: 4

+1 to Druid Skill Levels

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

(21 to 30)% Duration Bonus to Mark of the Wild

+(1 to 4) to Charm

-(11 to 15)% to Enemy Fire Resistance

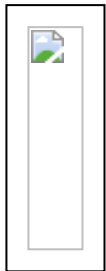
-(11 to 15)% to Enemy Cold Resistance

Fire Resist +(11 to 20)%

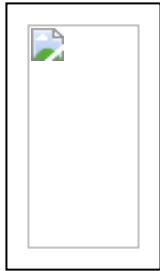
Lightning Resist +(11 to 20)%

Poison Resist +(11 to 20)%

Socketed: 2



Tier 1 Necromancer Weapons



Cane of Juris Khan

Raptor Scythe (1)

Two-Hand Damage: (9-13) to (22-30)

Durability: 26

(Necromancer Only)

Required Level: 1

Mega Impact

5% Chance to cast level 4 Venomous Spirit on Striking

+(11 to 50)% Enhanced damage

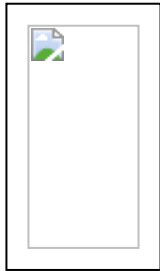
+(11 to 15)% to Poison Spell Damage

(21 to 25)% Chance of Open Wounds

(3 to 5)% Bonus to Strength

Total Character Defense Plus (11 to 15)%

Socketed: 2



Talon's Reach

Bonesplitter (1)

Two-Hand Damage: (10-13) to (73-118)

Durability: 96

(Necromancer Only)

Required Strength: 53

Required Level: 6

Mega Impact

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

+(31 to 70)% Enhanced damage

+(21 to 50) to Maximum Damage

-(21 to 25)% to Enemy Cold Resistance

(2 to 5)% Chance of Crushing Blow

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

(3 to 5)% Chance to Avoid Damage

Socketed: 2



Lord of Thorns

Marrow Staff (1)

Two-Hand Damage: 17 to 23

Durability: 106

(Necromancer Only)

Required Strength: 37

Required Level: 11

2% Chance to cast level 5 Spike Nova when Struck by a Missile

+1 to Necromancer Skill Levels

30% Faster Cast Rate

Hit Causes Monster to Flee +3%

+(21 to 25)% Bonus to Summoned Minion Damage

+(21 to 25)% Bonus to Summoned Minion Life

+(16 to 25) to Energy

All Resists +(11 to 15)%

Socketed: 2



Mendeln's Companion

Hexblade (1)

One-Hand Damage: (9-12) to (13-16)

Durability: 15

(Necromancer Only)

Required Dexterity: 27

Required Level: 4

+(21 to 50)% Enhanced damage

5% Increased Attack Speed

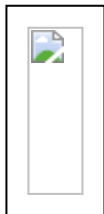
5% Faster Cast Rate

Stun Attack

(3 to 5) to Strength

+(21 to 50) to Life

Socketed: 1



Compass of Souls

Spirit Edge (1)

One-Hand Damage: (14-17) to (25-30)

Durability: 28

(Necromancer Only)

Required Dexterity: 67

Required Level: 11

+(41 to 70)% Enhanced damage

Adds (11-25)-(31-50) fire damage

Adds (11-25)-(31-50) cold damage

+(1 to 3) to Whirlpool

(4 to 7)% Mana stolen per Hit

Regenerate Mana +(21 to 25)%

(3 to 5)% Chance of Uninterruptable Attack

Socketed: 1

Deathwind

Needle Crossbow (1)

Two-Hand Damage: (14-18) to (19-24)

(Necromancer Only)

Required Strength: 28

Required Level: 4

3% Chance to cast level 2 Time Strike on Striking



3% Chance to cast level 6 Lorenado on Striking
+(21 to 50)% Enhanced damage
+(101 to 150)% Damage to Undead
Adds 8-16 poison damage over 3 seconds
+(7 to 10) to Strength
Socketed: 2



The Khalim Organ

Dart Thrower (1)

Two-Hand Damage: 20 to 26
(Necromancer Only)
Required Strength: 46
Required Level: 6
15% Increased Attack Speed
Adds (21-35)-(41-80) fire damage
Adds (21-35)-(41-80) lightning damage
-(3 to 5)% to Enemy Fire Resistance
-(3 to 5)% to Enemy Lightning Resistance
Fire Resist +(11 to 15)%
Lightning Resist +(11 to 15)%
Socketed: 2



Starkiller

Stinger Crossbow (1)

Two-Hand Damage: (57-77) to (81-125)
(Necromancer Only)
Required Strength: 63
Required Level: 9
5% Chance to cast level 8 Abyss when you Kill an Enemy
+1 to Necromancer Skill Levels
+(41 to 75)% Enhanced damage
5% Increased Attack Speed
Adds (11-20)-(21-50) damage
Increase Maximum Mana (11 to 15)%
All Resists +(11 to 15)%
Socketed: 2



Corpsefling

Trebuchet (1)

Two-Hand Damage: (51-64) to (121-163)
(Necromancer Only)
Required Strength: 72
Required Level: 12
5% Chance to cast level 3 Plague Avatar when you Kill an Enemy
+(61 to 100)% Enhanced damage
-5% Decreased Attack Speed
+(51 to 75) to Maximum Damage
(3 to 6)% Life stolen per Hit
-(6 to 10)% to Enemy Poison Resistance
(8 to 10)% Chance of Crushing Blow
+(101 to 150) to Life
Socketed: 2



The Square Peg

Wand (1)

One-Hand Damage: 1 to 9
Durability: 12
(Necromancer Only)
Required Level: 1
+(2 to 5) to Strength
+(2 to 5) to Dexterity
+(2 to 5) to Vitality
Damage Reduced by (1 to 2)
Total Character Defense Plus (3 to 5)%
(16 to 25)% Better Chance of Getting Magic Items
Socketed: 1



Drake Cigar

Yew Wand (1)

One-Hand Damage: 9 to 12
Durability: 36
(Necromancer Only)
Required Dexterity: 6
Required Level: 3
1% Chance to cast level 4 Flamefront when you Take Damage
+1 to Necromancer Skill Levels
+(3 to 5)% to Fire Spell Damage
+(3 to 5)% to Cold Spell Damage
Regenerate Mana +(11 to 15)%
Fire Absorb (3 to 5)%
Socketed: 1

Fateweaver

Bone Wand (1)



One-Hand Damage: 10 to 14
 Durability: 60
 (Necromancer Only)
 Required Dexterity: 9
 Required Level: 5
 100% Chance to cast level 7 Hunting Banshee when you Die
 15% Chance to cast level 6 Frozen Soul when Struck
 10% Faster Cast Rate
 +1 to Maximum Necromancer Minions
 Increase Maximum Mana (3 to 5)%
 Slows Attacker by (3 to 5)%
 Socketed: 1



Blackheart
Grim Wand (1)
 One-Hand Damage: 13 to 20
 Durability: 108
 (Necromancer Only)
 Required Dexterity: 15
 Required Level: 11
 1% Chance to cast level 3 Gift of Inner Fire when Attacked
 +1 to Necromancer Skill Levels
 15% Faster Cast Rate
 15% Faster Hit Recovery
 +(1 to 2) to Dark Power
 +(2 to 5) to Summon Darklings
 +(16 to 20)% Bonus to Summoned Minion Damage
 Replenish Life +(0.875 per level) (Based on Character Level)
 Socketed: 1

Tier 1 Paladin Weapons



Auto Da Fe
Bonebreaker (1)
 One-Hand Damage: (13-15) to (19-22)
 Durability: 37
 (Paladin Only)
 Required Strength: 31
 Required Level: 4
 +(11 to 25) Energy Factor to Spell Damage
 2% Chance to cast level 4 Cataclysm on Attack
 +(31 to 50)% Enhanced damage
 5% Increased Attack Speed
 5% Faster Cast Rate
 -(3 to 5)% to Enemy Fire Resistance
 +(2 to 4) to Apocalypse
 Socketed: 1



Dies Metus
Goedendag (1)
 One-Hand Damage: (18-23) to (37-59)
 Durability: 53
 (Paladin Only)
 Required Strength: 46
 Required Level: 6
 5% Chance to cast level 1 Cold Fear on Attack
 +(31 to 70)% Enhanced damage
 5% Increased Attack Speed
 +(11 to 25) to Maximum Damage
 Stun Attack
 (3 to 5)% Chance of Crushing Blow
 Slows Target by (3 to 5)%
 Socketed: 1



Vindicatress
Angel Star (1)
 One-Hand Damage: 16 to 25
 Durability: 69
 (Paladin Only)
 Required Strength: (58-55)
 Required Level: 8
 1% Chance to cast level 2 Celerity when Struck
 +1 to Paladin Skill Levels
 10% Faster Cast Rate
 +(11 to 15)% to Fire Spell Damage
 +(11 to 15)% to Physical/Magic Spell Damage
 +(21 to 30) to Energy
 Magic Resist +(3 to 5)%
 Fire Resist +(21 to 30)%
 (11 to 15)% Reanimate as: Broken Soul
 Requirements (-6 to -10)%
 Socketed: 1

Faithshaker
Hand of God (1)
 Two-Hand Damage: (45-57) to (75-120)



Durability: 151
(Paladin Only)
Required Strength: 152
Required Level: 12

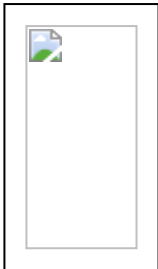
Amazing Grace

3% Chance to cast level 4 Thunder Slam on Attack
+(41 to 80)% Enhanced damage
+(21 to 50) to Maximum Damage
+(51 to 100)% Damage to Demons
Stun Attack
+(16 to 25) to Strength
Fire Resist +(16 to 25)%
Cold Resist +(16 to 25)%
Socketed: 2



The Crucifier Holy Lance (1)

Two-Hand Damage: (13-15) to (52-88)
Durability: 52
(Paladin Only)
Required Strength: 34
Required Level: 3
5% Chance to cast level 1 Arrow on Striking
+1 to Paladin Skill Levels
+(31 to 60)% Enhanced damage
-5% Decreased Attack Speed
+(21 to 50) to Maximum Damage
(11 to 15)% Chance of Crushing Blow
(11 to 15)% Bonus to Strength
Socketed: 2



The Angiris Pike Tepoztopilli (1)

Two-Hand Damage: (22-25) to (49-57)
Durability: 96
(Paladin Only)
Required Strength: 112
Required Level: 11
+(21 to 50) Energy Factor to Spell Damage
+1 to Paladin Skill Levels
+(31 to 50)% Enhanced damage
+(16 to 25)% to Fire Spell Damage
+(16 to 25)% to Cold Spell Damage
Slows Target by (3 to 5)%
Damage Reduced by (3 to 5)%
(3 to 5)% Reanimate as: Daystar
Socketed: 2

Tier 1 Sorceress Weapons



The Watcher Eagle Orb (1)

One-Hand Damage: 8 to 10
Durability: 14
(Sorceress Only)
Required Level: 1
+1 to All Skills
5% Faster Run/Walk
5% Faster Cast Rate
(41 to 70)% Extra Gold from Monsters
+1 to Light Radius
Socketed: 1



Lunarsong Sacred Globe (1)

One-Hand Damage: 10 to 11
Durability: 30
(Sorceress Only)
Required Dexterity: 8
Required Level: 3
+(11 to 25) Energy Factor to Spell Damage
+1 to Sorceress Skill Levels
-(3 to 5)% to Enemy Cold Resistance
Regenerate Mana +(11 to 15)%
Lightning Resist +(11 to 15)%
Cold Resist +(11 to 15)%
+1 to Light Radius
Socketed: 1



Narlant Dream Smoked Sphere (1)

One-Hand Damage: 10 to 13
Durability: 46
(Sorceress Only)
Required Dexterity: 15
Required Level: 4



1% Chance to cast level 3 Charm when Struck
+1 to Sorceress Skill Levels
10% Faster Cast Rate
+(21 to 50) Defense vs. Melee
Increase Maximum Mana (3 to 5)%
Slows Attacker by (3 to 5)%
Socketed: 1

**Thunderball
Clasped Orb (1)**

One-Hand Damage: 12 to 16
Durability: 62
(Sorceress Only)
Required Dexterity: 9
Required Level: 6

3% Chance to cast level 2 Flash when Attacked
+(3 to 5)% Bonus to Energy Factor
+1 to Sorceress Skill Levels
Nova Charge Scatter Increased by (21 to 50)%
+(11 to 15)% to Lightning Spell Damage
+(11 to 15) to Energy
Lightning Resist +(21 to 25)%
Socketed: 1

**Dragonstone
Jared's Stone (1)**

One-Hand Damage: 14 to 18
Durability: 78
(Sorceress Only)
Required Dexterity: 25
Required Level: 10

+(21 to 30) Energy Factor to Spell Damage
1% Chance to cast level 2 Blast Wave when Attacked
+1 to Sorceress Skill Levels
15% Faster Cast Rate
(0.1875 per level)% to Fire Spell Damage (Based on Character Level)
Fire Absorb (4 to 5)%
+(6 to 15) Life after each Kill
(21 to 25)% Better Chance of Getting Magic Items
Socketed: 1

**The Warped Blade
Warp Blade (1)**

One-Hand Damage: (25-32) to (90-150)
Durability: 44
(Sorceress Only)
Required Dexterity: (41-39)
Required Level: 12

15% Chance to cast level 4 Energy Beam on Attack
+(41 to 80)% Enhanced damage
15% Increased Attack Speed
+(51 to 100) to Maximum Damage
+(16 to 25) to Dexterity
(11 to 15)% Reanimate as: Soul Flayer
Requirements (-11 to -15)%
Socketed: 2



Tier 1 Body Armour



**The War Cloak
Quilted Armor (1)**

Defense: (22-54)
Durability: 27
Required Strength: 10
Required Level: 1

(2 to 3)% Life stolen per Hit
(21 to 25)% Chance of Open Wounds
Enhanced Weapon Damage +(16 to 25)%
+(31 to 50)% Enhanced Defense
+(3 to 5)% Increased Healing Rate from Apples
Socketed: 2



**Acidblood
Leather Armor (1)**

Defense: (33-84)
Durability: 33
Required Strength: 19
Required Level: 2

Attacker Flees after Striking (4 to 5)%
(-11 to -25) to Monster Defense per Hit
+(21 to 50)% Enhanced Defense
+(11 to 25)% Damage when using a Healing Potion
Fire Resist +(11 to 15)%
Poison Resist +(11 to 15)%

Attacker Takes Fire Damage of (16 to 25)
Socketed: 2



Leather of Aut
Hard Leather Armor (1)

Defense: (52-127)
Durability: 39
Required Strength: 25
Required Level: 2
5% Chance to cast level 1 Arrow when you Take Damage
+(31 to 60)% Enhanced Defense
(3 to 5)% Bonus to Dexterity
(3 to 5)% Bonus to Vitality
Damage Reduced by (3 to 5)
(11 to 15)% Chance of Uninterruptable Attack
Socketed: 2



Carmen Arvale
Studded Leather (1)

Defense: (65-164)
Durability: 45
Required Strength: 31
Required Level: 3
5% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
(3 to 5)% Bonus to Buff/Debuff/Cold Skill Duration
+(31 to 60)% Enhanced Defense
Lightning Resist +(11 to 15)%
Cold Resist +(11 to 15)%
Poison Resist +(11 to 15)%
(101 to 150)% Extra Gold from Monsters
Socketed: 2



Sharkbaiter
Ring Mail (1)

Defense: (86-210)
Durability: 51
Required Strength: 37
Required Level: 4
1% Chance to cast level 6 Bloodlust when you Take Damage
+(11 to 25)% Bonus Damage to Bloodlust
5% Increased Attack Speed
(4 to 5)% Chance of Crushing Blow
+(41 to 70)% Enhanced Defense
+(11 to 15) to Strength
+(3 to 5) Life on Striking in Melee
Socketed: 2



Robe of Leaves
Scale Mail (1)

Defense: (104-257)
Durability: 57
Required Strength: 43
Required Level: 4
+(16 to 25)% Bonus Elemental Damage to Mark of the Wild
-(3 to 5)% to Enemy Fire Resistance
-(3 to 5)% to Enemy Cold Resistance
-(3 to 5)% to Enemy Poison Resistance
+(41 to 75)% Enhanced Defense
Increase Maximum Life (3 to 5)%
Fire Resist (-3 to -5)%
Poison Resist +(21 to 25)%
Socketed: 2



Albrecht's Revenge
Chain Mail (1)

Defense: (110-255)
Durability: 63
Required Strength: (43-41)
Required Level: 4
5% Chance to cast level 1 Arrow on Striking
Adds (11-25)-(41-50) cold damage
+(31 to 50)% Enhanced Defense
Cold Resist +(21 to 25)%
(8 to 10)% Reanimate as: Returned Archer
+(7 to 15) Life after each Demon Kill
Requirements (-11 to -15)%
Socketed: 2



Werecat
Breast Plate (1)

Defense: (132-324)
Durability: 69
Required Strength: 55
Required Level: 5
5% Chance to cast level 1 Claw Tornado on Attack
5% Increased Attack Speed
(21 to 25)% Chance of Open Wounds



+(41 to 70)% Enhanced Defense
+(11 to 15) to Strength
+(11 to 15) to Dexterity
+(11 to 15) to Vitality
Socketed: 2

Jitan's Kamon

Splint Mail (1)

Defense: (150-363)

Durability: 75

Required Strength: 61

Required Level: 6

100% Chance to cast level 7 Singularity when you Die
5% Chance to cast level 4 Guard Tower when you Kill an Enemy
Adds (11-15)-(26-30) fire damage
Adds (11-15)-(26-30) lightning damage
Adds (11-15)-(26-30) cold damage
+(41 to 70)% Enhanced Defense
Damage Reduced by 5%
Socketed: 2



Iceshell

Plate Mail (1)

Defense: (166-404)

Durability: 81

Required Strength: 67

Required Level: 6

2% Chance to cast level 5 Glacial Nova when Attacked
5% Chance to cast level 4 Ice Bolt Nova when Attacked
10% Faster Hit Recovery
+(11 to 15)% to Cold Spell Damage
+(41 to 70)% Enhanced Defense
+5% to Maximum Cold Resist
Cold Resist +(21 to 25)%
(11 to 15)% Chance of Uninterruptable Attack
Socketed: 2



Fauztin's Visage

Field Plate (1)

Defense: (167-412)

Durability: 87

Required Strength: 73

Required Level: 7

10% Faster Cast Rate
+(7 to 10)% Bonus to Summoned Minion Life
+(11 to 15)% Bonus to Summoned Minion Damage
+(31 to 60)% Enhanced Defense
Cold Resist +(21 to 25)%
Poison Resist +(21 to 25)%
Level 1 Death's Fury Totem (15 Charges)
Socketed: 2



Dragon's Blood

Light Plate (1)

Defense: (197-507)

Durability: 93

Required Strength: 79

Required Level: 8

5% Chance to cast level 4 Wrath on Attack
15% Faster Cast Rate
+(31 to 50)% Damage to Demons
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Physical/Magic Spell Damage
+(41 to 80)% Enhanced Defense
+(31 to 35) to Vitality
+(16 to 25) Life after each Demon Kill
Socketed: 2



Steel Golem

Gothic Plate (1)

Defense: (243-608)

Durability: 109

Required Strength: (90-93)

Required Level: 9

25% Faster Hit Recovery
Stun Attack
5% Chance of Crushing Blow
+(61 to 100)% Enhanced Defense
(7 to 10)% Bonus to Strength
(7 to 10)% Bonus to Vitality
Increase Maximum Durability (11 to 15)%
Requirements +(7 to 10)%
Socketed: 2

Shroud Royal

Full Plate Mail (1)

Defense: (260-652)

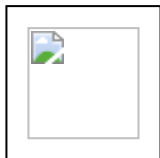


Durability: 105
Required Strength: 91
Required Level: 11
Strength Bonus to Weapon Damage
+(1 to 2) to Vanquish
(3 to 5)% Bonus to All Attributes
+(61 to 100)% Enhanced Defense
Damage Reduced by (7 to 10)
(26 to 50)% Extra Gold from Monsters
(16 to 20)% Better Chance of Getting Magic Items
Socketed: 2

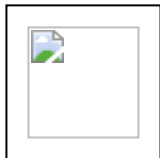


Queen of Glass
Ancient Armor (1)
Defense: (227-522)
Durability: 11
Required Strength: (86-82)
Required Level: 11
5% Faster Run/Walk
15% Faster Cast Rate
-(11 to 15)% to Enemy Fire Resistance
-(11 to 15)% to Enemy Lightning Resistance
-(11 to 15)% to Enemy Cold Resistance
-(11 to 15)% to Enemy Poison Resistance
+(31 to 50)% Enhanced Defense
+(151 to 250) to Mana
Lightning Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Decrease Maximum Durability -90%
Socketed: 2
Requirements (-11 to -15)%

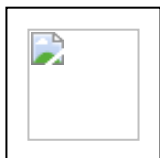
Tier 1 Helms



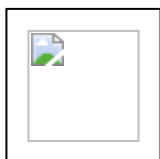
The Jester
Cap (1)
Defense: (10-12)
Durability: 27
Required Strength: 10
Required Level: 1
5% Faster Run/Walk
+(3 to 5)% to Spell Damage
Random Resistance Bonus
Socketed: 1



Topspin
Skull Cap (1)
Defense: (30-54)
Durability: 33
Required Strength: 25
Required Level: 3
5% Chance to cast level 2 Starburst when Attacked
5% Increased Attack Speed
Enhanced Weapon Damage +(11 to 15)%
+(21 to 50)% Enhanced Defense
(3 to 5)% Bonus to Dexterity
(3 to 5)% Bonus to Energy
Socketed: 1

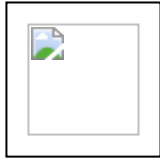


Lavadome
Helm (1)
Defense: (52-88)
Durability: 39
Required Strength: 39
Required Level: 4
1% Chance to cast level 4 Lava Pit on Attack
1% Chance to cast level 4 Fire Fountain on Attack
1% Chance to cast level 4 Tremor on Attack
+(3 to 5)% to Fire Spell Damage
(-21 to -50) to Monster Defense per Hit
+(31 to 50)% Enhanced Defense
+(7 to 10) to Strength
Socketed: 1



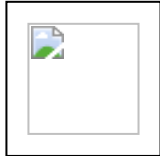
Farnham's Flowerpot
Full Helm (1)
Defense: (70-120)
Durability: 45
Required Strength: 53
Required Level: 6
1% Chance to cast level 2 Dire Charm when you Take Damage
5% Faster Run/Walk
10% Faster Hit Recovery
+(31 to 50)% Enhanced Defense
Regenerate Mana +(7 to 10)%

Magic Damage Reduced by (3 to 5)
Socketed: 1



**Lanterne Rouge
Great Helm (1)**

Defense: (84-154)
Durability: 51
Required Strength: 67
Required Level: 8
5% Chance to cast level 4 Flamefront on Attack
-5% Slower Run/Walk
5% Increased Attack Speed
-(3 to 5)% to Enemy Fire Resistance
+(21 to 50)% Enhanced Defense
Replenish Life +(16 to 25)
Socketed: 1



**Glowskull
Crown (1)**

Defense: (110-201)
Durability: 68
Required Strength: 81
Required Level: 10
1% Chance to cast level 2 Unholy Armor on Attack
+(11 to 15)% Bonus to Poison Skill Duration
-(3 to 5)% to Enemy Poison Resistance
+(31 to 60)% Enhanced Defense
Poison Resist +(16 to 25)%
Total Character Defense Plus (7 to 10)%
(3 to 5)% Chance of Uninterruptable Attack
Increase Maximum Durability (21 to 25)%
Socketed: 1

Tier 1 Circlets



**The Celestial Crown
Circlet (1)**

Defense: (16-34)
Durability: 10
Required Dexterity: 14
Required Level: 4
1% Chance to cast level 2 Rapture on Attack
+(21 to 25)% Damage to Undead
+(7 to 10) to Energy
+(7 to 10) to Dexterity
Poison Resist +(16 to 25)%
Socketed: 1



**The Allseeing Eye
Coronet (1)**

Defense: (50-90)
Durability: 15
Required Dexterity: 17
Required Level: 6
1% Chance to cast level 3 Blink when you Take Damage
5% Increased Attack Speed
(31 to 50)% Bonus to Attack Rating
(4 to 5)% Bonus to Dexterity
+(31 to 50) Defense
Socketed: 1



**Auriel's Halo
Tiara (1)**

Defense: (22-48)
Durability: 20
Required Dexterity: (20-19)
Required Level: 8
+1 to Paladin Skill Levels
Adds (11-15)-(21-35) fire damage
Adds (11-15)-(21-35) cold damage
Fire Resist +(11 to 15)%
Cold Resist +(11 to 15)%
Requirements -(3 to -5)%
Socketed: 2



**Haareis
Diadem (1)**

Defense: (26-57)
Durability: 25
Required Dexterity: 28
Required Level: 10
1% Chance to cast level 1 Shackles of Ice on Attack
(4 to 5)% Bonus to Buff/Debuff/Cold Skill Duration
(2 to 4)% Life stolen per Hit
(7 to 10)% Chance of Open Wounds
(4 to 5)% Bonus to Vitality

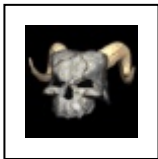
Cold Resist +(16 to 25)%
Socketed: 2

Tier 1 Special Helms



Umbaru's Jinx Mask (1)

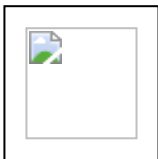
Defense: (36-52)
Durability: 26
Required Strength: 50
Required Level: 7
+(3 to 5)% to Fire Spell Damage
+(3 to 5)% to Poison Spell Damage
+(11 to 15)% Bonus to Summoned Minion Damage
+(4 to 5)% Bonus to Summoned Minion Resistances
Poison Length Reduced by (8 to 10)%
(4 to 5)% Reanimate as: Acid Beast
Level 2 Diseased Cattle (15 Charges)
Socketed: 1



Stillwater Bone Helm (1)

Defense: (53-94)
Durability: 32
Required Strength: 61
Required Level: 10
+(11 to 15) Energy Factor to Spell Damage
1% Chance to cast level 4 Mana Sweep when Attacked
+(21 to 50)% Enhanced Defense
+(101 to 150) to Mana
Regenerate Mana +(11 to 15)%
+(16 to 25) Mana after each Kill
Socketed: 1

Tier 1 Shields



Razordisk Buckler (1)

Defense: (17-28)
Durability: 32
Required Strength: 6
Required Dexterity: 17
Required Level: 1
+(0.875 per level) to Maximum Damage (Based on Character Level)
(3 to 5) to Strength
(11 to 15)% Chance of Open Wounds
(-21 to -50) to Monster Defense per Hit
Socketed: 1



Destroying Angel Small Shield (1)

Defense: (45-100)
Durability: 42
Required Strength: 14
Required Dexterity: 31
Required Level: 2
Adds 16-24 poison damage over 5 seconds
+(11 to 15)% to Poison Spell Damage
Attacker Flees after Striking (4 to 5)%
+(21 to 40)% Enhanced Defense
Poison Resist +(21 to 25)%
Socketed: 1



Wheel of Fortune Large Shield (1)

Defense: (61-116)
Durability: 52
Required Strength: 22
Required Dexterity: 45
Required Level: 4
1% Chance to cast level 9 Ice Whirl on Attack
+(3 to 5)% to Cold Spell Damage
+(7 to 10) to Strength
+(7 to 10) to Dexterity
(8 to 10)% Chance of Uninterruptable Attack
(31 to 50)% Extra Gold from Monsters
(16 to 25)% Better Chance of Getting Magic Items
Socketed: 1

Banner of Duncraig Kite Shield (1)

Defense: (110-259)
Durability: 62
Required Strength: 30
Required Dexterity: 59



Required Level: 5
2% Chance to cast level 1 Bloodlust on Attack
2% Chance to cast level 1 Fortress on Attack
+(31 to 60)% Enhanced Defense
+(9 to 15) to Strength
+(9 to 15) to Dexterity
Lightning Resist +(16 to 25)%
Cold Resist +(16 to 25)%
Socketed: 1



**The Ivory Tower
Tower Shield (1)**
Defense: (137-309)
Durability: 72
Required Strength: (33-32)
Required Dexterity: (64-62)
Required Level: 7
+(4 to 5)% Bonus to Energy Factor
5% Faster Cast Rate
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Lightning Spell Damage
+(31 to 50)% Enhanced Defense
Increase Maximum Mana (3 to 5)%
Requirements (-11 to -15)%
Socketed: 1



**Doomfall
Gothic Shield (1)**
Defense: (180-425)
Durability: 81
Required Strength: 46
Required Dexterity: 87
Required Level: 10
2% Chance to cast level 5 Abyss when Attacked
5% Faster Block Rate
-(3 to 5)% to Enemy Cold Resistance
Enhanced Weapon Damage +(21 to 25)%
+(41 to 70)% Enhanced Defense
+(16 to 25) to Strength
Slows Attacker by (4 to 5)%
Socketed: 1

Tier 1 Special Shields



**The Wailing Wall
Bone Shield (1)**
Defense: (55-131)
Durability: 51
Required Dexterity: 44
Required Level: 5
5% Chance to cast level 1 Hunting Banshee on Attack
Adds (11-15)-(16-25) cold damage
+(31 to 60)% Enhanced Defense
+(7 to 10) to Dexterity
Magic Resist +(3 to 5)%
Cold Resist +(11 to 15)%
Socketed: 1



**Cloudladder
Spiked Shield (1)**
Defense: (68-164)
Durability: 59
Required Dexterity: 55
Required Level: 7
1% Chance to cast level 6 Frozen Crown when you Take Damage
+(31 to 50)% Damage to Undead
+(31 to 60)% Enhanced Defense
+(7 to 10) to all Attributes
Replenish Life +(16 to 25)
+(2 to 5) Cold Absorb
+(2 to 5) Lightning Absorb
Socketed: 1

Tier 1 Belts



**Moonwrap
Sash (1)**
Defense: (13-18)
Durability: 25
Required Strength: 9
Required Level: 1
5% Faster Cast Rate
+(31 to 50)% Enhanced Defense
Regenerate Mana +(21 to 25)%
Lightning Resist +(11 to 15)%



Cold Resist +(11 to 15)%
Socketed: 1

**Wormtongue
Light Belt (1)**

Defense: (41-66)

Durability: 34

Required Strength: 27

Required Level: 3

(31 to 50)% Bonus to Attack Rating

Adds (2-3)-(3-6) poison damage over 1 seconds

(2 to 4)% Life stolen per Hit

+(31 to 50)% Enhanced Defense

+(11 to 15) to Dexterity

Socketed: 1



**Aerin Orbiter
Belt (1)**

Defense: (70-111)

Durability: 43

Required Strength: 45

Required Level: 5

5% Faster Cast Rate

+(7 to 10)% to Fire Spell Damage

+(7 to 10)% to Lightning Spell Damage

+(7 to 10)% to Cold Spell Damage

+(31 to 50)% Enhanced Defense

+(11 to 15) to Energy

All Resists +(3 to 5)%

Magic Damage Reduced by (3 to 5)

Socketed: 1



**Deadfall
Heavy Belt (1)**

Defense: (109-185)

Durability: 52

Required Strength: 63

Required Level: 7

5% Chance to cast level 3 Shower of Rocks when you Kill an Enemy

5% Chance of Crushing Blow

+(41 to 80)% Enhanced Defense

+(16 to 25) to Strength

Lightning Resist +(11 to 15)%

(3 to 5)% Chance of Uninterruptable Attack

Socketed: 1



**Dragon Tail
Plated Belt (1)**

Defense: (138-224)

Durability: 61

Required Strength: 81

Required Level: 10

5% Chance to cast level 3 Seal of Fire on Attack

5% Faster Run/Walk

15% Increased Attack Speed

Adds (11-15)-(31-40) fire damage

Stun Attack

+(41 to 70)% Enhanced Defense

Fire Resist +(16 to 25)%

Socketed: 1

Tier 1 Gloves



**Vilehand
Leather Gloves (1)**

Defense: (4-6)

Durability: 25

Required Strength: 10

Required Level: 1

+(3 to 5)% Bonus to Poison Skill Duration

Adds (2-5)-(5-9) poison damage over 3 seconds

+(3 to 5)% to Poison Spell Damage

Poison Length Reduced by (2 to 5)%

Socketed: 1



**Toorc's Gift
Heavy Gloves (1)**

Defense: (12-28)

Durability: 32

Required Strength: 24

Required Level: 3

1% Chance to cast level 1 Glacial Nova on Attack

5% Increased Attack Speed

Adds (11-15)-(16-25) cold damage

Stun Attack

+(21 to 50)% Enhanced Defense



Cold Resist +(11 to 15)%
Socketed: 1

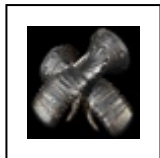
**Featherclaw
Chain Gloves (1)**

Defense: (22-45)
Durability: 39
Required Strength: 38
Required Level: 5
15% Faster Run/Walk
5% Increased Attack Speed
(21 to 50)% Bonus to Attack Rating
(3 to 5)% Chance of Open Wounds
+(31 to 50)% Enhanced Defense
+(6 to 10) to Dexterity
+(101 to 150) Maximum Stamina
Socketed: 1



**Visegrip
Light Gauntlets (1)**

Defense: (21-40)
Durability: 46
Required Strength: 52
Required Level: 6
5% Chance to cast level 1 Crucify on Attack
+(11 to 15) to Maximum Damage
(7 to 10)% Chance of Open Wounds
(-21 to -50) to Monster Defense per Hit
(4 to 5)% Bonus to Strength
Socketed: 1



**Pollice Verso
Gauntlets (1)**

Defense: (39-88)
Durability: 53
Required Strength: 66
Required Level: 10
4% Chance to cast level 3 Time Strike when Attacked
+(3 to 5) to Strength
+(41 to 70)% Enhanced Defense
+(11 to 25) Mana after each Kill
+(6 to 10) Life after each Kill
Socketed: 1

Tier 1 Boots



**Rabbit's Foot
Boots (1)**

Defense: (6-10)
Durability: 29
Required Strength: 10
Required Level: 1
15% Faster Run/Walk
+(101 to 150) Maximum Stamina
(4 to 5)% Chance of Uninterruptable Attack
(101 to 150)% Extra Gold from Monsters
(16 to 25)% Better Chance of Getting Magic Items
Socketed: 1



**Death Spur
Heavy Boots (1)**

Defense: (19-28)
Durability: 42
Required Strength: 28
Required Level: 3
1% Chance to cast level 6 Spike Nova when you Take Damage
+(0.375 per level) to Maximum Damage (Based on Character Level)
(21 to 25)% Chance of Open Wounds
+(11 to 15) to Strength
+(11 to 15) to Dexterity
Socketed: 1



**Lionpaw
Chain Boots (1)**

Defense: (39-66)
Durability: 55
Required Strength: 44
Required Level: 4
+(31 to 50)% Enhanced Defense
+(7 to 10) to all Attributes
+(31 to 50) to Life
+(31 to 50) to Mana
Total Character Defense Plus (3 to 5)%
(41 to 75)% Extra Gold from Monsters
Socketed: 1



**Zealot Rush
Light Plated Boots (1)**

Defense: (52-91)
Durability: 68
Required Strength: 60
Required Level: 6
5% Faster Run/Walk
5% Increased Attack Speed
(11 to 25)% Bonus to Attack Rating
+(31 to 50)% Enhanced Defense
(3 to 5)% Bonus to Dexterity
(1 to 2)% Reanimate as: Dark Templar
Socketed: 1



**Wake of Destruction
Greaves (1)**

Defense: (73-132)
Durability: 81
Required Strength: (71-68)
Required Level: 9
100% Chance to cast level 14 Meteor Shower when you Level-Up
+(3 to 5)% Bonus to Energy Factor
+(3 to 5)% to Fire Spell Damage
+(3 to 5)% to Poison Spell Damage
+(41 to 70)% Enhanced Defense
Fire Resist +(6 to 10)%
Poison Resist +(6 to 10)%
Socketed: 1
Requirements (-6 to -10)%

Tier 1 Amazon Armour



**Zerae's Veil
Morion (1)**

Defense: (8-12)
Durability: 32
(Amazon Only)
Required Strength: 10
Required Level: 2
5% Chance to cast level 3 Lightning Cascade on Attack
100% Chance to cast level 11 Supernova when you Level-Up
Adds 1-5 lightning damage
+(21 to 50)% Enhanced Defense
Lightning Resist +(16 to 25)%
Total Character Defense Plus (3 to 5)%
Socketed: 1



**Snakehair
Cervelliere (1)**

Defense: (33-63)
Durability: 44
(Amazon Only)
Required Strength: 39
Required Level: 5
5% Chance to cast level 3 Venomous Spirit on Striking
(2 to 4)% Life stolen per Hit
-(11 to 15)% to Enemy Poison Resistance
+(21 to 50)% Enhanced Defense
+(11 to 15) to Strength
+(11 to 15) to Dexterity
Socketed: 1



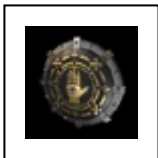
**Wildhunt
Einherjar Helm (1)**

Defense: (53-96)
Durability: 50
(Amazon Only)
Required Dexterity: 53
Required Level: 7
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Physical/Magic Spell Damage
+(2 to 4) to Raven Flight
+(41 to 70)% Enhanced Defense
Total Character Defense Plus (4 to 5)%
(4 to 5)% Reanimate as: Ghost Wolf
+(3 to 10) Life after each Kill
Socketed: 1



**Titan's Burden
Spangenhelm (1)**

Defense: (96-180)
Durability: 62
(Amazon Only)
Required Strength: (93-101)
Required Level: 11
5% Chance to cast level 3 Shower of Rocks on Attack
Stun Attack
5% Chance of Crushing Blow
(7 to 10)% Bonus to Strength
+(61 to 100)% Enhanced Defense
Damage Reduced by 5%
Socketed: 1
Requirements +(16 to 25)%



**The Sightless Eye
Athulua's Hand (1)**

Defense: (33-75)
Durability: 29
(Amazon Only)
Required Dexterity: 21
Required Level: 1
+(16 to 25) to Maximum Damage
(11 to 25)% Bonus to Attack Rating
Slows Target by 5%
+(21 to 40)% Enhanced Defense
(2 to 5)% Bonus to Dexterity
Socketed: 1



**Dragonfire
Phoenix Shield (1)**

Defense: (56-130)
Durability: 70
(Amazon Only)
Required Strength: 29
Required Level: 8
5% Faster Cast Rate
+(11 to 15)% to Fire Spell Damage
+(16 to 20)% Bonus to Summoned Minion Life
+(26 to 50)% Enhanced Defense
+(16 to 25) to Energy
+(16 to 25) to Vitality
+(51 to 75) to Life
Socketed: 1

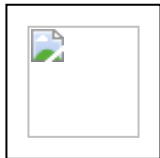
**Chargebreaker
Setzschild (1)**

Defense: (421-1030)
Durability: 90
(Amazon Only)
Required Strength: 47
Required Level: 12
5% Chance to cast level 3 Guard Tower when you Kill an Enemy
+(16 to 25)% Bonus to Summoned Minion Damage



+(11 to 15)% Bonus to Summoned Minion Resistances
 +(61 to 100)% Enhanced Defense
 (8 to 10)% Bonus to Strength
 (8 to 10)% Bonus to Dexterity
 Damage Reduced by (3 to 5)
 Damage Reduced by 5%
 Total Character Defense Plus (8 to 10)%
 Socketed: 1

Tier 1 Assassin Armour



Astrogha's Eye Parma (1)

Defense: (52-124)
 Durability: 57
 (Assassin Only)
 Required Strength: 22
 Required Dexterity: 45
 Required Level: 5
 +(16 to 25)% Damage to Demons
 Slows Ranged Attacker by (3 to 5)%
 +(21 to 50)% Enhanced Defense
 +(3 to 5) Life on Striking in Melee
 (4 to 5)% Reanimate as: Soul Spider
 Socketed: 1



Bathos Aspis (1)

Defense: (60-116)
 Durability: 67
 (Assassin Only)
 Required Strength: 30
 Required Dexterity: 59
 Required Level: 6
 (2 to 4)% Life stolen per Hit
 +(6 to 10)% Bonus to Summoned Minion Life
 +(16 to 25)% Bonus to Summoned Minion Damage
 +(8 to 10) to Dexterity
 Fire Resist +(11 to 15)%
 (8 to 10)% Chance of Uninterruptable Attack
 Socketed: 1



Black Sheep Wall Totem Shield (1)

Defense: (36-82)
 Durability: 56
 (Assassin Only)
 Required Dexterity: 44
 Required Level: 6
 1% Chance to cast level 1 Charm on Attack
 100% Chance to cast level 12 Beacon when you Level-Up
 +(21 to 40)% Enhanced Defense
 Fire Resist +(11 to 15)%
 Poison Resist +(11 to 15)%
 (101 to 150)% Extra Gold from Monsters
 +(1 to 2) to Light Radius
 Socketed: 1



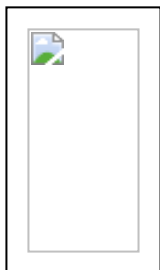
Leoric's Legion Bladed Shield (1)

Defense: (52-125)
 Durability: 64
 (Assassin Only)
 Required Dexterity: 55
 Required Level: 8
 +(11 to 15)% Bonus to Poison Skill Duration
 -(8 to 10)% to Enemy Poison Resistance
 +(41 to 70)% Enhanced Defense
 +(11 to 15) to Vitality
 (4 to 5)% Reanimate as: Horror Sorcerer
 (4 to 5)% Reanimate as: Burning Dead Sorcerer
 (4 to 5)% Reanimate as: Bone Sorcerer
 Socketed: 1

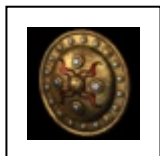
Tier 1 Barbarian Armour

Golden Fleece Bull Shield (1)

Defense: (33-81)
 Durability: 31
 (Barbarian Only)
 Required Strength: 10



Required Dexterity: 23
Required Level: 3
25% Chance to cast level 2 Arrow when Struck by a Missile
+1 to Barbarian Skill Levels
+(21 to 50)% Enhanced Defense
+(11 to 15) to Strength
Increase Maximum Life (3 to 5)%
+(31 to 50)% Damage when using a Healing Potion
Lightning Resist +(11 to 15)%
(21 to 30)% Better Chance of Getting Magic Items
Socketed: 1



The Breaking Wheel

Bronze Shield (1)

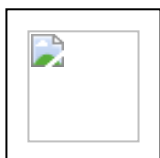
Defense: (107-246)
Durability: 59
(Barbarian Only)
Required Strength: 25
Required Level: 7
(3 to 5)% Chance of Crushing Blow
Enhanced Weapon Damage +(16 to 25)%
(7 to 10)% Bonus to Strength
(7 to 10)% Bonus to Dexterity
+(41 to 70)% Enhanced Defense
Fire Resist +(21 to 25)%
Poison Resist +(21 to 25)%
Socketed: 1



Invictus

Gilded Shield (1)

Defense: (332-831)
Durability: 67
(Barbarian Only)
Required Strength: 44
Required Level: 14
2% Chance to cast level 3 Gift of the Wild when you Kill an Enemy
Lion Stance Damage Bonus (21 to 50)%
+(41 to 80)% Enhanced Defense
+(11 to 15) to all Attributes
Damage Reduced by (4 to 5)%
Total Character Defense Plus (11 to 15)%
Socketed: 1



Slimedrool

Jawbone Cap (1)

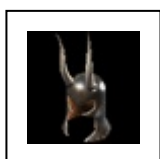
Defense: (27-46)
Durability: 34
(Barbarian Only)
Required Strength: 26
Required Level: 3
Adds 2-(2-5) poison damage over 1 seconds
-(7 to 10)% to Enemy Poison Resistance
Attacker Flees after Striking 5%
+(31 to 50)% Enhanced Defense
Socketed: 1



Bonechewer

Fanged Helm (1)

Defense: (44-81)
Durability: 40
(Barbarian Only)
Required Strength: 40
Required Level: 4
5% Increased Attack Speed
+(2 to 4) to Hamstring
+(31 to 60)% Enhanced Defense
+(7 to 10) to Strength
(4 to 5)% Reanimate as: Hungry Dead
Socketed: 2



Cornucopia

Horned Helm (1)

Defense: (60-103)
Durability: 47
(Barbarian Only)
Required Strength: 55
Required Level: 6
+(31 to 50)% Enhanced Defense
Replenish Life +(31 to 50)
(51 to 100)% Extra Gold from Monsters
(21 to 30)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (3 to 5)%
Socketed: 2

Thunderdome

Assault Helmet (1)

Defense: (84-151)



Durability: 53
(Barbarian Only)
Required Strength: 70
Required Level: 8
10% Chance to cast level 4 Flash on Attack
100% Chance to cast level 14 Lightning Cascade when you Level-Up
Adds 1-(16-30) lightning damage
+(3 to 5) to Lightning Shield
(7 to 10)% Bonus to Strength
+(41 to 70)% Enhanced Defense
Socketed: 2

Spirit Teacher's Headdress

Avenger Guard (1)

Defense: (102-190)

Durability: 59

(Barbarian Only)

Required Strength: (75-72)

Required Level: 10

+(4 to 5) Enhanced Stance Radius
+(16 to 20)% Bonus to Summoned Minion Life
+(16 to 20)% Bonus to Summoned Minion Damage
+(41 to 75)% Enhanced Defense
Regenerate Mana +(21 to 25)%
All Resists +(11 to 15)%
Socketed: 2
Requirements (-11 to -15)%



Tier 1 Druid Armour

Big Bad

Wolf Head (1)

Defense: (26-42)

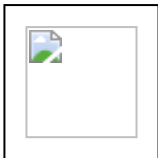
Durability: 31

(Druid Only)

Required Strength: 23

Required Level: 3

100% Chance to cast level 7 Fire Cascade when you Level-Up
+(31 to 50)% Enhanced Defense
(2 to 5)% Bonus to Strength
(2 to 5)% Bonus to Vitality
Total Character Defense Plus (3 to 5)%
+(4 to 5)% to Experience Gained
Socketed: 1



Earth Song

Hawk Helm (1)

Defense: (41-70)

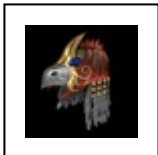
Durability: 37

(Druid Only)

Required Strength: 37

Required Level: 4

1% Chance to cast level 4 Chronofield when you Take Damage
5% Faster Cast Rate
+(6 to 10)% to Fire Spell Damage
+(6 to 10)% to Cold Spell Damage
+(6 to 10)% to Poison Spell Damage
+(31 to 50)% Enhanced Defense
Fire Resist +(11 to 15)%
Cold Resist +(11 to 15)%
Poison Resist +(11 to 15)%
+(16 to 25) Mana after each Kill
Socketed: 2



Nymph's Grace

Antlers (1)

Defense: (60-108)

Durability: 42

(Druid Only)

Required Strength: 50

Required Level: 6

5% Chance to cast level 1 Arrow when Struck by a Missile
+(41 to 70)% Enhanced Defense
Slows Ranged Attacker by (8 to 10)%
(8 to 10)% Bonus to Dexterity
(8 to 10)% Bonus to Vitality
5% Chance to Avoid Damage
Socketed: 2



Skyguard

Falcon Mask (1)

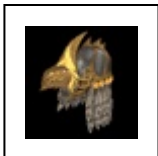
Defense: (84-147)

Durability: 48

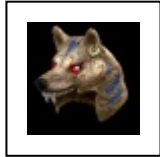
(Druid Only)

Required Strength: 63

Required Level: 8



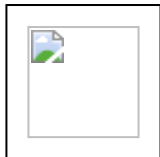
15% Faster Run/Walk
 -(7 to 10)% to Enemy Lightning Resistance
 -(7 to 10)% to Enemy Cold Resistance
 +(1 to 4) to Forked Lightning
 +(51 to 80)% Enhanced Defense
 Lightning Resist +(26 to 30)%
 Cold Resist +(26 to 30)%
 Damage Reduced by 5%
 +(7 to 10) Mana after each Kill
 Socketed: 2



**Grimspirit
 Spirit Mask (1)**

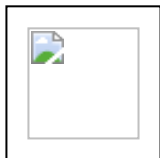
Defense: (94-170)
 Durability: 54
 (Druid Only)
 Required Strength: 77
 Required Level: 10
 +(1 to 4) to Summon Thunder Bear
 Enhanced Weapon Damage +(16 to 25)%
 Slows Target by 5%
 +(41 to 70)% Enhanced Defense
 +(16 to 20) to Strength
 (4 to 5)% Reanimate as: Shrieker
 Socketed: 2

Tier 1 Necromancer Armour



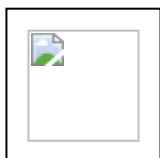
**Albrecht's Heirloom
 Preserved Head (1)**

Defense: (25-48)
 Durability: 36
 (Necromancer Only)
 Required Dexterity: 11
 Required Level: 2
 Adds (3-5)-(11-15) cold damage
 Enhanced Weapon Damage +(16 to 25)%
 Cold Resist +(11 to 25)%
 (3 to 5)% Reanimate as: Skeleton Archer
 (51 to 75)% Extra Gold from Monsters
 Socketed: 1



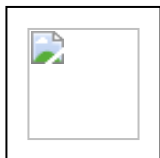
**Shadowchild
 Zombie Head (1)**

Defense: (48-115)
 Durability: 45
 (Necromancer Only)
 Required Dexterity: (15-14)
 Required Level: 4
 +(21 to 25)% Bonus to Summoned Minion Damage
 +(21 to 50)% Enhanced Defense
 (11 to 15)% Bonus to Energy
 Cold Absorb (3 to 5)%
 Lightning Absorb (3 to 5)%
 Fire Absorb (3 to 5)%
 Socketed: 2
 Requirements (-11 to -15)%



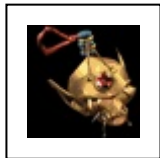
**Darkflesh
 Unraveller Head (1)**

Defense: (67-162)
 Durability: 53
 (Necromancer Only)
 Required Dexterity: 24
 Required Level: 5
 +(16 to 25) Energy Factor to Spell Damage
 5% Faster Cast Rate
 5% Faster Hit Recovery
 +(11 to 15)% to Fire Spell Damage
 +(11 to 15)% to Lightning Spell Damage
 +(21 to 50)% Enhanced Defense
 Fire Resist +(7 to 10)%
 Lightning Resist +(7 to 10)%
 (3 to 5)% Reanimate as: Crystal Witch
 Socketed: 2



**Graven Image
 Gargoyle Head (1)**

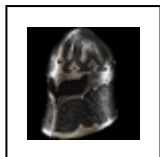
Defense: (91-219)
 Durability: 62
 (Necromancer Only)
 Required Dexterity: 30
 Required Level: 7
 +(2 to 3) Extra Shadow Minions
 5% Faster Cast Rate
 +(11 to 15)% Bonus to Summoned Minion Life



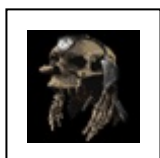
+(16 to 20)% Bonus to Summoned Minion Resistances
 +(31 to 60)% Enhanced Defense
 +(16 to 20) to Strength
 +(101 to 150) to Mana
 Lightning Resist +(11 to 15)%
 Damage Reduced by 5%
 Socketed: 2

Hellspeak
Demon Head (1)
 Defense: (111-265)
 Durability: 70
 (Necromancer Only)
 Required Dexterity: 36
 Required Level: 10
 15% Chance to cast level 4 Fire Splash when you Kill an Enemy
 15% Chance to cast level 2 Doom when you Kill an Enemy
 +(21 to 50) to Maximum Damage
 -(11 to 15)% to Enemy Fire Resistance
 Stun Attack
 +(1 to 2) to Devil's Fang Totem
 (8 to 10)% Chance of Crushing Blow
 (11 to 15)% Bonus to Dexterity
 +(31 to 60)% Enhanced Defense
 Fire Absorb (3 to 5)%
 Socketed: 2

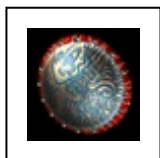
Tier 1 Paladin Armour



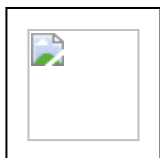
Godhead
Hundsgugel (1)
 Defense: (82-141)
 Durability: 24
 (Paladin Only)
 Required Strength: 18
 Required Level: 2
 +(31 to 50)% Damage to Demons
 5% Chance of Crushing Blow
 Hit Causes Monster to Flee +(3 to 4)%
 +(31 to 50)% Enhanced Defense
 +(11 to 15) to Strength
 +(3 to 5)% Increased Healing Rate from Apples
 (3 to 5)% Chance of Uninterruptable Attack
 Socketed: 2



Skull Lord
Blackguard Helm (1)
 Defense: (39-66)
 Durability: 29
 (Paladin Only)
 Required Dexterity: 29
 Required Level: 6
 +(16 to 25) Energy Factor to Spell Damage
 5% Faster Cast Rate
 +(11 to 15)% to Lightning Spell Damage
 +(11 to 15)% to Physical/Magic Spell Damage
 +(31 to 50)% Enhanced Defense
 (4 to 5)% Reanimate as: Knight of Famine
 (8 to 10)% Curse Length Reduction
 Socketed: 2

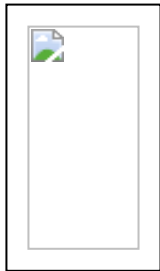


Grail of Tears
Targe (1)
 Defense: (36-85)
 Durability: 40
 (Paladin Only)
 Required Dexterity: 13
 Required Level: 2
 5% Faster Cast Rate
 -(3 to 5)% to Enemy Fire Resistance
 -(3 to 5)% to Enemy Lightning Resistance
 -(3 to 5)% to Enemy Cold Resistance
 -(3 to 5)% to Enemy Poison Resistance
 Attacker Flees after Striking (3 to 5)%
 +(21 to 50)% Enhanced Defense
 +(101 to 150) to Mana
 Socketed: 1



Oreichalcos
Rondache (1)
 Defense: (58-138)
 Durability: 59
 (Paladin Only)
 Required Dexterity: 20
 Required Level: 4
 +(11 to 25)% Damage to Demons

Slows Target by 5%
 +(21 to 50)% Enhanced Defense
 Total Character Defense Plus (3 to 5)%
 (101 to 150)% Extra Gold from Monsters
 Reduces all Vendor Prices 5%
 Increase Maximum Durability (21 to 25)%
 Socketed: 2



**Thunderhead
Heraldic Shield (1)**

Defense: (87-206)

Durability: 59

(Paladin Only)

Required Strength: 28

Required Level: 5

5% Chance to cast level 4 Static Lance when you Take Damage

5% Faster Run/Walk

5% Increased Attack Speed

5% Faster Block Rate

+(31 to 60)% Enhanced Defense

+(3 to 5) to Strength

+(3 to 5) to Dexterity

+(3 to 5) to Vitality

Socketed: 2



**Catechumen
Aerin Shield (1)**

Defense: (101-246)

Durability: 68

(Paladin Only)

Required Strength: (32-30)

Required Level: 7

5% Chance to cast level 6 Flamefront on Attack

Adds (16-25)-(31-50) damage

+(31 to 50)% Damage to Undead

+(21 to 50)% Enhanced Defense

Fire Resist +(13 to 15)%

Lightning Resist +(13 to 15)%

Cold Resist +(13 to 15)%

Poison Resist +(16 to 25)%

(3 to 5)% Reanimate as: Blood Templar

Requirements (-11 to -15)%

Socketed: 2



**Shadowmoon
Crown Shield (1)**

Defense: (133-319)

Durability: 77

(Paladin Only)

Required Dexterity: 43

Required Level: 10

5% Increased Attack Speed

5% Faster Cast Rate

+(7 to 10)% to Lightning Spell Damage

+(7 to 10)% to Cold Spell Damage

+(7 to 10)% to Poison Spell Damage

+(8 to 10)% Bonus to Summoned Minion Life

+(31 to 60)% Enhanced Defense

Cold Absorb (3 to 5)%

Lightning Absorb (3 to 5)%

Fire Absorb (3 to 5)%

Socketed: 2

Tier 1 Sorceress Armour



**Serenthia's Disguise
Gambeson (1)**

Defense: (67-170)

Durability: 44

(Sorceress Only)

Required Dexterity: 25

Required Level: 3

2% Chance to cast level 3 Charm when Attacked

+(3 to 5)% Bonus to Energy Factor

+(61 to 100)% Enhanced Defense

Magic Damage Reduced by (3 to 5)

+(11 to 25) Mana when Struck by an Enemy

(31 to 50)% Extra Gold from Monsters

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

Socketed: 2

**Ennead's Bane
Kazarghand (1)**

Defense: (141-369)

Durability: 74

(Sorceress Only)



Required Dexterity: (48-46)
 Required Level: 6
 +1 to Sorceress Skill Levels
 5% Faster Cast Rate
 -(11 to 15)% to Enemy Lightning Resistance
 +(1 to 3) to Static Lance
 +(41 to 80)% Enhanced Defense
 +(11 to 15) to Energy
 +(11 to 15) to Dexterity
 Lightning Resist +(11 to 15)%
 Requirements (-11 to -15)%
 Socketed: 2



Nightscape
Lamellar Armor (1)
 Defense: (65-155)
 Durability: 50
 (Sorceress Only)
 Required Dexterity: 31
 Required Level: 4
 1% Chance to cast level 6 Banish when you Take Damage
 15% Faster Cast Rate
 5% Faster Hit Recovery
 +(11 to 15)% to Cold Spell Damage
 +(11 to 15)% Bonus to Summoned Minion Damage
 +(11 to 15)% Bonus to Summoned Minion Life
 +(21 to 40)% Enhanced Defense
 +(101 to 150) to Mana
 Socketed: 2



Wisdom's Wrap
Banded Plate (1)
 Defense: (174-351)
 Durability: 110
 (Sorceress Only)
 Required Dexterity: (85-81)
 Required Level: 12
 +1 to Sorceress Skill Levels
 +(16 to 20)% to Fire Spell Damage
 Regenerate Mana +(11 to 15)%
 Fire Resist +(21 to 30)%
 Slows Attacker by (3 to 5)%
 -1 to Light Radius
 Level 3 Summon Shadows (25 Charges)
 Requirements (-6 to -10)%
 Socketed: 2



Wedding Dress of the Zann
Ceremonial Armor (1)
 Defense: (301-750)
 Durability: 116
 (Sorceress Only)
 Required Dexterity: 97
 Required Level: 12
 +(2 to 3) to Moon Queen
 +(2 to 3) to Spiral Dance
 Slows Target by (3 to 5)%
 +(61 to 100)% Enhanced Defense
 +(16 to 25) to Strength
 +(16 to 25) to Dexterity
 +(21 to 50)% Enhanced Damage to Moonstrike
 Socketed: 2

Tier 2 One-Handed Swords



Grim Fang
Short Sword (2)
 One-Hand Damage: (18-20) to (19-22)
 Durability: 16
 Required Strength: 11
 Required Level: 10
 +(51 to 70)% Enhanced damage
 (6 to 8)% Life stolen per Hit
 +(6 to 9) to Strength
 Poison Resist +(16 to 20)%
 Target Takes Additional Damage of (6 to 8)
 Socketed: 2

Al Nath
Scimitar (2)
 One-Hand Damage: (25-30) to (28-34)
 Durability: 30
 Required Strength: 44
 Required Level: 11
 +(61 to 90)% Enhanced damage
 10% Increased Attack Speed



(31 to 40)% Bonus to Attack Rating
Adds (16-30)-(31-60) fire damage
Slows Target by (6 to 8)%
(6 to 8)% Bonus to Dexterity
Socketed: 2



**Wardance
Saber (2)**

One-Hand Damage: (30-36) to (37-44)
Durability: 44
Required Strength: 60
Required Level: 13
7% Chance to cast level 5 Blink when you Kill an Enemy
+(71 to 100)% Enhanced damage
10% Faster Run/Walk
20% Increased Attack Speed
+(51 to 80) Defense vs. Missile
+(6 to 8) to Dexterity
Socketed: 2



**Finis Terra
Falchion (2)**

One-Hand Damage: (37-44) to (42-50)
Durability: 58
Required Strength: 76
Required Level: 15
5% Chance to cast level 4 Shower of Rocks on Attack
1% Chance to cast level 9 Meteor Shower when you Kill an Enemy
+(71 to 100)% Enhanced damage
-(6 to 8)% to Enemy Fire Resistance
-(6 to 8)% to Enemy Poison Resistance
Fire Resist +(16 to 20)%
Poison Resist +(16 to 20)%
Socketed: 2



**Raptor Beak
Broad Sword (2)**

One-Hand Damage: (41-48) to (49-58)
Durability: 72
Required Strength: 92
Required Level: 15
30% Chance to cast level 6 Time Strike when Struck by a Missile
+(71 to 100)% Enhanced damage
10% Increased Attack Speed
+(16 to 20) to Vitality
+(16 to 20) Life on Striking in Melee
+(6 to 8) Life when Struck by an Enemy
(51 to 70)% Extra Gold from Monsters
Socketed: 3



**Herr Donner
Long Sword (2)**

One-Hand Damage: (43-48) to (51-57)
Durability: 86
Required Strength: 109
Required Level: 17
18% Chance to cast level 8 Flash on Attack
+(61 to 80)% Enhanced damage
20% Increased Attack Speed
Adds 1-(101-170) lightning damage
Stun Attack
+(16 to 20)% to Lightning Spell Damage
Socketed: 3



**Lachdanan's Avenger
War Sword (2)**

One-Hand Damage: (49-58) to (59-70)
Durability: 100
Required Strength: 125
Required Level: 21
4% Chance to cast level 7 Spike Nova when Struck
+1 to Paladin Skill Levels
+(71 to 100)% Enhanced damage
+(76 to 100)% Damage to Demons
+(76 to 100)% Damage to Undead
(6 to 8)% Chance of Crushing Blow
+(26 to 35) to Strength
All Resists +(16 to 20)%
Socketed: 2



Iceflayer

Crystal Sword (2)

One-Hand Damage: (27-32) to (31-37)

Durability: 40

Required Dexterity: 109

Required Level: 21

+(51 to 80)% Enhanced damage

20% Faster Hit Recovery

Adds (26-50)-(76-150) cold damage

(16 to 20)% Chance of Open Wounds

(6 to 8)% Bonus to Dexterity

+(51 to 70)% Enhanced Damage to Moonstrike

Socketed: 3

Tier 2 Two-Handed Swords



The Overlord

Two-Handed Sword (2)

One-Hand Damage: (16-19) to (19-22)

Two-Hand Damage: (22-25) to (25-28)

Durability: 28

Required Strength: 44

Required Level: 9

1% Chance to cast level 2 Unholy Armor on Attack

+(41 to 60)% Enhanced damage

(26 to 30)% Chance of Open Wounds

Slows Target by (11 to 14)%

(6 to 9)% Bonus to Strength

(26 to 30)% Chance of Uninterruptable Attack

Socketed: 2



Jared's Fragmentor

Claymore (2)

One-Hand Damage: (25-30) to (30-36)

Two-Hand Damage: (39-46) to (42-50)

Durability: 42

Required Strength: 65

Required Level: 12

17% Chance to cast level 6 Spike Nova on Attack

100% Chance to cast level 17 Immolation Bomb when you Die

+(51 to 80)% Enhanced damage

(11 to 14)% Chance of Crushing Blow

(26 to 30)% Chance of Open Wounds

+(11 to 15) to Strength

Socketed: 2



Hellreaper

Giant Sword (2)

One-Hand Damage: (33-39) to (40-47)

Two-Hand Damage: (57-68) to (61-72)

Durability: 56

Required Strength: 87

Required Level: 14

3% Chance to cast level 4 Death Coil on Attack

+(61 to 90)% Enhanced damage

10% Increased Attack Speed

(6 to 8)% Life stolen per Hit

Enhanced Weapon Damage +(26 to 35)%

+(51 to 80) Defense

Increase Maximum Life (6 to 8)%

Socketed: 2



Addertongue

Bastard Sword (2)

One-Hand Damage: 25 to 30

Two-Hand Damage: 44 to 47

Durability: 70

Required Strength: 109

Required Level: 15

30% Chance to cast level 11 Venomous Spirit on Attack

+(1 to 2) to Paladin Skill Levels

+(16 to 20)% to Cold Spell Damage

(6 to 8)% Bonus to Strength

(6 to 8)% Bonus to Energy

Total Character Defense Plus (6 to 8)%

Socketed: 2

Frostbringer

Flamberge (2)

One-Hand Damage: (45-53) to (108-138)

Two-Hand Damage: (86-102) to (142-178)

Durability: 84

Required Strength: 130

Required Level: 17

30% Chance to cast level 10 Ice Lance on Attack

+1 to All Skills



+ (61 to 90)% Enhanced damage
+ (51 to 70) to Maximum Damage
+ (16 to 20)% to Cold Spell Damage
Cold Resist + (26 to 30)%
(6 to 8)% Chance of Uninterruptable Attack
Socketed: 3



The Dao of Xiansai
Great Sword (2)
One-Hand Damage: (51-60) to (115-156)
Two-Hand Damage: (98-115) to (154-201)
Durability: 98
Required Strength: 152
Required Level: 21
+ (1 to 2) to All Skills
+ (61 to 90)% Enhanced damage
20% Increased Attack Speed
20% Faster Hit Recovery
+ (51 to 80) to Maximum Damage
(76 to 100)% Bonus to Attack Rating
+ (151 to 200) Defense
+ (6 to 8)% to Experience Gained
Socketed: 3

Tier 2 One-Handed Axes



Brainhack
Hand Axe (2)
One-Hand Damage: (16-19) to (22-26)
Durability: 22
Required Strength: 11
Required Level: 9
4% Chance to cast level 5 Banish when you Kill an Enemy
+ (61 to 90)% Enhanced damage
Slows Target by (6 to 8)%
+ (6 to 8) to Strength
(-6 to -8) to Energy
Socketed: 2



The Lumberjack
Axe (2)
One-Hand Damage: (24-27) to (85-119)
Durability: 36
Required Strength: 52
Required Level: 12
100% Chance to cast level 5 Call Treewarden when you Level-Up
+1 to Druid Skill Levels
+ (51 to 70)% Enhanced damage
10% Increased Attack Speed
+ (51 to 80) to Maximum Damage
+ (51 to 80)% Damage to Undead
(6 to 8)% Chance of Crushing Blow
+ (51 to 70) Defense
Socketed: 3



Anthem De Frost
Double Axe (2)
One-Hand Damage: (52-65) to (96-131)
Durability: 50
Required Strength: 76
Required Level: 14
1% Chance to cast level 9 Glacial Nova on Attack
30% Chance to cast level 7 Shackles of Ice when you Kill an Enemy
+ (51 to 70)% Enhanced damage
Adds (21-30)-(51-80) damage
Adds (41-80)-(61-120) cold damage
+ (16 to 20)% to Cold Spell Damage
(6 to 8)% Chance of Uninterruptable Attack
Socketed: 3



The Prospector's Pick
Military Pick (2)
One-Hand Damage: (42-50) to (66-78)
Durability: 64
Required Strength: 100
Required Level: 16
+ (71 to 100)% Enhanced damage
+ (16 to 20) to Strength
+ (16 to 20) to Dexterity
(51 to 70)% Extra Gold from Monsters

(26 to 35)% Better Chance of Getting Magic Items
Socketed: 3



**Rainbowcleave
War Axe (2)**

One-Hand Damage: (42-50) to (67-81)

Durability: 78

Required Strength: 125

Required Level: 20

+1 to All Skills

+(51 to 80)% Enhanced damage

20% Increased Attack Speed

+(16 to 20)% to Fire Spell Damage

+(16 to 20)% to Lightning Spell Damage

+(16 to 20)% to Cold Spell Damage

Fire Resist +(26 to 30)%

Lightning Resist +(26 to 30)%

Cold Resist +(26 to 30)%

Magic Damage Reduced by (6 to 8)

Socketed: 3

Tier 2 Two-Handed Axes



Heartrend

Large Axe (2)

Two-Hand Damage: (24-27) to (27-30)

Durability: 28

Required Strength: 34

Required Level: 9

+(51 to 70)% Enhanced damage

(5 to 7)% Life stolen per Hit

(6 to 8)% Chance of Crushing Blow

Fire Resist +(16 to 20)%

+(6 to 8)% Increased Healing Rate from Apples

Level 4 Blood Flash (20 Charges)

Socketed: 3



Jackal's Hunger

Broad Axe (2)

Two-Hand Damage: (40-47) to (90-118)

Durability: 44

Required Strength: 63

Required Level: 12

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

+1 to All Skills

+(61 to 90)% Enhanced damage

10% Increased Attack Speed

+(41 to 60) to Maximum Damage

+(11 to 15) to Strength

(81 to 110)% Extra Gold from Monsters

Socketed: 3



Skullhammer

Battle Axe (2)

Two-Hand Damage: (54-67) to (71-88)

Durability: 60

Required Strength: 91

Required Level: 14

+(71 to 110)% Enhanced damage

20% Increased Attack Speed

Stun Attack

(16 to 20)% Chance of Crushing Blow

(6 to 8)% Bonus to Strength

Decrease Maximum Mana (-6 to -8)%

Socketed: 3



Norrec's Topor

Great Axe (2)

Two-Hand Damage: (76-92) to (180-230)

Durability: 76

Required Strength: 119

Required Level: 16

+(81 to 120)% Enhanced damage

+(81 to 110) to Maximum Damage

+(26 to 35) to Strength

Replenish Life +(31 to 40)

Damage Reduced by (6 to 8)

+(16 to 20)% to Fire Spell Damage

-(16 to 20)% to Enemy Fire Resistance

(6 to 8)% Reanimate as: Infernal Lord

Target Takes Additional Damage of (16 to 20)

Socketed: 3

Edge of Extinction

Giant Axe (2)

Two-Hand Damage: (88-107) to (117-142)



Durability: 92
Required Strength: 148
Required Level: 20
18% Chance to cast level 12 Gamma Field when you Kill an Enemy
+(1 to 3) to Druid Skill Levels
+(81 to 120)% Enhanced damage
+(51 to 70)% Damage to Undead
-(16 to 20)% to Enemy Poison Resistance
Slows Ranged Attacker by (6 to 8)%
Poison Resist +(31 to 40)%
(6 to 8)% Reanimate as: Zombie
Socketed: 3

Tier 2 Maces



**Gnarled Root
Club (2)**
One-Hand Damage: (19-24) to (25-30)
Durability: 8
Required Strength: 11
Required Level: 9
6% Chance to cast level 10 Poison Flash on Attack
+(16 to 20)% Bonus Damage to Mark of the Wild
+(81 to 120)% Enhanced damage
35% Increased Attack Speed
(51 to 70)% Bonus to Attack Rating
(16 to 20)% Bonus to Dexterity
Socketed: 2



**Greiz' Slapjack
Spiked Club (2)**
One-Hand Damage: (21-25) to (30-36)
Durability: 24
Required Strength: 42
Required Level: 12
+(51 to 80)% Enhanced damage
10% Increased Attack Speed
Adds 1-(26-50) lightning damage
(16 to 20)% Chance of Crushing Blow
(6 to 8)% Bonus to Strength
(6 to 8)% Bonus to Dexterity
Socketed: 2



**Koth's Lesson
Mace (2)**
One-Hand Damage: (28-34) to (41-49)
Durability: 40
Required Strength: 59
Required Level: 14
18% Chance to cast level 8 Bloodlust when you Kill an Enemy
+1 to Barbarian Skill Levels
+(51 to 70)% Bonus Damage to Bloodlust
+(61 to 90)% Enhanced damage
+(121 to 180)% Damage to Undead
+(101 to 150) Defense
+(16 to 20) to Strength
Increase Maximum Life (6 to 8)%
Socketed: 2



**Magnet Rock
Morning Star (2)**
One-Hand Damage: 21 to (103-142)
Durability: 56
Required Strength: 75
Required Level: 16
+(71 to 110) to Maximum Damage
Slows Target by (6 to 8)%
Damage Reduced by (6 to 9)
(81 to 110)% Damage Reflected
(151 to 200)% Extra Gold from Monsters
(31 to 40)% Better Chance of Getting Magic Items
Socketed: 2



Ravenflock

Flail (2)

One-Hand Damage: (41-48) to (64-76)

Durability: 53

Required Strength: 91

Required Level: 20

4% Chance to cast level 10 Doom on Attack

+(71 to 100)% Enhanced damage

20% Increased Attack Speed

(16 to 20)% Chance of Open Wounds

+(16 to 20) to all Attributes

Decrease Maximum Durability (-26 to -30)%

Socketed: 3

Tier 2 One-Handed Hammers



Archon's Wrath

War Hammer (2)

One-Hand Damage: (29-35) to (95-132)

Durability: 75

Required Strength: 87

Required Level: 14

6% Chance to cast level 12 Apocalypse on Attack

+(76 to 110)% Enhanced damage

+(51 to 80) to Maximum Damage

+(151 to 200)% Damage to Demons

+(151 to 200)% Damage to Undead

Adds (26-50)-(36-70) fire damage

(11 to 14)% Bonus to Strength

Socketed: 2

Tier 2 Two-Handed Hammers



Bonerattler

Maul (2)

Two-Hand Damage: (56-67) to (134-178)

Durability: 114

Required Strength: 136

Required Level: 16

+1 to Paladin Skill Levels

+(76 to 110)% Enhanced damage

+(61 to 90) to Maximum Damage

+(101 to 140)% Damage to Undead

(6 to 8)% Chance of Crushing Blow

(6 to 7)% Reanimate as: Bone Archer

(6 to 7)% Reanimate as: Burning Dead Archer

(6 to 7)% Reanimate as: Horror Archer

Socketed: 3

The Flying Anvil

Great Maul (2)

Two-Hand Damage: (66-79) to (88-104)

Durability: 138

Required Strength: 170

Required Level: 20

+(51 to 70) Crafting Points

18% Chance to cast level 7 Flamestrike on Attack

+(76 to 110)% Enhanced damage

Stun Attack

+(26 to 35) to Strength

Total Character Defense Plus (16 to 20)%

Socketed: 3



Tier 2 Sceptres



Sunbearer

Scepter (2)

One-Hand Damage: 11 to 13

Durability: 14

Required Dexterity: 32

Required Level: 9

7% Chance to cast level 5 Gift of Vanquishing when Struck

+1 to Amazon Skill Levels

10% Faster Cast Rate

-(6 to 8)% to Enemy Fire Resistance

Fire Resist +(16 to 20)%

(51 to 70)% Extra Gold from Monsters

Socketed: 2

Voidstream

Grand Scepter (2)

One-Hand Damage: 18 to 24

Durability: 30

Required Dexterity: 64



Required Level: 13
+(1 to 2) to Paladin Skill Levels
10% Faster Cast Rate
+(16 to 20)% to Lightning Spell Damage
+(16 to 20)% to Physical/Magic Spell Damage
Regenerate Mana +(26 to 30)%
Damage Reduced by (6 to 8)
Slows Attacker by (6 to 8)%
Socketed: 2



Dreamswayer
War Scepter (2)
One-Hand Damage: (36-40) to (51-57)
Durability: 46

Required Dexterity: 96
Required Level: 17
+(51 to 70) Energy Factor to Spell Damage
1% Chance to cast level 6 Charm on Attack
6% Chance to cast level 4 Nightmare on Attack
+1 to Paladin Skill Levels
+(51 to 70)% Enhanced damage
20% Increased Attack Speed
-(16 to 20)% to Enemy Fire Resistance
-(16 to 20)% to Enemy Cold Resistance
Regenerate Mana +(26 to 30)%
Socketed: 3

Tier 2 Javelins



Devil's Flight
Javelin (2)
Throw Damage: (12-14) to (18-21)
One-Hand Damage: (15-18) to (18-21)
Durability: 32

Required Dexterity: 11
Required Level: 9
30% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 17 Pentagram when you Level-Up
+(51 to 80)% Enhanced damage
10% Increased Attack Speed
Fire Resist +(16 to 20)%
(6 to 8)% Reanimate as: Stone Clan
Socketed: 2



Shadowstrike
Pilum (2)
Throw Damage: (22-26) to (65-81)
One-Hand Damage: (22-26) to (55-69)
Durability: 56

Required Dexterity: 49
Required Level: 12
100% Chance to cast level 19 Dark Power when you Level-Up
20% Chance to cast level 11 Punisher when you Kill an Enemy
+(71 to 100)% Enhanced damage
+(26 to 35) to Maximum Damage
+(6 to 8) to all Attributes
Fire Resist +(26 to 30)%
Cold Resist +(26 to 30)%
Socketed: 2



Icepick
Short Spear (2)
Throw Damage: (27-30) to (72-92)
One-Hand Damage: (22-25) to (55-74)
Durability: 80

Required Dexterity: 73
Required Level: 14
7% Chance to cast level 11 Shatter the Flesh when you Kill an Enemy
+1 to Amazon Skill Levels
+(51 to 70)% Enhanced damage
20% Faster Hit Recovery
+(21 to 35) to Maximum Damage
-(6 to 8)% to Enemy Cold Resistance Cold Resist +(26 to 30)%
Socketed: 2



Sudis Murale
Glaive (2)
Throw Damage: (37-44) to (126-158)
One-Hand Damage: (29-34) to (98-126)
Durability: 104

Required Dexterity: 98
Required Level: 16
6% Chance to cast level 7 Fortress when you Kill an Enemy
+(71 to 100)% Enhanced damage
+(51 to 70) to Maximum Damage
(6 to 8)% Chance of Crushing Blow



+(26 to 30) to Strength
+(16 to 20) to Dexterity
Total Character Defense Plus (16 to 20)%
Socketed: 2

**Dwaallicht
Throwing Spear (2)**

Throw Damage: (45-54) to (146-183)
One-Hand Damage: (33-39) to (107-137)
Durability: 126
Required Dexterity: 122
Required Level: 20
30% Chance to cast level 6 Time Strike when you Kill an Enemy
+(76 to 110)% Enhanced damage
20% Increased Attack Speed
+(51 to 70) to Maximum Damage
(51 to 70)% Bonus to Attack Rating
Adds (36-70)-(76-150) magic damage
(7 to 10)% Mana stolen per Hit
Enhanced Weapon Damage +(51 to 60)%
Socketed: 2

Tier 2 Spears



**Ravenbeak
Spear (2)**

Two-Hand Damage: (22-26) to (32-38)
Durability: 24
Required Strength: 11
Required Dexterity: 11
Required Level: 9
30% Chance to cast level 11 Flamefront on Attack
+(61 to 90)% Enhanced damage
(5 to 7)% Life stolen per Hit
+(41 to 50) to Strength
+(16 to 20) to Dexterity
(31 to 40)% Better Chance of Getting Magic Items
Socketed: 3



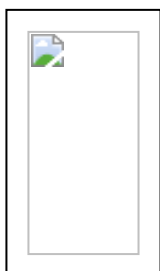
**Sea Summoner
Trident (2)**

Two-Hand Damage: (27-32) to (49-58)
Durability: 48
Required Strength: 34
Required Dexterity: 49
Required Level: 12
6% Chance to cast level 4 Glacial Nova on Attack
+(71 to 100)% Enhanced damage
Adds (36-70)-(51-100) cold damage
Slows Target by (6 to 8)%
+(26 to 35) to Dexterity
Replenish Life +(26 to 35)
Total Character Defense Plus (16 to 20)%
Socketed: 3



**Shieldcracker
Brandistock (2)**

Two-Hand Damage: (32-37) to (133-174)
Durability: 72
Required Strength: 51
Required Dexterity: 72
Required Level: 14
+(81 to 110)% Enhanced damage
+(61 to 90) to Maximum Damage
-(16 to 20)% Target Defense
(51 to 70)% Bonus to Attack Rating
(-151 to -200) to Monster Defense per Hit
(16 to 20)% Bonus to Strength
(16 to 20)% Bonus to Dexterity
Socketed: 3



**Fangsppear
Spetum (2)**

Two-Hand Damage: (77-92) to (166-204)
Durability: 96
Required Strength: 67
Required Dexterity: 95
Required Level: 16
18% Chance to cast level 4 Miasma on Attack
30% Chance to cast level 13 Venomous Spirit on Attack
+(1 to 2) to Amazon Skill Levels
+(81 to 110)% Enhanced damage
Adds (41-50)-(76-100) damage
(101 to 140)% Bonus to Miasma Haunt Duration
+(16 to 20) Life after each Kill
Socketed: 3



Death Pit Stake

Pike (2)

Two-Hand Damage: (46-55) to (116-139)

Durability: 120

Required Strength: (69-66)

Required Dexterity: (99-94)

Required Level: 20

20% Chance to cast level 8 Carpet of Spiders on Attack

+(1 to 2) to Paladin Skill Levels

+(101 to 140)% Enhanced damage

20% Increased Attack Speed

Adds (25-50)-(50-100) poison damage over 4 seconds

+(26 to 30)% to Poison Spell Damage

Poison Length Reduced by (26 to 30)%

Socketed: 3

Requirements (-16 to -20)%

Tier 2 Scythes



Bonefiend

Scythe (2)

Two-Hand Damage: (22-26) to (136-170)

Durability: 74

Required Strength: 76

Required Dexterity: 76

Required Level: 15

+(71 to 100)% Enhanced damage

+(51 to 70) to Maximum Damage

+(151 to 200)% Damage to Undead

+(5 to 7) to Razor Spines

(11 to 14)% Bonus to Strength

(6 to 8)% Reanimate as: Returned Archer

(51 to 70)% Extra Gold from Monsters

Socketed: 3

Tier 2 Daggers



The Shanker

Dagger (2)

One-Hand Damage: (17-22) to (19-24)

Durability: 8

Required Dexterity: 11

Required Level: 8

+(61 to 100)% Enhanced damage

10% Increased Attack Speed

(26 to 30)% Chance of Open Wounds

+(5 to 6) to Hamstring

Slows Target by (6 to 8)%

Socketed: 1

Quov Tsin's Fall

Dirk (2)

One-Hand Damage: 13 to 15

Durability: 14

Required Dexterity: 44

Required Level: 13

+(1 to 2) to Necromancer Skill Levels

20% Faster Cast Rate

Fire Resist +(26 to 30)%

Poison Resist +(26 to 30)%

(11 to 14)% Reanimate as: Dark Magistrate

(11 to 14)% Reanimate as: Succubus

Socketed: 1



Acidburn

Kriss (2)

One-Hand Damage: (27-32) to (30-36)

Durability: 20

Required Dexterity: 68

Required Level: 15

+(1 to 2) to Druid Skill Levels

+(71 to 100)% Enhanced damage

20% Faster Hit Recovery

Adds (13-25)-(25-50) poison damage over 2 seconds

-(21 to 25)% to Enemy Poison Resistance

Poison Resist +(26 to 30)%

Socketed: 2



Clawscratch

Blade (2)

One-Hand Damage: (32-39) to (119-166)

Durability: 26

Required Dexterity: 92

Required Level: 19



+ (1 to 2) to Druid Skill Levels
 + (81 to 120)% Enhanced damage
 + (16 to 20)% Bonus Damage to Mark of the Wild
 20% Increased Attack Speed
 20% Faster Hit Recovery
 + (81 to 120) to Maximum Damage
 (26 to 40)% Duration Bonus to Mark of the Wild
 + (11 to 14) to Vitality
 Socketed: 2

Tier 2 Throwing Knives



Death Touch Throwing Knife (2)

Throw Damage: 10 to 11
 One-Hand Damage: 11 to 12
 Durability: 8
 Required Dexterity: 30
 Required Level: 8
 6% Chance to cast level 9 Scorpion Blade when you Kill an Enemy
 +1 to Assassin Skill Levels
 10% Faster Run/Walk
 (51 to 80)% Bonus to Attack Rating
 Adds 8-10 poison damage over 5 seconds
 -(16 to 20)% to Enemy Fire Resistance
 -(16 to 20)% to Enemy Poison Resistance
 Socketed: 1



Icebird Flying Knife (2)

Throw Damage: (34-42) to (41-50)
 One-Hand Damage: (27-33) to (30-37)
 Durability: 12
 Required Dexterity: 82
 Required Level: 13
 1% Chance to cast level 4 Shackles of Ice on Striking
 + (71 to 110)% Enhanced damage
 Adds (26-50)-(66-130) cold damage
 -(6 to 8)% to Enemy Cold Resistance
 Cold Absorb (6 to 7)%
 20% Better Chance of Getting Magic Items
 Socketed: 1



Ironsleet Balanced Knife (2)

Throw Damage: (54-65) to (132-181)
 One-Hand Damage: (38-46) to (109-152)
 Durability: 16
 Required Dexterity: 133
 Required Level: 16
 6% Chance to cast level 5 Knife Throw on Striking
 100% Chance to cast level 18 Cold Fear when you Level-Up
 + (81 to 120)% Enhanced damage
 + (66 to 100) to Maximum Damage
 -(11 to 14)% Target Defense
 (8 to 11)% Stamina stolen per Hit
 Cold Resist + (26 to 30)%
 Socketed: 1

Tier 2 Throwing Axes



Sterrenvogel Throwing Axe (2)

Throw Damage: 8 to 10
 One-Hand Damage: 10 to 12
 Durability: 12
 Required Strength: 30
 Required Level: 8
 +1 to Barbarian Skill Levels
 10% Increased Attack Speed
 Adds (11-20)-(21-40) fire damage
 Adds (11-20)-(21-40) lightning damage
 Adds (11-20)-(21-40) cold damage
 -(16 to 20)% to Enemy Fire Resistance
 -(16 to 20)% to Enemy Lightning Resistance
 -(16 to 20)% to Enemy Cold Resistance
 -(16 to 20)% to Enemy Poison Resistance
 Socketed: 1

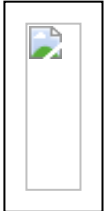
Rockshatter Balanced Axe (2)

Throw Damage: (23-29) to (145-185)
 One-Hand Damage: (22-27) to (107-139)
 Durability: 20
 Required Strength: 114



Required Level: 15
2% Chance to cast level 13 Blast Wave when you Kill an Enemy
+(71 to 110)% Enhanced damage
+(51 to 70) to Maximum Damage
(11 to 14)% Chance of Crushing Blow
Enhanced Weapon Damage +(51 to 70)%
+(26 to 35) to Strength
+(16 to 20) Life after each Kill
Socketed: 3

Tier 2 Staves



Demoncall
Short Staff (2)
Two-Hand Damage: 14 to 16
Durability: 22
Required Dexterity: 5
Required Level: 8
+(51 to 70) Energy Factor to Spell Damage
+(1 to 2) to All Skills
10% Faster Cast Rate
+(6 to 9) to Rune of Fire
Fire Resist +(16 to 20)%
Poison Resist +(16 to 20)%
Socketed: 2



The Magister
Long Staff (2)
Two-Hand Damage: 18 to 23
Durability: 46
Required Dexterity: 16
Required Level: 12
+(1 to 2) to All Skills
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Lightning Spell Damage
+(5 to 8) to Flash
+(5 to 8) to Apocalypse
Fire Resist +(26 to 35)%
Lightning Resist +(26 to 35)%
Total Character Defense Plus (16 to 20)%
Socketed: 2

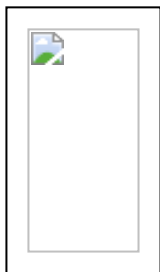


Dubhdroiacht
Gnarled Staff (2)
Two-Hand Damage: 24 to 29
Durability: 70
Required Dexterity: 28
Required Level: 14
+(61 to 85) Energy Factor to Spell Damage
+(1 to 2) to All Skills
+(51 to 80)% Bonus to Poison Skill Duration
-(16 to 20)% to Enemy Poison Resistance
+(6 to 10) to Pyroclastic Flow
+(16 to 20)% Bonus to Summoned Minion Life
Increase Maximum Life (6 to 8)%
Total Character Defense Plus (16 to 20)%
Poison Length Reduced by (26 to 30)%
Socketed: 2



The Covenant
Battle Staff (2)
Two-Hand Damage: 28 to 36
Durability: 94
Required Dexterity: 39
Required Level: 16
+(51 to 80) Crafting Points
6% Chance to cast level 5 Doom when you Take Damage
+(1 to 2) to Paladin Skill Levels
20% Faster Run/Walk
20% Faster Cast Rate
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Physical/Magic Spell Damage
Replenish Life +(51 to 80)
+(6 to 8)% Increased Healing Rate from Apples
Socketed: 2

Staff of Roses
War Staff (2)
Two-Hand Damage: 32 to 42
Durability: 118
Required Dexterity: 51
Required Level: 19
+(1 to 2) to All Skills
+(26 to 30)% Bonus to Energy Factor
20% Faster Cast Rate
+(3 to 4) to Blood Flash



Tier 2 Bows

Regenerate Mana +(26 to 35)%
Fire Resist +(26 to 30)%
Lightning Resist +(26 to 30)%
(11 to 13)% Reanimate as: Knight of Death
+(26 to 35) Life after each Kill
Socketed: 3



The Rift Bow

Short Bow (2)

Two-Hand Damage: 8 to 10

Required Dexterity: 30

Required Level: 8

6% Chance to cast level 1 Teleport on Striking

25% Increased Attack Speed

(76 to 100)% Bonus to Attack Rating

Adds (16-30)-(31-60) magic damage

(6 to 8)% Bonus to Dexterity

Socketed: 3



Deadly Hunter

Hunter's Bow (2)

Two-Hand Damage: (34-41) to (46-55)

Required Dexterity: 46

Required Level: 11

10% Chance to cast level 13 Pain Spirit when you Kill an Enemy

+(51 to 80)% Enhanced damage

15% Faster Run/Walk

Adds (16-20)-(21-25) damage

+(151 to 200)% Damage to Undead

+(16 to 20) to Dexterity

Socketed: 3



Magebane

Long Bow (2)

Two-Hand Damage: (27-30) to (36-40)

Required Dexterity: 63

Required Level: 13

+(1 to 2) to All Skills

+(51 to 70)% Enhanced damage

+25 fire damage

+25 lightning damage

+25 cold damage

-(6 to 9)% to Enemy Fire Resistance

-(6 to 9)% to Enemy Lightning Resistance

-(6 to 9)% to Enemy Cold Resistance

(-16 to -20) to Energy

Fire Resist +(16 to 20)%

Lightning Resist +(16 to 20)%

Cold Resist +(16 to 20)%

+(11 to 15) Mana on Striking

Socketed: 3



Soulraider

Composite Bow (2)

Two-Hand Damage: (35-41) to (75-98)

Required Dexterity: 79

Required Level: 13

+(61 to 90)% Enhanced damage

+(26 to 40) to Maximum Damage

-(6 to 9)% Target Defense

Slows Target by (6 to 8)%

Drains 2% Life per Second

+(3 to 4) Life on Striking

+(3 to 4) Mana on Striking

Socketed: 3



Buriza-Do Tsuru

Short Battle Bow (2)

Two-Hand Damage: (46-54) to (127-178)

Required Dexterity: 95

Required Level: 15

18% Chance to cast level 8 Countdown when you Kill an Enemy

+(71 to 100)% Enhanced damage

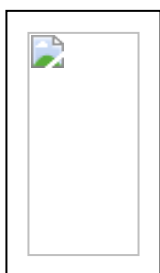
20% Increased Attack Speed

+(61 to 100) to Maximum Damage

Adds (26-50)-(36-70) cold damage

-(26 to 30)% to Enemy Cold Resistance

Socketed: 3



Darkplague

Long Battle Bow (2)

Two-Hand Damage: (57-67) to (83-96)

Required Dexterity: (98-94)

Required Level: 16

12% Chance to cast level 4 Time Strike on Striking

6% Chance to cast level 12 Death Star on Striking

+(81 to 110)% Enhanced damage

(7 to 10)% Stamina stolen per Hit

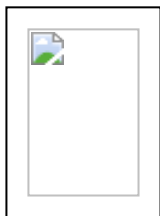
-(26 to 30)% to Enemy Poison Resistance

Enhanced Weapon Damage +(51 to 70)%

Poison Resist +(26 to 30)%

Socketed: 3

Requirements (-11 to -15)%



**Webspinner
Short War Bow (2)**

Two-Hand Damage: (57-68) to (134-168)

Required Dexterity: (106-101)

Required Level: 17

4% Chance to cast level 7 Miasma on Striking

6% Chance to cast level 5 Carpet of Spiders when you Kill an Enemy

+ (61 to 90)% Enhanced damage

+ (51 to 70) to Maximum Damage

+ (6 to 8)% to Poison Spell Damage

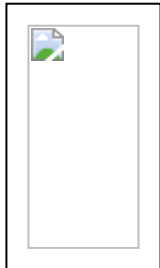
Slows Ranged Attacker by (16 to 20)%

Increase Maximum Life (6 to 8)%

Miasma Effect Duration: +2 seconds

Requirements (-16 to -20)%

Socketed: 3



**The Black Dame
Long War Bow (2)**

Two-Hand Damage: (80-96) to (167-209)

Required Dexterity: 144

Required Level: 20

6% Chance to cast level 5 Hunting Banshee when you Kill an Enemy

+ (101 to 140)% Enhanced damage

35% Increased Attack Speed

+ (51 to 70) to Maximum Damage

(8 to 12)% Mana stolen per Hit

Slows Target by (6 to 8)%

Total Character Defense Plus (26 to 30)%

(6 to 7)% Reanimate as: Dark Huntress

+ (6 to 8)% to Experience Gained

Socketed: 3

Tier 2 Crossbows



**Runeshatter
Light Crossbow (2)**

Two-Hand Damage: (31-35) to (40-46)

Required Strength: 66

Required Level: 13

2% Chance to cast level 12 Mana Sweep when you Kill an Enemy

+ (41 to 60)% Enhanced damage

+ (76 to 100)% Damage to Demons

+ (16 to 20) to Strength

(26 to 30)% Curse Length Reduction

Socketed: 3



**The Barracuda
Crossbow (2)**

Two-Hand Damage: (48-57) to (93-114)

Required Strength: 99

Required Level: 15

5% Chance to cast level 6 Bloodlust when you Kill an Enemy

+ (61 to 90)% Enhanced damage

+ (26 to 35)% Bonus Damage to Bloodlust

10% Increased Attack Speed

+ (26 to 35) to Maximum Damage

(6 to 8)% Chance of Crushing Blow

Socketed: 3



**Fallentooth
Heavy Crossbow (2)**

Two-Hand Damage: (82-98) to (163-204)

Required Strength: 133

Required Level: 17

+ (76 to 110)% Enhanced damage

+ (51 to 70) to Maximum Damage

(6 to 8)% Life stolen per Hit

(26 to 30)% Chance of Open Wounds

+ (7 to 11) to Summon Fallen

(11 to 14)% Bonus to Strength

Fire Resist + (26 to 30)%

Lightning Resist + (26 to 30)%

Socketed: 3



**Embershot
Repeating Crossbow (2)**

Two-Hand Damage: (81-94) to (121-140)

Required Strength: 151

Required Level: 20

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

+ (81 to 110)% Enhanced damage

Adds (36-70)-(76-150) fire damage

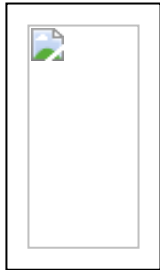
-(16 to 20)% to Enemy Fire Resistance

+ (26 to 30) to Strength

+ (26 to 30) to Vitality

Fire Absorb (6 to 8)%
Socketed: 3

Tier 2 Amazon Weapons



Flowerspring Stag Bow (2)

Two-Hand Damage: (84-101) to (125-146)
(Amazon Only)

Required Dexterity: 116

Required Level: 16

20% Chance to cast level 11 Death Blossom when you Kill an Enemy

2% Chance to cast level 9 Lifeblood when you Kill an Enemy

+(61 to 90)% Enhanced damage

Adds (41-50)-(61-70) damage

Adds 15-20 fire damage

(11 to 14)% Bonus to Dexterity

Replenish Life +(26 to 35)

+(26 to 40)% Damage when using a Healing Potion

All Resists +(16 to 20)%

Socketed: 3



Herald of Skartara Reflex Bow (2)

Two-Hand Damage: (119-151) to (191-240)
(Amazon Only)

Required Dexterity: 151

Required Level: 20

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

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

+(101 to 140)% Enhanced damage

20% Increased Attack Speed

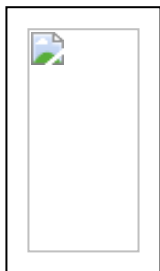
Adds (51-70)-(91-120) damage

+(3 to 4) to Elfin Arrows

(16 to 20)% Chance of Uninterruptable Attack

(51 to 70)% Extra Gold from Monsters

Socketed: 3



Sundial Spire Maiden Spear (2)

Two-Hand Damage: (28-34) to (70-83)

Durability: 64

(Amazon Only)

Required Strength: 50

Required Dexterity: 100

Required Level: 16

Mega Impact

+(31 to 40) Energy Factor to Spell Damage

100% Chance to cast level 12 Chronofield when you Level-Up

+(61 to 90)% Enhanced damage

20% Increased Attack Speed

-(16 to 20)% to Enemy Fire Resistance

+(3 to 4) to Sunburn

(16 to 20)% Bonus to Energy

Socketed: 3



Terra Indiges Maiden Pike (2)

Two-Hand Damage: (36-43) to (165-214)

Durability: 80

(Amazon Only)

Required Strength: 63

Required Dexterity: 126

Required Level: 20

Mega Impact

20% Chance to cast level 6 Elemental on Attack

3% Chance to cast level 6 Bloodlust on Attack

+(26 to 40)% Bonus Damage to Bloodlust

+(81 to 120)% Enhanced damage

10% Faster Hit Recovery

+(71 to 100) to Maximum Damage

All Resists +(31 to 40)%

Damage Reduced by (6 to 8)%

Total Character Defense Plus (16 to 20)%

Socketed: 3



Mooncurse Maiden Javelin (2)

Throw Damage: (35-41) to (135-167)

One-Hand Damage: (27-32) to (107-135)

Durability: 84

(Amazon Only)

Required Strength: 64

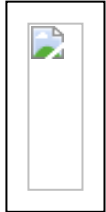
Required Dexterity: 128

Required Level: 20

7% Chance to cast level 8 Frog Prince when you Kill an Enemy

7% Chance to cast level 8 Banish when you Kill an Enemy
 +(61 to 90)% Enhanced damage
 +(61 to 80) to Maximum Damage
 Adds (26-50)-(76-150) fire damage
 Adds (26-50)-(76-150) cold damage
 Cold Resist +(26 to 30)%
 (31 to 40)% Better Chance of Getting Magic Items
 Socketed: 2

Tier 2 Assassin Weapons



The Nutcracker

Katar (2)

One-Hand Damage: (15-18) to (18-21)

Durability: 10

(Assassin Only)

Required Level: 10

+(51 to 80)% Enhanced damage

(6 to 9)% Chance of Crushing Blow

(6 to 8) to Strength

(-51 to -80) to Monster Defense per Hit

(6 to 8)% Bonus to Dexterity

Socketed: 2



Spellgrip

Wrist Blade (2)

One-Hand Damage: 14 to 16

Durability: 20

(Assassin Only)

Required Dexterity: 35

Required Level: 11

19% Chance to cast level 7 Hunting Banshee on Attack

+(1 to 2) to Assassin Skill Levels

10% Faster Cast Rate

-(6 to 8)% to Enemy Fire Resistance

-(6 to 8)% to Enemy Lightning Resistance

-(6 to 8)% to Enemy Cold Resistance

+(3 to 4) to Ice Whirl

+(16 to 20) to Energy

All Resists +(6 to 8)%

Socketed: 2



Sawfish

Hatchet Hands (2)

One-Hand Damage: (27-32) to (32-38)

Durability: 29

(Assassin Only)

Required Dexterity: 48

Required Level: 13

4% Chance to cast level 5 Bloodlust on Attack

+(61 to 90)% Enhanced damage

20% Increased Attack Speed

(51 to 70)% Bonus to Attack Rating

Stun Attack

+(3 to 4) to Blade Barrier

(11 to 14)% Bonus to Dexterity

Socketed: 2



Hellfeast

Cestus (2)

One-Hand Damage: (60-70) to (78-99)

Durability: 38

(Assassin Only)

Required Dexterity: 60

Required Level: 15

19% Chance to cast level 7 Flamefront on Attack

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

+(71 to 100)% Enhanced damage

Adds (26-30)-(41-55) damage

-(16 to 20)% to Enemy Fire Resistance

(7 to 10)% Life stolen per Hit

(16 to 20)% Chance of Uninterruptable Attack

Socketed: 2



Gold Digger

Claws (2)

One-Hand Damage: (35-41) to (41-49)

Durability: 48

(Assassin Only)

Required Dexterity: 73

Required Level: 15

+(61 to 90)% Enhanced damage

Stun Attack

(6 to 8)% Chance of Crushing Blow

(151 to 200)% Extra Gold from Monsters

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



+2 to Light Radius
Socketed: 2

**Arihan's End
Blade Talons (2)**

One-Hand Damage: (47-56) to (110-150)
Durability: 65

(Assassin Only)

Required Dexterity: 121

Required Level: 21

18% Chance to cast level 9 Fire Splash on Attack

+(71 to 100)% Enhanced damage

10% Increased Attack Speed

+(51 to 80) to Maximum Damage

+(151 to 200)% Damage to Demons

+(51 to 80) to Life

Fire Resist +(26 to 30)%

Socketed: 2

**Circuit Breaker
Scissors Katar (2)**

One-Hand Damage: (47-57) to (56-68)

Durability: 66

(Assassin Only)

Required Dexterity: 100

Required Level: 21

17% Chance to cast level 8 Flash on Attack

+(81 to 120)% Enhanced damage

20% Increased Attack Speed

10% Faster Hit Recovery

Adds 1-(51-100) lightning damage

+(3 to 4) to Shock Flower

Lightning Resist +(31 to 40)%

100% Enhanced Damage vs. Necrobots

Socketed: 2



**Na-Krul's Spine
Naginata (2)**

Two-Hand Damage: (143-172) to (191-242)

Durability: 88

(Assassin Only)

Required Dexterity: 91

Required Level: 16

6% Chance to cast level 5 Bloodlust on Attack

25% Chance to cast level 8 Flamefront on Attack

+(51 to 60)% Bonus Damage to Bloodlust

+(101 to 140)% Enhanced damage

20% Increased Attack Speed

Adds (41-50)-(81-110) damage

All Resists +(26 to 30)%

Damage Reduced by (6 to 8)%

Socketed: 3

Tier 2 Barbarian Weapons



**Warmonger
Spatha (2)**

One-Hand Damage: (30-36) to (36-43)

Durability: 66

(Barbarian Only)

Required Strength: 67

Required Level: 14

+(51 to 80)% Enhanced damage

(26 to 40)% Bonus to Attack Rating

+(81 to 120)% Damage to Undead

(6 to 8)% Chance of Crushing Blow

+(11 to 15) to Strength

+(11 to 15) to Dexterity

(6 to 8)% Reanimate as: Defiler

Socketed: 2



**Wolfpack
Backsword (2)**

One-Hand Damage: (36-43) to (111-148)

Durability: 87

(Barbarian Only)

Required Strength: 85

Required Level: 16

+(51 to 80)% Enhanced damage

10% Increased Attack Speed

+(71 to 100) to Maximum Damage

(6 to 8)% Life stolen per Hit

(6 to 8)% Chance of Crushing Blow

+(16 to 20)% Bonus to Summoned Minion Life

+(16 to 20) to Strength

+(16 to 20) to Vitality

(16 to 20)% Reanimate as: Ghost Wolf
Socketed: 2



**Icehunter's Fang
Ira (2)**

One-Hand Damage: (41-49) to (51-60)
Durability: 108
(Barbarian Only)
Required Strength: 103
Required Level: 16

7% Chance to cast level 6 Winter Avatar on Attack
4% Chance to cast level 5 Rune of Ice on Attack
13% Chance to cast level 8 Ice Lance on Attack
+(61 to 90)% Enhanced damage
Adds (26-50)-(46-90) cold damage
+(26 to 40) to Dexterity
Cold Resist +(31 to 40)%
Socketed: 3



**Uldyssian's Legion
Bronze Sword (2)**

One-Hand Damage: (51-60) to (61-72)
Durability: 122
(Barbarian Only)
Required Strength: 123
Required Level: 18

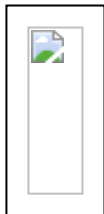
+(71 to 100)% Enhanced damage
20% Increased Attack Speed
20% Faster Cast Rate
+(1 to 2) to Barbarian Skill Levels
+(16 to 20)% Bonus to Summoned Minion Damage
+(6 to 8)% Bonus to Summoned Minion Life
Increase Maximum Mana (26 to 30)%
All Resists +(11 to 14)%
Socketed: 3



**Bul Kathos' Teaching
Kriegsmesser (2)**

One-Hand Damage: (54-64) to (112-320)
Durability: 126
(Barbarian Only)
Required Strength: 141
Required Level: 22

6% Chance to cast level 6 Spike Nova on Attack
+1 to Barbarian Skill Levels
+(71 to 100)% Enhanced damage
+(2 per level) to Maximum Damage (Based on Character Level)
+(81 to 120)% Damage to Demons
+(3 to 4) to Inner Fire
+(151 to 200) to Life
+(11 to 15) Life on Striking in Melee
Total Character Defense Plus (6 to 8)%
Socketed: 3



**King of the Dreadlands
Mammen Axe (2)**

One-Hand Damage: (22-25) to (24-27)
Durability: 24
(Barbarian Only)
Required Strength: 13
Required Level: 9

+(7 to 8) Enhanced Stance Radius
4% Chance to cast level 8 Crater when you Kill an Enemy
+(51 to 70)% Enhanced damage
35% Increased Attack Speed
+(51 to 70)% Damage to Undead
+(6 to 8)% to Experience Gained
Socketed: 1



**Gift of the Spiritbeast
Hammerhead Axe (2)**

One-Hand Damage: (53-62) to (118-159)
Durability: 85
(Barbarian Only)
Required Strength: 137
Required Level: 22

2% Chance to cast level 12 Mark of the Wild on Attack
+(61 to 90)% Enhanced damage
15% Increased Attack Speed
+(51 to 80) to Maximum Damage
Adds (41-80)-(61-120) fire damage
Adds (41-80)-(61-120) lightning damage
Increase Maximum Mana (16 to 20)%
Socketed: 3

**Oni no Ona
Ono (2)**



Two-Hand Damage: (27-32) to (31-37)

Durability: 30

(Barbarian Only)

Required Strength: 40

Required Level: 9

Thunderfury

10% Chance to cast level 4 Glacial Nova when you Kill an Enemy

20% Chance to cast level 4 Frozen Crown on Attack

+(51 to 80)% Enhanced damage

Adds (16-30)-(31-60) cold damage

+(16 to 20)% to Cold Spell Damage

Cold Resist +(16 to 20)%

+(16 to 20) Mana on Striking in Melee

Socketed: 3

Bergkaiser

Valaska (2)

Two-Hand Damage: (83-101) to (213-276)

Durability: 91

(Barbarian Only)

Required Strength: 130

Required Level: 17

Thunderfury

20% Chance to cast level 8 Shadowstorm on Attack

+(81 to 120)% Enhanced damage

+(101 to 140) to Maximum Damage

(76 to 100)% Bonus to Attack Rating

Stun Attack

+(3 to 5) to Balance

+(26 to 35) to all Attributes

All Resists +(16 to 20)%

Socketed: 3



Wrathchild

Labrys (2)

Two-Hand Damage: (106-129) to (238-322)

Durability: 101

(Barbarian Only)

Required Strength: 185

Required Level: 22

Thunderfury

+(1 to 2) to Barbarian Skill Levels

+(81 to 120)% Enhanced damage

-10% Decreased Attack Speed

+(121 to 180) to Maximum Damage

(6 to 8)% Chance of Crushing Blow

Enhanced Weapon Damage +(26 to 30)%

Slows Target by (6 to 8)%

(51 to 70)% Extra Gold from Monsters

Socketed: 3



Tier 2 Druid Weapons



**Sagespirit
Compound Bow (2)**

Two-Hand Damage: (40-47) to (104-142)

(Druid Only)

Required Strength: 89

Required Level: 14

6% Chance to cast level 1 Arcane Fury when you Kill an Enemy

+(1 to 2) to Druid Skill Levels

+(61 to 90)% Enhanced damage

+(26 to 35)% Bonus Elemental Damage to Mark of the Wild

20% Increased Attack Speed

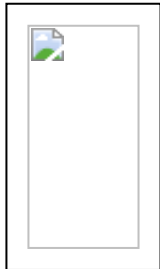
+(51 to 80) to Maximum Damage

(51 to 70)% Duration Bonus to Mark of the Wild

(51 to 70)% Bonus to Attack Rating

+(26 to 35) to Strength

Socketed: 3



**Vipercast
Serpent Bow (2)**

Two-Hand Damage: (48-57) to (118-159)

(Druid Only)

Required Strength: 107

Required Level: 16

30% Chance to cast level 15 Venomous Spirit when you Kill an Enemy

+(61 to 90)% Enhanced damage

+(51 to 80) to Maximum Damage

(7 to 10)% Life stolen per Hit

+(26 to 30)% to Poison Spell Damage

Slows Target by (6 to 8)%

(11 to 15)% Bonus to Strength

(11 to 14)% Chance of Uninterruptable Attack

Socketed: 3



**Wasp Sting
Maple Bow (2)**

Two-Hand Damage: (57-68) to (78-93)

(Druid Only)

Required Strength: 125

Required Level: 17

11% Chance to cast level 1 Arrow on Striking

+(61 to 90)% Enhanced damage

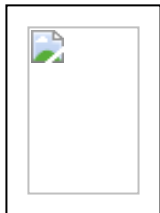
20% Increased Attack Speed

Adds (13-25)-(25-50) poison damage over 2 seconds

(11 to 15)% Chance of Open Wounds

Poison Length Reduced by (11 to 14)%

Socketed: 3



**Salamander's Breath
Viper Bow (2)**

Two-Hand Damage: (110-135) to (152-188)

(Druid Only)

Required Strength: 143

Required Level: 18

100% Chance to cast level 12 Fire Splash when you Kill an Enemy

10% Chance to cast level 6 Rune of Fire on Striking

+(81 to 120)% Enhanced damage

35% Faster Hit Recovery

Adds (36-45)-(51-65) damage

(11 to 14)% Chance of Crushing Blow

Fire Resist +(41 to 50)%

Socketed: 3



**Thorn Branch
Recurve Bow (2)**

Two-Hand Damage: (79-96) to (112-136)

(Druid Only)

Required Strength: 162

Required Level: 21

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

+(1 to 2) to Druid Skill Levels

+(81 to 120)% Enhanced damage

(26 to 30)% Chance of Open Wounds

Attacker Flees after Striking (6 to 7)%

Regenerate Mana +(26 to 30)%

Total Character Defense Plus (16 to 20)%

Slows Attacker by (11 to 13)%

Socketed: 3

**Naiad King
Flamen Staff (2)**

Two-Hand Damage: 20 to 24

Durability: 77

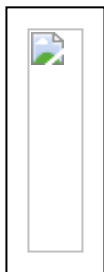
(Druid Only)

Required Strength: 30

Required Level: 15

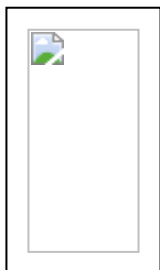
+(1 to 2) to Druid Skill Levels

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



(31 to 40)% Duration Bonus to Mark of the Wild
+(5 to 8) to Charm
-(16 to 20)% to Enemy Fire Resistance
-(16 to 20)% to Enemy Cold Resistance
Fire Resist +(21 to 30)%
Lightning Resist +(21 to 30)%
Poison Resist +(21 to 30)%
Socketed: 2

Tier 2 Necromancer Weapons



Cane of Juris Khan

Raptor Scythe (2)

Two-Hand Damage: (21-26) to (33-41)

Durability: 26

(Necromancer Only)

Required Strength: 12

Required Level: 9

Mega Impact

8% Chance to cast level 8 Venomous Spirit on Striking

+(51 to 90)% Enhanced damage

+(16 to 20)% to Poison Spell Damage

(26 to 30)% Chance of Open Wounds

(6 to 8)% Bonus to Strength

Total Character Defense Plus (16 to 20)%

Socketed: 3



Talon's Reach

Bonesplitter (2)

Two-Hand Damage: (23-29) to (148-199)

Durability: 96

(Necromancer Only)

Required Strength: 83

Required Level: 16

Mega Impact

30% Chance to cast level 15 Hunting Banshee when you Kill an Enemy

+(71 to 110)% Enhanced damage

+(51 to 80) to Maximum Damage

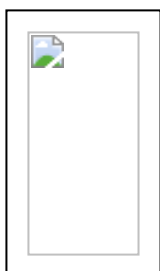
-(26 to 30)% to Enemy Cold Resistance

(6 to 9)% Chance of Crushing Blow

+(16 to 20)% Bonus to Summoned Minion Damage

(6 to 8)% Chance to Avoid Damage

Socketed: 3



Lord of Thorns

Marrow Staff (2)

Two-Hand Damage: 24 to 32

Durability: 106

(Necromancer Only)

Required Strength: 56

Required Level: 20

3% Chance to cast level 7 Spike Nova when Struck by a Missile

+(1 to 2) to Necromancer Skill Levels

40% Faster Cast Rate

Hit Causes Monster to Flee +(4 to 5)%

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

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

+(26 to 35) to Energy

All Resists +(16 to 20)%

Socketed: 3



Mendeln's Companion

Hexblade (2)

One-Hand Damage: (15-18) to (27-32)

Durability: 15

(Necromancer Only)

Required Dexterity: 48

Required Level: 14

+(51 to 80)% Enhanced damage

10% Increased Attack Speed

10% Faster Cast Rate

Stun Attack

(6 to 8) to Strength

+(51 to 80) to Life

Socketed: 1

Compass of Souls

Spirit Edge (2)

One-Hand Damage: (25-30) to (44-52)

Durability: 28

(Necromancer Only)

Required Dexterity: 101

Required Level: 20



+(71 to 100)% Enhanced damage
 Adds (26-50)-(51-100) fire damage
 Adds (26-50)-(51-100) cold damage
 +(4 to 6) to Whirlpool
 (8 to 11)% Mana stolen per Hit
 Regenerate Mana +(26 to 30)%
 (6 to 8)% Chance of Uninterruptable Attack
 Socketed: 2



Deathwind
Needle Crossbow (2)
 Two-Hand Damage: (36-43) to (42-50)
 (Necromancer Only)
 Required Strength: 46
 Required Level: 14
 5% Chance to cast level 3 Time Strike on Striking
 3% Chance to cast level 12 Lorenado on Striking
 +(51 to 80)% Enhanced damage
 +(151 to 200)% Damage to Undead
 Adds 24-48 poison damage over 4 seconds
 +(11 to 14) to Strength
 Socketed: 3



The Khalim Organ
Dart Thrower (2)
 Two-Hand Damage: 32 to 42
 (Necromancer Only)
 Required Strength: 69
 Required Level: 16
 20% Increased Attack Speed
 Adds (36-70)-(81-160) fire damage
 Adds (36-70)-(81-160) lightning damage
 -(6 to 8)% to Enemy Fire Resistance
 -(6 to 8)% to Enemy Lightning Resistance
 Fire Resist +(16 to 20)%
 Lightning Resist +(16 to 20)%
 Socketed: 3



Starkiller
Stinger Crossbow (2)
 Two-Hand Damage: (112-139) to (163-214)
 (Necromancer Only)
 Required Strength: 93
 Required Level: 18
 7% Chance to cast level 13 Abyss when you Kill an Enemy
 +(1 to 2) to Necromancer Skill Levels
 +(76 to 110)% Enhanced damage
 10% Increased Attack Speed
 Adds (21-30)-(51-80) damage
 Increase Maximum Mana (16 to 20)%
 All Resists +(16 to 20)%
 Socketed: 3



Corpsefling
Trebuchet (2)
 Two-Hand Damage: (98-117) to (208-258)
 (Necromancer Only)
 Required Strength: 105
 Required Level: 21
 6% Chance to cast level 8 Plague Avatar when you Kill an Enemy
 +(101 to 140)% Enhanced damage
 -5% Decreased Attack Speed
 +(76 to 100) to Maximum Damage
 (7 to 10)% Life stolen per Hit
 -(11 to 15)% to Enemy Poison Resistance
 (11 to 13)% Chance of Crushing Blow
 +(151 to 200) to Life
 Socketed: 3



The Square Peg
Wand (2)
 One-Hand Damage: 10 to 12
 Durability: 12
 (Necromancer Only)
 Required Level: 9
 +(6 to 9) to Strength
 +(6 to 9) to Dexterity
 +(6 to 9) to Vitality
 Damage Reduced by (3 to 4)
 Total Character Defense Plus (6 to 8)%
 (26 to 35)% Better Chance of Getting Magic Items
 Socketed: 2

Drake Cigar
Yew Wand (2)
 One-Hand Damage: 12 to 16



Durability: 36
(Necromancer Only)
Required Dexterity: 10
Required Level: 12
1% Chance to cast level 7 Flamefront when you Take Damage
+(1 to 2) to Necromancer Skill Levels
+(6 to 8)% to Fire Spell Damage
+(6 to 8)% to Cold Spell Damage
Regenerate Mana +(16 to 20)%
Fire Absorb (6 to 8)%
Socketed: 2



Fateweaver
Bone Wand (2)
One-Hand Damage: 14 to 20
Durability: 60
(Necromancer Only)
Required Dexterity: 14
Required Level: 14
100% Chance to cast level 14 Hunting Banshee when you Die
18% Chance to cast level 12 Frozen Soul when Struck
15% Faster Cast Rate
+2 to Maximum Necromancer Minions
Increase Maximum Mana (6 to 8)%
Slows Attacker by (6 to 8)%
Socketed: 2



Blackheart
Grim Wand (2)
One-Hand Damage: 18 to 27
Durability: 108
(Necromancer Only)
Required Dexterity: 22
Required Level: 20
1% Chance to cast level 6 Gift of Inner Fire when Attacked
+(1 to 2) to Necromancer Skill Levels
20% Faster Cast Rate
20% Faster Hit Recovery
+(3 to 4) to Dark Power
+(6 to 9) to Summon Darklings
+(21 to 25)% Bonus to Summoned Minion Damage
Replenish Life +(1 per level) (Based on Character Level)
Socketed: 2

Tier 2 Paladin Weapons



Auto Da Fe
Bonebreaker (2)
One-Hand Damage: (24-27) to (33-37)
Durability: 37
(Paladin Only)
Required Strength: 54
Required Level: 13
+(26 to 40) Energy Factor to Spell Damage
4% Chance to cast level 9 Cataclysm on Attack
+(51 to 70)% Enhanced damage
10% Increased Attack Speed
10% Faster Cast Rate
-(6 to 8)% to Enemy Fire Resistance
+(5 to 7) to Apocalypse
Socketed: 2



Dies Metus
Goedendag (2)
One-Hand Damage: (34-42) to (73-98)
Durability: 53
(Paladin Only)
Required Strength: 76
Required Level: 15
6% Chance to cast level 3 Cold Fear on Attack
+(71 to 110)% Enhanced damage
10% Increased Attack Speed
+(26 to 40) to Maximum Damage
Stun Attack
(6 to 8)% Chance of Crushing Blow
Slows Target by (6 to 8)%
Socketed: 2

Vindicatress
Angel Star (2)
One-Hand Damage: 24 to 35
Durability: 69
(Paladin Only)
Required Strength: (86-82)
Required Level: 17
1% Chance to cast level 4 Celerity when Struck



+ (1 to 2) to Paladin Skill Levels
 20% Faster Cast Rate
 + (16 to 20)% to Fire Spell Damage
 + (16 to 20)% to Physical/Magic Spell Damage
 + (31 to 40) to Energy
 Magic Resist + (6 to 8)%
 Fire Resist + (31 to 40)%
 (16 to 20)% Reanimate as: Broken Soul
 Requirements (-11 to -15)%
 Socketed: 2



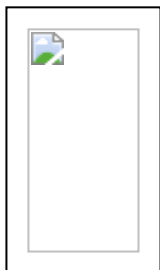
Faithshaker
Hand of God (2)
 Two-Hand Damage: (81-98) to (148-198)
 Durability: 151
 (Paladin Only)
 Required Strength: 221
 Required Level: 21

Amazing Grace
 3% Chance to cast level 8 Thunder Slam on Attack
 + (81 to 120)% Enhanced damage
 + (51 to 80) to Maximum Damage
 + (101 to 150)% Damage to Demons
 Stun Attack
 + (26 to 35) to Strength
 Fire Resist + (26 to 35)%
 Cold Resist + (26 to 35)%
 Socketed: 3



The Crucifier
Holy Lance (2)
 Two-Hand Damage: (24-28) to (112-152)
 Durability: 52
 (Paladin Only)
 Required Strength: 58
 Required Level: 13

8% Chance to cast level 2 Arrow on Striking
 + (1 to 2) to Paladin Skill Levels
 + (61 to 90)% Enhanced damage
 -5% Decreased Attack Speed
 + (51 to 80) to Maximum Damage
 (16 to 20)% Chance of Crushing Blow
 (16 to 20)% Bonus to Strength
 Socketed: 3



The Angiris Pike
Tepoztopilli (2)
 Two-Hand Damage: (40-45) to (80-90)
 Durability: 96
 (Paladin Only)
 Required Strength: 165
 Required Level: 22

+ (51 to 80) Energy Factor to Spell Damage
 + (1 to 2) to Paladin Skill Levels
 + (51 to 70)% Enhanced damage
 + (26 to 35)% to Fire Spell Damage
 + (26 to 35)% to Cold Spell Damage
 Slows Target by (6 to 8)%
 Damage Reduced by (6 to 8)%
 (6 to 8)% Reanimate as: Daystar
 Socketed: 3

Tier 2 Sorceress Weapons



The Watcher
Eagle Orb (2)
 One-Hand Damage: 10 to 11
 Durability: 14
 (Sorceress Only)
 Required Dexterity: 11
 Required Level: 8
 +1 to All Skills
 10% Faster Run/Walk
 10% Faster Cast Rate
 (71 to 100)% Extra Gold from Monsters
 +1 to Light Radius
 Socketed: 2



Lunarsong
Sacred Globe (2)
 One-Hand Damage: 12 to 14
 Durability: 30
 (Sorceress Only)
 Required Dexterity: 16
 Required Level: 12
 + (26 to 40) Energy Factor to Spell Damage



+1 to Sorceress Skill Levels
 -(6 to 8)% to Enemy Cold Resistance
 Regenerate Mana +(16 to 20)%
 Lightning Resist +(16 to 20)%
 Cold Resist +(16 to 20)%
 +1 to Light Radius
 Socketed: 2

**Narlant Dream
 Smoked Sphere (2)**

One-Hand Damage: 14 to 18
 Durability: 46
 (Sorceress Only)
 Required Dexterity: 30
 Required Level: 14
 1% Chance to cast level 6 Charm when Struck
 +(1 to 2) to Sorceress Skill Levels
 20% Faster Cast Rate
 +(51 to 80) Defense vs. Melee
 Increase Maximum Mana (6 to 8)%
 Slows Attacker by (6 to 8)%
 Socketed: 2



**Thunderball
 Clasp Orb (2)**

One-Hand Damage: 17 to 21
 Durability: 62
 (Sorceress Only)
 Required Dexterity: 14
 Required Level: 16
 4% Chance to cast level 5 Flash when Attacked
 +(6 to 8)% Bonus to Energy Factor
 +1 to Sorceress Skill Levels
 Nova Charge Scatter Increased by (51 to 80)%
 +(16 to 20)% to Lightning Spell Damage
 +(16 to 20) to Energy
 Lightning Resist +(26 to 30)%
 Socketed: 2



**Dragonstone
 Jared's Stone (2)**

One-Hand Damage: 19 to 25
 Durability: 78
 (Sorceress Only)
 Required Dexterity: 44
 Required Level: 19
 +(31 to 40) Energy Factor to Spell Damage
 1% Chance to cast level 5 Blast Wave when Attacked
 +(1 to 2) to Sorceress Skill Levels
 20% Faster Cast Rate
 (0.25 per level)% to Fire Spell Damage (Based on Character Level)
 Fire Absorb (6 to 7)%
 +(16 to 25) Life after each Kill
 (26 to 30)% Better Chance of Getting Magic Items
 Socketed: 2



**The Warped Blade
 Warp Blade (2)**

One-Hand Damage: (43-52) to (171-235)
 Durability: 44
 (Sorceress Only)
 Required Dexterity: (58-56)
 Required Level: 23
 18% Chance to cast level 8 Energy Beam on Attack
 +(81 to 120)% Enhanced damage
 20% Increased Attack Speed
 +(101 to 150) to Maximum Damage
 +(26 to 35) to Dexterity
 (16 to 20)% Reanimate as: Soul Flayer
 Requirements (-16 to -20)%
 Socketed: 3

Tier 2 Body Armour



**The War Cloak
 Quilted Armor (2)**

Defense: (63-119)
 Durability: 27
 Required Strength: 19
 Required Level: 9
 (4 to 5)% Life stolen per Hit
 (26 to 30)% Chance of Open Wounds
 Enhanced Weapon Damage +(26 to 35)%
 +(51 to 70)% Enhanced Defense
 +(6 to 8)% Increased Healing Rate from Apples
 Socketed: 3



**Acidblood
Leather Armor (2)**

Defense: (89-185)
Durability: 33
Required Strength: 28
Required Level: 9
Attacker Flees after Striking (6 to 7)%
(-26 to -40) to Monster Defense per Hit
+(51 to 80)% Enhanced Defense
+(26 to 40)% Damage when using a Healing Potion
Fire Resist +(16 to 20)%
Poison Resist +(16 to 20)%
Attacker Takes Fire Damage of (26 to 35)
Socketed: 3



**Leather of Aut
Hard Leather Armor (2)**

Defense: (122-258)
Durability: 39
Required Strength: 36
Required Level: 11
6% Chance to cast level 1 Arrow when you Take Damage
+(61 to 90)% Enhanced Defense
(6 to 8)% Bonus to Dexterity
(6 to 8)% Bonus to Vitality
Damage Reduced by (6 to 8)
(16 to 20)% Chance of Uninterruptable Attack
Socketed: 3



**Carmen Arvale
Studded Leather (2)**

Defense: (148-319)
Durability: 45
Required Strength: 45
Required Level: 12
6% Chance to cast level 6 Gift of the Wild when you Kill an Enemy
(6 to 8)% Bonus to Buff/Debuff/Cold Skill Duration
+(61 to 90)% Enhanced Defense
Lightning Resist +(16 to 20)%
Cold Resist +(16 to 20)%
Poison Resist +(16 to 20)%
(151 to 200)% Extra Gold from Monsters
Socketed: 3



**Sharkbaiter
Ring Mail (2)**

Defense: (186-408)
Durability: 51
Required Strength: 54
Required Level: 12
1% Chance to cast level 12 Bloodlust when you Take Damage
+(26 to 40)% Bonus Damage to Bloodlust
10% Increased Attack Speed
(6 to 7)% Chance of Crushing Blow
+(71 to 100)% Enhanced Defense
+(16 to 20) to Strength
+(6 to 8) Life on Striking in Melee
Socketed: 3



**Robe of Leaves
Scale Mail (2)**

Defense: (221-499)
Durability: 57
Required Strength: 62
Required Level: 12
+(26 to 35)% Bonus Elemental Damage to Mark of the Wild
-(6 to 8)% to Enemy Fire Resistance
-(6 to 8)% to Enemy Cold Resistance
-(6 to 8)% to Enemy Poison Resistance
+(76 to 110)% Enhanced Defense
Increase Maximum Life (6 to 8)%
Fire Resist (-6 to -8)%
Poison Resist +(26 to 30)%
Socketed: 3



**Albrecht's Revenge
Chain Mail (2)**

Defense: (215-460)
Durability: 63
Required Strength: (59-56)
Required Level: 13
6% Chance to cast level 1 Arrow on Striking
Adds (26-50)-(51-100) cold damage
+(51 to 70)% Enhanced Defense
Cold Resist +(26 to 30)%
(11 to 13)% Reanimate as: Returned Archer

+(16 to 24) Life after each Demon Kill
Requirements (-16 to -20)%
Socketed: 3



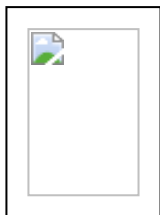
**Werecat
Breast Plate (2)**

Defense: (273-608)
Durability: 69
Required Strength: 80
Required Level: 14
6% Chance to cast level 4 Claw Tornado on Attack
10% Increased Attack Speed
(26 to 30)% Chance of Open Wounds
+(71 to 100)% Enhanced Defense
+(16 to 20) to Strength
+(16 to 20) to Dexterity
+(16 to 20) to Vitality
Socketed: 3



**Jitan's Kamon
Splint Mail (2)**

Defense: (300-672)
Durability: 75
Required Strength: 88
Required Level: 15
100% Chance to cast level 14 Singularity when you Die
6% Chance to cast level 7 Guard Tower when you Kill an Enemy
Adds (16-30)-(31-60) fire damage
Adds (16-30)-(31-60) lightning damage
Adds (16-30)-(31-60) cold damage
+(71 to 100)% Enhanced Defense
Damage Reduced by 6%
Socketed: 3



**Iceshell
Plate Mail (2)**

Defense: (330-744)
Durability: 81
Required Strength: 97
Required Level: 15
2% Chance to cast level 10 Glacial Nova when Attacked
7% Chance to cast level 7 Ice Bolt Nova when Attacked
15% Faster Hit Recovery
+(16 to 20)% to Cold Spell Damage
+(71 to 100)% Enhanced Defense
+6% to Maximum Cold Resist
Cold Resist +(26 to 30)%
(16 to 20)% Chance of Uninterruptable Attack
Socketed: 3



**Fauztin's Visage
Field Plate (2)**

Defense: (338-771)
Durability: 87
Required Strength: 106
Required Level: 15
15% Faster Cast Rate
+(11 to 14)% Bonus to Summoned Minion Life
+(16 to 20)% Bonus to Summoned Minion Damage
+(61 to 90)% Enhanced Defense
Cold Resist +(26 to 30)%
Poison Resist +(26 to 30)%
Level 2 Death's Fury Totem (20 Charges)
Socketed: 3



**Dragon's Blood
Light Plate (2)**

Defense: (410-965)
Durability: 93
Required Strength: 115
Required Level: 16
7% Chance to cast level 9 Wrath on Attack
20% Faster Cast Rate
+(51 to 70)% Damage to Demons
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Physical/Magic Spell Damage
+(81 to 120)% Enhanced Defense
+(36 to 40) to Vitality
+(26 to 35) Life after each Demon Kill
Socketed: 3

**Steel Golem
Gothic Plate (2)**

Defense: (490-1132)
Durability: 114
Required Strength: (136-140)
Required Level: 18



35% Faster Hit Recovery
 Stun Attack
 6% Chance of Crushing Blow
 +(101 to 140)% Enhanced Defense
 (11 to 14)% Bonus to Strength
 (11 to 14)% Bonus to Vitality
 Increase Maximum Durability (16 to 20)%
 Requirements +(11 to 14)%
 Socketed: 3

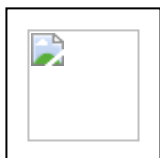


Shroud Royal
Full Plate Mail (2)
 Defense: (522-1209)
 Durability: 105
 Required Strength: 132
 Required Level: 19
 Strength Bonus to Weapon Damage
 +(3 to 4) to Vanquish
 (6 to 8)% Bonus to All Attributes
 +(101 to 140)% Enhanced Defense
 Damage Reduced by (11 to 14)
 (51 to 75)% Extra Gold from Monsters
 (21 to 25)% Better Chance of Getting Magic Items
 Socketed: 3

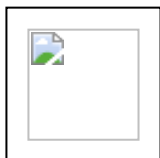


Queen of Glass
Ancient Armor (2)
 Defense: (418-918)
 Durability: 11
 Required Strength: (118-112)
 Required Level: 20
 10% Faster Run/Walk
 20% Faster Cast Rate
 -(16 to 20)% to Enemy Fire Resistance
 -(16 to 20)% to Enemy Lightning Resistance
 -(16 to 20)% to Enemy Cold Resistance
 -(16 to 20)% to Enemy Poison Resistance
 +(51 to 70)% Enhanced Defense
 +(251 to 350) to Mana
 Lightning Resist +(26 to 30)%
 Cold Resist +(26 to 30)%
 Decrease Maximum Durability -90%
 Socketed: 3
 Requirements (-16 to -20)%

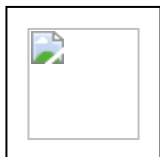
Tier 2 Helms



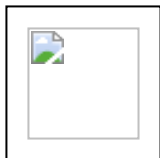
The Jester
Cap (2)
 Defense: (32-36)
 Durability: 27
 Required Strength: 16
 Required Level: 9
 5% Faster Run/Walk
 +(6 to 8)% to Spell Damage
 Random Resistance Bonus
 Socketed: 2



Topspin
Skull Cap (2)
 Defense: (78-126)
 Durability: 33
 Required Strength: 36
 Required Level: 11
 7% Chance to cast level 4 Starburst when Attacked
 10% Increased Attack Speed
 Enhanced Weapon Damage +(16 to 20)%
 +(51 to 80)% Enhanced Defense
 (6 to 8)% Bonus to Dexterity
 (6 to 8)% Bonus to Energy
 Socketed: 2



Lavadome
Helm (2)
 Defense: (114-175)
 Durability: 39
 Required Strength: 57
 Required Level: 13
 1% Chance to cast level 9 Lava Pit on Attack
 1% Chance to cast level 9 Fire Fountain on Attack
 1% Chance to cast level 9 Tremor on Attack
 +(6 to 8)% to Fire Spell Damage
 (-51 to -80) to Monster Defense per Hit
 +(51 to 70)% Enhanced Defense
 +(11 to 14) to Strength
 Socketed: 2



Farnham's Flowerpot

Full Helm (2)

Defense: (147-231)

Durability: 45

Required Strength: 77

Required Level: 14

1% Chance to cast level 4 Dire Charm when you Take Damage

5% Faster Run/Walk

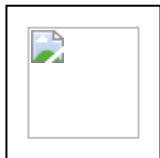
10% Faster Hit Recovery

+(51 to 70)% Enhanced Defense

Regenerate Mana +(11 to 14)%

Magic Damage Reduced by (6 to 8)

Socketed: 2



Lanterne Rouge

Great Helm (2)

Defense: (181-309)

Durability: 51

Required Strength: 97

Required Level: 16

7% Chance to cast level 6 Flamefront on Attack

-5% Slower Run/Walk

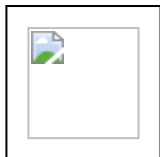
5% Increased Attack Speed

-(6 to 8)% to Enemy Fire Resistance

+(51 to 80)% Enhanced Defense

Replenish Life +(26 to 35)

Socketed: 2



Glowskull

Crown (2)

Defense: (230-387)

Durability: 71

Required Strength: 117

Required Level: 19

1% Chance to cast level 4 Unholy Armor on Attack

+(16 to 20)% Bonus to Poison Skill Duration

-(6 to 8)% to Enemy Poison Resistance

+(61 to 90)% Enhanced Defense

Poison Resist +(26 to 35)%

Total Character Defense Plus (11 to 14)%

(6 to 8)% Chance of Uninterruptable Attack

Increase Maximum Durability (26 to 30)%

Socketed: 2

Tier 2 Circlets



The Celestial Crown

Circlet (2)

Defense: (28-54)

Durability: 10

Required Dexterity: 25

Required Level: 13

1% Chance to cast level 6 Rapture on Attack

+(26 to 30)% Damage to Undead

+(11 to 14) to Energy

+(11 to 14) to Dexterity

Poison Resist +(26 to 35)%

Socketed: 2



The Allseeing Eye

Coronet (2)

Defense: (84-134)

Durability: 15

Required Dexterity: 31

Required Level: 14

1% Chance to cast level 6 Blink when you Take Damage

5% Increased Attack Speed

(51 to 70)% Bonus to Attack Rating

(6 to 7)% Bonus to Dexterity

+(51 to 70) Defense

Socketed: 2



Auriel's Halo

Tiara (2)

Defense: (39-76)

Durability: 20

Required Dexterity: 34

Required Level: 16

+1 to Paladin Skill Levels

Adds (16-30)-(36-70) fire damage

Adds (16-30)-(36-70) cold damage

Fire Resist +(16 to 20)%

Cold Resist +(16 to 20)%

Requirements -(6 to -8)%

Socketed: 2



**Haareis
Diadem (2)**
Defense: (46-91)
Durability: 25
Required Dexterity: 50
Required Level: 19
2% Chance to cast level 3 Shackles of Ice on Attack
(6 to 7)% Bonus to Buff/Debuff/Cold Skill Duration
(5 to 7)% Life stolen per Hit
(11 to 14)% Chance of Open Wounds
(6 to 7)% Bonus to Vitality
Cold Resist +(26 to 35)%
Socketed: 2

Tier 2 Special Helms

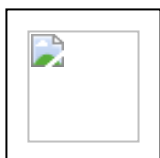


**Umbaru's Jinx
Mask (2)**
Defense: (70-94)
Durability: 26
Required Strength: 73
Required Level: 16
+(6 to 8)% to Fire Spell Damage
+(6 to 8)% to Poison Spell Damage
+(16 to 20)% Bonus to Summoned Minion Damage
+(6 to 7)% Bonus to Summoned Minion Resistances
Poison Length Reduced by (11 to 13)%
(6 to 7)% Reanimate as: Acid Beast
Level 5 Diseased Cattle (20 Charges)
Socketed: 2



**Stillwater
Bone Helm (2)**
Defense: (123-201)
Durability: 32
Required Strength: 88
Required Level: 19
+(16 to 20) Energy Factor to Spell Damage
1% Chance to cast level 8 Mana Sweep when Attacked
+(51 to 80)% Enhanced Defense
+(151 to 200) to Mana
Regenerate Mana +(16 to 20)%
+(26 to 35) Mana after each Kill
Socketed: 2

Tier 2 Shields



**Razordisk
Buckler (2)**
Defense: (40-56)
Durability: 32
Required Strength: 9
Required Dexterity: 25
Required Level: 8
+(1 per level) to Maximum Damage (Based on Character Level)
(6 to 8) to Strength
(16 to 20)% Chance of Open Wounds
(-51 to -80) to Monster Defense per Hit
Socketed: 2



**Destroying Angel
Small Shield (2)**
Defense: (104-198)
Durability: 42
Required Strength: 20
Required Dexterity: 45
Required Level: 11
Adds 32-48 poison damage over 5 seconds
+(16 to 20)% to Poison Spell Damage
Attacker Flees after Striking (6 to 7)%
+(41 to 60)% Enhanced Defense
Poison Resist +(26 to 30)%
Socketed: 2



**Wheel of Fortune
Large Shield (2)**
Defense: (109-189)
Durability: 52
Required Strength: 32
Required Dexterity: 65
Required Level: 13
1% Chance to cast level 18 Ice Whirl on Attack
+(6 to 8)% to Cold Spell Damage
+(11 to 14) to Strength

+ (11 to 14) to Dexterity
(11 to 13)% Chance of Uninterruptable Attack
(51 to 70)% Extra Gold from Monsters
(26 to 35)% Better Chance of Getting Magic Items
Socketed: 2



Banner of Duncraig

Kite Shield (2)

Defense: (225-490)

Durability: 62

Required Strength: 44

Required Dexterity: 86

Required Level: 14

2% Chance to cast level 3 Bloodlust on Attack

2% Chance to cast level 3 Fortress on Attack

+ (61 to 90)% Enhanced Defense

+ (16 to 22) to Strength

+ (16 to 22) to Dexterity

Lightning Resist + (26 to 35)%

Cold Resist + (26 to 35)%

Socketed: 2



The Ivory Tower

Tower Shield (2)

Defense: (262-554)

Durability: 72

Required Strength: (46-44)

Required Dexterity: (89-84)

Required Level: 16

+ (6 to 7)% Bonus to Energy Factor

5% Faster Cast Rate

+ (16 to 20)% to Fire Spell Damage

+ (16 to 20)% to Lightning Spell Damage

+ (51 to 70)% Enhanced Defense

Increase Maximum Mana (6 to 8)%

Requirements (-16 to -20)%

Socketed: 2



Doomfall

Gothic Shield (2)

Defense: (355-784)

Durability: 81

Required Strength: 67

Required Dexterity: 126

Required Level: 19

2% Chance to cast level 9 Abyss when Attacked

10% Faster Block Rate

- (6 to 8)% to Enemy Cold Resistance

Enhanced Weapon Damage + (26 to 30)%

+ (71 to 100)% Enhanced Defense

+ (26 to 35) to Strength

Slows Attacker by (6 to 7)%

Socketed: 2

Tier 2 Special Shields



The Wailing Wall

Bone Shield (2)

Defense: (128-262)

Durability: 51

Required Dexterity: 64

Required Level: 14

7% Chance to cast level 4 Hunting Banshee on Attack

Adds (16-30)-(26-50) cold damage

+ (61 to 90)% Enhanced Defense

+ (11 to 14) to Dexterity

Magic Resist + (6 to 8)%

Cold Resist + (16 to 20)%

Socketed: 3



Cloudladder

Spiked Shield (2)

Defense: (154-326)

Durability: 59

Required Dexterity: 80

Required Level: 16

1% Chance to cast level 13 Frozen Crown when you Take Damage

+ (51 to 70)% Damage to Undead

+ (61 to 90)% Enhanced Defense

+ (11 to 14) to all Attributes

Replenish Life + (26 to 35)

+ (6 to 9) Cold Absorb

+ (6 to 9) Lightning Absorb

Socketed: 3

Tier 2 Belts



**Moonwrap
Sash (2)**
Defense: (48-61)
Durability: 25
Required Strength: 13
Required Level: 8
10% Faster Cast Rate
+(51 to 70)% Enhanced Defense
Regenerate Mana +(26 to 30)%
Lightning Resist +(16 to 20)%
Cold Resist +(16 to 20)%
Socketed: 2



**Wormtongue
Light Belt (2)**
Defense: (95-139)
Durability: 34
Required Strength: 39
Required Level: 12
(51 to 70)% Bonus to Attack Rating
Adds (6-13)-(13-25) poison damage over 2 seconds
(5 to 7)% Life stolen per Hit
+(51 to 70)% Enhanced Defense
+(16 to 20) to Dexterity
Socketed: 2



**Aerin Orbiter
Belt (2)**
Defense: (147-214)
Durability: 43
Required Strength: 65
Required Level: 14
10% Faster Cast Rate
+(11 to 14)% to Fire Spell Damage
+(11 to 14)% to Lightning Spell Damage
+(11 to 14)% to Cold Spell Damage
+(51 to 70)% Enhanced Defense
+(16 to 20) to Energy
All Resists +(6 to 8)%
Magic Damage Reduced by (6 to 8)
Socketed: 2



**Deadfall
Heavy Belt (2)**
Defense: (238-378)
Durability: 52
Required Strength: 91
Required Level: 15
6% Chance to cast level 5 Shower of Rocks when you Kill an Enemy
6% Chance of Crushing Blow
+(81 to 120)% Enhanced Defense
+(26 to 35) to Strength
Lightning Resist +(16 to 20)%
(6 to 8)% Chance of Uninterruptable Attack
Socketed: 2



**Dragon Tail
Plated Belt (2)**
Defense: (283-432)
Durability: 61
Required Strength: 117
Required Level: 19
6% Chance to cast level 5 Seal of Fire on Attack
10% Faster Run/Walk
20% Increased Attack Speed
Adds (16-30)-(41-80) fire damage
Stun Attack
+(71 to 100)% Enhanced Defense
Fire Resist +(26 to 35)%
Socketed: 2

Tier 2 Gloves



**Vilehand
Leather Gloves (2)**
Defense: (25-28)
Durability: 25
Required Strength: 15
Required Level: 8
+(6 to 8)% Bonus to Poison Skill Duration
Adds (7-13)-(13-25) poison damage over 4 seconds
+(6 to 8)% to Poison Spell Damage
Poison Length Reduced by (6 to 9)%
Socketed: 2



**Toorc's Gift
Heavy Gloves (2)**

Defense: (48-75)
Durability: 32
Required Strength: 35
Required Level: 12
2% Chance to cast level 1 Glacial Nova on Attack
10% Increased Attack Speed
Adds (16-30)-(26-50) cold damage
Stun Attack
+(51 to 80)% Enhanced Defense
Cold Resist +(16 to 20)%
Socketed: 2



**Featherclaw
Chain Gloves (2)**

Defense: (60-103)
Durability: 39
Required Strength: 55
Required Level: 13
20% Faster Run/Walk
10% Increased Attack Speed
(51 to 80)% Bonus to Attack Rating
(6 to 8)% Chance of Open Wounds
+(51 to 70)% Enhanced Defense
+(11 to 15) to Dexterity
+(151 to 200) Maximum Stamina
Socketed: 2



**Visegrip
Light Gauntlets (2)**

Defense: (48-78)
Durability: 46
Required Strength: 75
Required Level: 15
6% Chance to cast level 3 Crucify on Attack
+(16 to 20) to Maximum Damage
(11 to 14)% Chance of Open Wounds
(-51 to -80) to Monster Defense per Hit
(6 to 7)% Bonus to Strength
Socketed: 2



**Pollice Verso
Gauntlets (2)**

Defense: (95-188)
Durability: 53
Required Strength: 96
Required Level: 18
6% Chance to cast level 4 Time Strike when Attacked
+(6 to 8) to Strength
+(71 to 100)% Enhanced Defense
+(26 to 40) Mana after each Kill
+(11 to 15) Life after each Kill
Socketed: 2

Tier 2 Boots



**Rabbit's Foot
Boots (2)**

Defense: (28-34)
Durability: 29
Required Strength: 17
Required Level: 8
20% Faster Run/Walk
+(151 to 200) Maximum Stamina
(6 to 7)% Chance of Uninterruptable Attack
(151 to 200)% Extra Gold from Monsters
(26 to 35)% Better Chance of Getting Magic Items
Socketed: 2



**Death Spur
Heavy Boots (2)**

Defense: (42-59)
Durability: 42
Required Strength: 41
Required Level: 11
1% Chance to cast level 8 Spike Nova when you Take Damage
+(0.5 per level) to Maximum Damage (Based on Character Level)
(26 to 30)% Chance of Open Wounds
+(16 to 20) to Strength
+(16 to 20) to Dexterity
Socketed: 2

**Lionpaw
Chain Boots (2)**



Defense: (92-142)
 Durability: 55
 Required Strength: 64
 Required Level: 13
 +(51 to 70)% Enhanced Defense
 +(11 to 14) to all Attributes
 +(51 to 70) to Life
 +(51 to 70) to Mana
 Total Character Defense Plus (6 to 8)%
 (76 to 110)% Extra Gold from Monsters
 Socketed: 2



Zealot Rush
Light Plated Boots (2)
 Defense: (117-185)
 Durability: 68
 Required Strength: 87
 Required Level: 15
 5% Faster Run/Walk
 5% Increased Attack Speed
 (26 to 40)% Bonus to Attack Rating
 +(51 to 70)% Enhanced Defense
 (6 to 8)% Bonus to Dexterity
 (3 to 4)% Reanimate as: Dark Templar
 Socketed: 2



Wake of Destruction
Greaves (2)
 Defense: (160-268)
 Durability: 81
 Required Strength: (97-93)
 Required Level: 18
 100% Chance to cast level 22 Meteor Shower when you Level-Up
 +(6 to 8)% Bonus to Energy Factor
 +(6 to 8)% to Fire Spell Damage
 +(6 to 8)% to Poison Spell Damage
 +(71 to 100)% Enhanced Defense
 Fire Resist +(11 to 15)%
 Poison Resist +(11 to 15)%
 Socketed: 2
 Requirements (-11 to -15)%

Tier 2 Amazon Armour



Zerae's Veil
Morion (2)
 Defense: (34-45)
 Durability: 32
 (Amazon Only)
 Required Strength: 16
 Required Level: 10
 6% Chance to cast level 7 Lightning Cascade on Attack
 100% Chance to cast level 20 Supernova when you Level-Up
 Adds 1-10 lightning damage
 +(51 to 80)% Enhanced Defense
 Lightning Resist +(26 to 35)%
 Total Character Defense Plus (6 to 8)%
 Socketed: 2



Snakehair
Cervelliere (2)
 Defense: (81-133)
 Durability: 44
 (Amazon Only)
 Required Strength: 57
 Required Level: 14
 6% Chance to cast level 7 Venomous Spirit on Striking
 (5 to 7)% Life stolen per Hit
 -(16 to 20)% to Enemy Poison Resistance
 +(51 to 80)% Enhanced Defense
 +(16 to 20) to Strength
 +(16 to 20) to Dexterity
 Socketed: 2



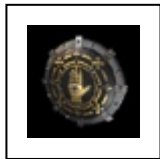
Wildhunt
Einherjar Helm (2)
 Defense: (119-194)
 Durability: 50
 (Amazon Only)
 Required Dexterity: 77
 Required Level: 15
 +(16 to 20)% to Fire Spell Damage
 +(16 to 20)% to Physical/Magic Spell Damage
 +(5 to 7) to Raven Flight
 +(71 to 100)% Enhanced Defense
 Total Character Defense Plus (6 to 7)%

(6 to 7)% Reanimate as: Ghost Wolf
+(11 to 18) Life after each Kill
Socketed: 2



**Titan's Burden
Spangenhelm (2)**

Defense: (205-350)
Durability: 62
(Amazon Only)
Required Strength: (147-157)
Required Level: 20
8% Chance to cast level 6 Shower of Rocks on Attack
Stun Attack
6% Chance of Crushing Blow
(11 to 14)% Bonus to Strength
+(101 to 140)% Enhanced Defense
Damage Reduced by 6%
Socketed: 2
Requirements +(26 to 35)%



**The Sightless Eye
Athulua's Hand (2)**

Defense: (77-148)
Durability: 29
(Amazon Only)
Required Dexterity: 31
Required Level: 10
+(26 to 35) to Maximum Damage
(26 to 40)% Bonus to Attack Rating
Slows Target by 6%
+(41 to 60)% Enhanced Defense
(6 to 9)% Bonus to Dexterity
Socketed: 2



**Dragonfire
Phoenix Shield (2)**

Defense: (122-246)
Durability: 70
(Amazon Only)
Required Strength: 43
Required Level: 17
5% Faster Cast Rate
+(16 to 20)% to Fire Spell Damage
+(21 to 25)% Bonus to Summoned Minion Life
+(51 to 75)% Enhanced Defense
+(26 to 35) to Energy
+(26 to 35) to Vitality
+(76 to 100) to Life
Socketed: 2



**Chargebreaker
Setzschild (2)**

Defense: (874-1956)
Durability: 90
(Amazon Only)
Required Strength: 68
Required Level: 21
6% Chance to cast level 6 Guard Tower when you Kill an Enemy
+(26 to 35)% Bonus to Summoned Minion Damage
+(16 to 20)% Bonus to Summoned Minion Resistances
+(101 to 140)% Enhanced Defense
(11 to 13)% Bonus to Strength
(11 to 13)% Bonus to Dexterity
Damage Reduced by (6 to 8)
Damage Reduced by 6%
Total Character Defense Plus (11 to 13)%
Socketed: 2

Tier 2 Assassin Armour



Astrogha's Eye

Parma (2)

Defense: (117-244)

Durability: 57

(Assassin Only)

Required Strength: 32

Required Dexterity: 65

Required Level: 14

+(26 to 35)% Damage to Demons

Slows Ranged Attacker by (6 to 8)%

+(51 to 80)% Enhanced Defense

+(6 to 8) Life on Striking in Melee

(6 to 7)% Reanimate as: Soul Spider

Socketed: 2



Bathos

Aspis (2)

Defense: (100-185)

Durability: 67

(Assassin Only)

Required Strength: 44

Required Dexterity: 86

Required Level: 15

(5 to 7)% Life stolen per Hit

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

+(26 to 35)% Bonus to Summoned Minion Damage

+(11 to 13) to Dexterity

Fire Resist +(16 to 20)%

(11 to 13)% Chance of Uninterruptable Attack

Socketed: 2



Black Sheep Wall

Totem Shield (2)

Defense: (80-158)

Durability: 56

(Assassin Only)

Required Dexterity: 64

Required Level: 15

2% Chance to cast level 1 Charm on Attack

100% Chance to cast level 16 Beacon when you Level-Up

+(41 to 60)% Enhanced Defense

Fire Resist +(16 to 20)%

Poison Resist +(16 to 20)%

(151 to 200)% Extra Gold from Monsters

+(1 to 3) to Light Radius

Socketed: 3



Leoric's Legion

Bladed Shield (2)

Defense: (117-246)

Durability: 64

(Assassin Only)

Required Dexterity: 80

Required Level: 17

+(16 to 20)% Bonus to Poison Skill Duration

-(11 to 13)% to Enemy Poison Resistance

+(71 to 100)% Enhanced Defense

+(16 to 20) to Vitality

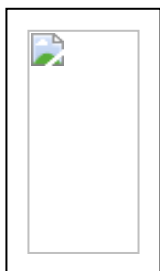
(6 to 7)% Reanimate as: Horror Sorcerer

(6 to 7)% Reanimate as: Burning Dead Sorcerer

(6 to 7)% Reanimate as: Bone Sorcerer

Socketed: 3

Tier 2 Barbarian Armour



Golden Fleece

Bull Shield (2)

Defense: (83-167)

Durability: 31

(Barbarian Only)

Required Strength: 15

Required Dexterity: 33

Required Level: 12

30% Chance to cast level 4 Arrow when Struck by a Missile

+(1 to 2) to Barbarian Skill Levels

+(51 to 80)% Enhanced Defense

+(16 to 20) to Strength

Increase Maximum Life (6 to 8)%

+(51 to 70)% Damage when using a Healing Potion

Lightning Resist +(16 to 20)%

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

Socketed: 2

The Breaking Wheel

Bronze Shield (2)

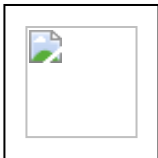
Defense: (232-472)



Durability: 59
(Barbarian Only)
Required Strength: 36
Required Level: 16
(6 to 8)% Chance of Crushing Blow
Enhanced Weapon Damage +(26 to 35)%
(11 to 14)% Bonus to Strength
(11 to 14)% Bonus to Dexterity
+(71 to 100)% Enhanced Defense
Fire Resist +(26 to 30)%
Poison Resist +(26 to 30)%
Socketed: 2



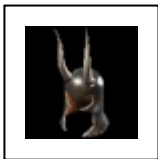
Invictus
Gilded Shield (2)
Defense: (695-1594)
Durability: 67
(Barbarian Only)
Required Strength: 65
Required Level: 22
2% Chance to cast level 5 Gift of the Wild when you Kill an Enemy
Lion Stance Damage Bonus (51 to 80)%
+(81 to 120)% Enhanced Defense
+(16 to 20) to all Attributes
Damage Reduced by (5 to 6)%
Total Character Defense Plus (16 to 20)%
Socketed: 2



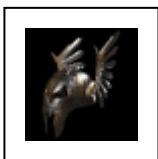
Slimedrool
Jawbone Cap (2)
Defense: (67-102)
Durability: 34
(Barbarian Only)
Required Strength: 37
Required Level: 11
Adds (5-9)-(10-19) poison damage over 2 seconds
-(11 to 14)% to Enemy Poison Resistance
Attacker Flees after Striking 6%
+(51 to 70)% Enhanced Defense
Socketed: 2



Bonechewer
Fanged Helm (2)
Defense: (106-169)
Durability: 40
(Barbarian Only)
Required Strength: 59
Required Level: 13
5% Increased Attack Speed
+(5 to 7) to Hamstring
+(61 to 90)% Enhanced Defense
+(11 to 14) to Strength
(6 to 7)% Reanimate as: Hungry Dead
Socketed: 2

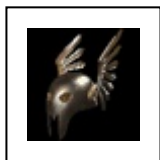


Cornucopia
Horned Helm (2)
Defense: (128-200)
Durability: 47
(Barbarian Only)
Required Strength: 80
Required Level: 14
+(51 to 70)% Enhanced Defense
Replenish Life +(51 to 70)
(101 to 150)% Extra Gold from Monsters
(31 to 40)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (6 to 8)%
Socketed: 2



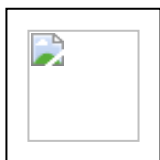
Thunderdome
Assault Helmet (2)
Defense: (177-298)
Durability: 53
(Barbarian Only)
Required Strength: 101
Required Level: 16
14% Chance to cast level 9 Flash on Attack
100% Chance to cast level 21 Lightning Cascade when you Level-Up
Adds 1-(31-60) lightning damage
+(6 to 8) to Lightning Shield
(11 to 14)% Bonus to Strength
+(71 to 100)% Enhanced Defense
Socketed: 2

Spirit Teacher's Headdress
Avenger Guard (2)
Defense: (218-371)



Durability: 59
(Barbarian Only)
Required Strength: (102-97)
Required Level: 19
+(6 to 7) Enhanced Stance Radius
+(21 to 25)% Bonus to Summoned Minion Life
+(21 to 25)% Bonus to Summoned Minion Damage
+(76 to 110)% Enhanced Defense
Regenerate Mana +(26 to 30)%
All Resists +(16 to 20)%
Socketed: 2
Requirements (-16 to -20)%

Tier 2 Druid Armour



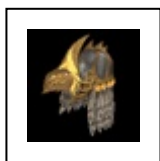
**Big Bad
Wolf Head (2)**
Defense: (61-95)
Durability: 31
(Druid Only)
Required Strength: 34
Required Level: 11
100% Chance to cast level 13 Fire Cascade when you Level-Up
+(51 to 70)% Enhanced Defense
(6 to 9)% Bonus to Strength
(6 to 9)% Bonus to Vitality
Total Character Defense Plus (6 to 8)%
+(6 to 7)% to Experience Gained
Socketed: 2



**Earth Song
Hawk Helm (2)**
Defense: (90-139)
Durability: 37
(Druid Only)
Required Strength: 54
Required Level: 13
1% Chance to cast level 9 Chronofield when you Take Damage
5% Faster Cast Rate
+(11 to 15)% to Fire Spell Damage
+(11 to 15)% to Cold Spell Damage
+(11 to 15)% to Poison Spell Damage
+(51 to 70)% Enhanced Defense
Fire Resist +(16 to 20)%
Cold Resist +(16 to 20)%
Poison Resist +(16 to 20)%
+(26 to 35) Mana after each Kill
Socketed: 2



**Nymph's Grace
Antlers (2)**
Defense: (133-216)
Durability: 42
(Druid Only)
Required Strength: 73
Required Level: 14
7% Chance to cast level 1 Arrow when Struck by a Missile
+(71 to 100)% Enhanced Defense
Slows Ranged Attacker by (11 to 13)%
(11 to 13)% Bonus to Dexterity
(11 to 13)% Bonus to Vitality
6% Chance to Avoid Damage
Socketed: 2



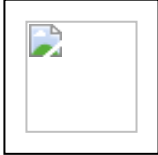
**Skyguard
Falcon Mask (2)**
Defense: (173-287)
Durability: 48
(Druid Only)
Required Strength: 92
Required Level: 16
15% Faster Run/Walk
-(11 to 14)% to Enemy Lightning Resistance
-(11 to 14)% to Enemy Cold Resistance
+(5 to 8) to Forked Lightning
+(81 to 110)% Enhanced Defense
Lightning Resist +(31 to 35)%
Cold Resist +(31 to 35)%
Damage Reduced by 6%
+(11 to 14) Mana after each Kill
Socketed: 2

**Grimspirit
Spirit Mask (2)**
Defense: (194-326)
Durability: 54

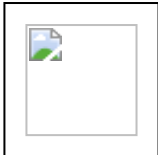


(Druid Only)
Required Strength: 111
Required Level: 19
+(5 to 8) to Summon Thunder Bear
Enhanced Weapon Damage +(26 to 35)%
Slows Target by 6%
+(71 to 100)% Enhanced Defense
+(21 to 25) to Strength
(6 to 7)% Reanimate as: Shrieker
Socketed: 2

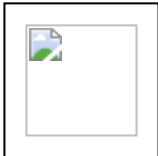
Tier 2 Necromancer Armour



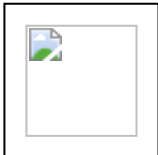
Albrecht's Heirloom
Preserved Head (2)
Defense: (49-82)
Durability: 36
(Necromancer Only)
Required Dexterity: 16
Required Level: 11
Adds (6-10)-(16-30) cold damage
Enhanced Weapon Damage +(26 to 35)%
Cold Resist +(26 to 40)%
(6 to 8)% Reanimate as: Skeleton Archer
(76 to 100)% Extra Gold from Monsters
Socketed: 2



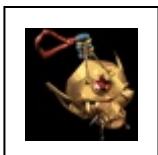
Shadowchild
Zombie Head (2)
Defense: (108-226)
Durability: 45
(Necromancer Only)
Required Dexterity: (21-20)
Required Level: 13
+(26 to 30)% Bonus to Summoned Minion Damage
+(51 to 80)% Enhanced Defense
(16 to 20)% Bonus to Energy
Cold Absorb (6 to 8)%
Lightning Absorb (6 to 8)%
Fire Absorb (6 to 8)%
Socketed: 2
Requirements (-16 to -20)%



Darkflesh
Unraveller Head (2)
Defense: (140-309)
Durability: 53
(Necromancer Only)
Required Dexterity: 35
Required Level: 14
+(26 to 35) Energy Factor to Spell Damage
10% Faster Cast Rate
10% Faster Hit Recovery
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Lightning Spell Damage
+(51 to 80)% Enhanced Defense
Fire Resist +(11 to 14)%
Lightning Resist +(11 to 14)%
(6 to 8)% Reanimate as: Crystal Witch
Socketed: 2



Graven Image
Gargoyle Head (2)
Defense: (186-412)
Durability: 62
(Necromancer Only)
Required Dexterity: 44
Required Level: 16
+(4 to 5) Extra Shadow Minions
10% Faster Cast Rate
+(16 to 20)% Bonus to Summoned Minion Life
+(21 to 25)% Bonus to Summoned Minion Resistances
+(61 to 90)% Enhanced Defense
+(21 to 25) to Strength
+(151 to 200) to Mana
Lightning Resist +(16 to 20)%
Damage Reduced by 6%
Socketed: 2



Hellspeak
Demon Head (2)
Defense: (222-495)
Durability: 70
(Necromancer Only)
Required Dexterity: 53
Required Level: 19

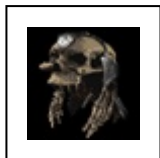
18% Chance to cast level 8 Fire Splash when you Kill an Enemy
 18% Chance to cast level 4 Doom when you Kill an Enemy
 +(51 to 80) to Maximum Damage
 -(16 to 20)% to Enemy Fire Resistance
 Stun Attack
 +(3 to 4) to Devil's Fang Totem
 (11 to 13)% Chance of Crushing Blow
 (16 to 20)% Bonus to Dexterity
 +(61 to 90)% Enhanced Defense
 Fire Absorb (6 to 8)%
 Socketed: 2

Tier 2 Paladin Armour



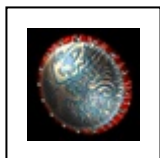
Godhead Hundsgugel (2)

Defense: (161-260)
 Durability: 24
 (Paladin Only)
 Required Strength: 26
 Required Level: 11
 +(51 to 70)% Damage to Demons
 6% Chance of Crushing Blow
 Hit Causes Monster to Flee +(5 to 6)%
 +(51 to 70)% Enhanced Defense
 +(16 to 20) to Strength
 +(6 to 8)% Increased Healing Rate from Apples
 (6 to 8)% Chance of Uninterruptable Attack
 Socketed: 2



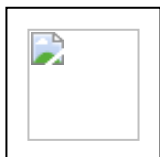
Skull Lord Blackguard Helm (2)

Defense: (86-130)
 Durability: 29
 (Paladin Only)
 Required Dexterity: 42
 Required Level: 15
 +(26 to 35) Energy Factor to Spell Damage
 5% Faster Cast Rate
 +(16 to 20)% to Lightning Spell Damage
 +(16 to 20)% to Physical/Magic Spell Damage
 +(51 to 70)% Enhanced Defense
 (6 to 7)% Reanimate as: Knight of Famine
 (11 to 13)% Curse Length Reduction
 Socketed: 2



Grail of Tears Targe (2)

Defense: (89-178)
 Durability: 40
 (Paladin Only)
 Required Dexterity: 19
 Required Level: 11
 5% Faster Cast Rate
 -(6 to 8)% to Enemy Fire Resistance
 -(6 to 8)% to Enemy Lightning Resistance
 -(6 to 8)% to Enemy Cold Resistance
 -(6 to 8)% to Enemy Poison Resistance
 Attacker Flees after Striking (6 to 8)%
 +(51 to 80)% Enhanced Defense
 +(151 to 200) to Mana
 Socketed: 2

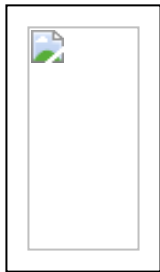


Oreichalcos Rondache (2)

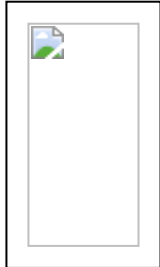
Defense: (131-271)
 Durability: 61
 (Paladin Only)
 Required Dexterity: 30
 Required Level: 13
 +(26 to 40)% Damage to Demons
 Slows Target by 6%
 +(51 to 80)% Enhanced Defense
 Total Character Defense Plus (6 to 8)%
 (151 to 200)% Extra Gold from Monsters
 Reduces all Vendor Prices 6%
 Increase Maximum Durability (26 to 30)%
 Socketed: 2

Thunderhead Heraldic Shield (2)

Defense: (180-391)
 Durability: 59
 (Paladin Only)
 Required Strength: 41
 Required Level: 14



6% Chance to cast level 9 Static Lance when you Take Damage
5% Faster Run/Walk
5% Increased Attack Speed
10% Faster Block Rate
+(61 to 90)% Enhanced Defense
+(6 to 8) to Strength
+(6 to 8) to Dexterity
+(6 to 8) to Vitality
Socketed: 2



Catechumen
Aerin Shield (2)
Defense: (209-468)
Durability: 68
(Paladin Only)
Required Strength: (43-41)
Required Level: 16
7% Chance to cast level 12 Flamefront on Attack
Adds (26-35)-(51-70) damage
+(51 to 70)% Damage to Undead
+(51 to 80)% Enhanced Defense
Fire Resist +(16 to 18)%
Lightning Resist +(16 to 18)%
Cold Resist +(16 to 18)%
Poison Resist +(26 to 35)%
(6 to 8)% Reanimate as: Blood Templar
Requirements (-16 to -20)%
Socketed: 2



Shadowmoon
Crown Shield (2)
Defense: (267-594)
Durability: 77
(Paladin Only)
Required Dexterity: 63
Required Level: 19
5% Increased Attack Speed
5% Faster Cast Rate
+(11 to 14)% to Lightning Spell Damage
+(11 to 14)% to Cold Spell Damage
+(11 to 14)% to Poison Spell Damage
+(11 to 13)% Bonus to Summoned Minion Life
+(61 to 90)% Enhanced Defense
Cold Absorb (6 to 8)%
Lightning Absorb (6 to 8)%
Fire Absorb (6 to 8)%
Socketed: 2

Tier 2 Sorceress Armour



Serenthia's Disguise

Gambeson (2)

Defense: (162-348)

Durability: 44

(Sorceress Only)

Required Dexterity: 36

Required Level: 12

2% Chance to cast level 5 Charm when Attacked
 +(6 to 8)% Bonus to Energy Factor
 +(101 to 140)% Enhanced Defense
 Magic Damage Reduced by (6 to 8)
 +(26 to 40) Mana when Struck by an Enemy
 (51 to 70)% Extra Gold from Monsters
 (16 to 20)% Better Chance of Getting Magic Items
 Socketed: 3



Ennead's Bane

Kazarghand (2)

Defense: (311-719)

Durability: 74

(Sorceress Only)

Required Dexterity: (67-64)

Required Level: 15

+(1 to 2) to Sorceress Skill Levels
 10% Faster Cast Rate
 -(16 to 20)% to Enemy Lightning Resistance
 +(4 to 6) to Static Lance
 +(81 to 120)% Enhanced Defense
 +(16 to 20) to Energy
 +(16 to 20) to Dexterity
 Lightning Resist +(16 to 20)%
 Requirements (-16 to -20)%
 Socketed: 3



Nightscape

Lamellar Armor (2)

Defense: (139-287)

Durability: 50

(Sorceress Only)

Required Dexterity: 45

Required Level: 13

1% Chance to cast level 9 Banish when you Take Damage
 20% Faster Cast Rate
 10% Faster Hit Recovery
 +(16 to 20)% to Cold Spell Damage
 +(16 to 20)% Bonus to Summoned Minion Damage
 +(16 to 20)% Bonus to Summoned Minion Life
 +(41 to 60)% Enhanced Defense
 +(151 to 200) to Mana
 Socketed: 3



Wisdom's Wrap

Banded Plate (2)

Defense: (280-543)

Durability: 110

(Sorceress Only)

Required Dexterity: (117-112)

Required Level: 20

+(1 to 2) to Sorceress Skill Levels
 +(21 to 25)% to Fire Spell Damage
 Regenerate Mana +(16 to 20)%
 Fire Resist +(31 to 40)%
 Slows Attacker by (6 to 8)%
 -1 to Light Radius
 Level 6 Summon Shadows (30 Charges)
 Requirements (-11 to -15)%
 Socketed: 3



Wedding Dress of the Zann

Ceremonial Armor (2)

Defense: (598-1396)

Durability: 116

(Sorceress Only)

Required Dexterity: 141

Required Level: 21

+(3 to 4) to Moon Queen
 +(3 to 4) to Spiral Dance
 Slows Target by (6 to 8)%
 +(101 to 140)% Enhanced Defense
 +(26 to 35) to Strength
 +(26 to 35) to Dexterity
 +(51 to 80)% Enhanced Damage to Moonstrike
 Socketed: 3



**Grim Fang
Short Sword (3)**

One-Hand Damage: (29-32) to (30-34)
Durability: 16
Required Strength: 25
Required Level: 19
+(71 to 90)% Enhanced damage
(9 to 11)% Life stolen per Hit
+(10 to 13) to Strength
Poison Resist +(21 to 25)%
Target Takes Additional Damage of (9 to 11)
Socketed: 2



**Al Nath
Scimitar (3)**

One-Hand Damage: (40-46) to (45-52)
Durability: 30
Required Strength: 69
Required Level: 20
+(91 to 120)% Enhanced damage
15% Increased Attack Speed
(41 to 50)% Bonus to Attack Rating
Adds (31-60)-(61-120) fire damage
Slows Target by (9 to 11)%
(9 to 11)% Bonus to Dexterity
Socketed: 2



**Wardance
Saber (3)**

One-Hand Damage: (50-57) to (56-64)
Durability: 44
Required Strength: 91
Required Level: 22
9% Chance to cast level 8 Blink when you Kill an Enemy
+(101 to 130)% Enhanced damage
15% Faster Run/Walk
25% Increased Attack Speed
+(81 to 110) Defense vs. Missile
+(9 to 11) to Dexterity
Socketed: 2



**Finis Terra
Falchion (3)**

One-Hand Damage: (56-64) to (68-78)
Durability: 58
Required Strength: 113
Required Level: 24
7% Chance to cast level 6 Shower of Rocks on Attack
1% Chance to cast level 13 Meteor Shower when you Kill an Enemy
+(101 to 130)% Enhanced damage
-(9 to 11)% to Enemy Fire Resistance
-(9 to 11)% to Enemy Poison Resistance
Fire Resist +(21 to 25)%
Poison Resist +(21 to 25)%
Socketed: 2



**Raptor Beak
Broad Sword (3)**

One-Hand Damage: (64-73) to (76-87)
Durability: 72
Required Strength: 135
Required Level: 25
35% Chance to cast level 9 Time Strike when Struck by a Missile
+(101 to 130)% Enhanced damage
15% Increased Attack Speed
+(21 to 25) to Vitality
+(21 to 25) Life on Striking in Melee
+(9 to 11) Life when Struck by an Enemy
(71 to 90)% Extra Gold from Monsters
Socketed: 4



**Herr Donner
Long Sword (3)**

One-Hand Damage: (65-72) to (76-84)
Durability: 86
Required Strength: 157
Required Level: 26
21% Chance to cast level 12 Flash on Attack
+(81 to 100)% Enhanced damage
25% Increased Attack Speed
Adds 1-(171-240) lightning damage
Stun Attack
+(21 to 25)% to Lightning Spell Damage
Socketed: 4

**Lachdanan's Avenger
War Sword (3)**



One-Hand Damage: (76-87) to (92-105)
Durability: 100
Required Strength: 178
Required Level: 30
5% Chance to cast level 11 Spike Nova when Struck
+(1 to 2) to Paladin Skill Levels
+(101 to 130)% Enhanced damage
+(101 to 125)% Damage to Demons
+(101 to 125)% Damage to Undead
(9 to 11)% Chance of Crushing Blow
+(36 to 45) to Strength
All Resists +(21 to 25)%
Socketed: 2

Tier 3 Crystal Swords



Iceflayer
Crystal Sword (3)
One-Hand Damage: (45-52) to (50-58)
Durability: 40
Required Dexterity: 157
Required Level: 30
+(81 to 110)% Enhanced damage
25% Faster Hit Recovery
Adds (51-100)-(151-300) cold damage
(21 to 25)% Chance of Open Wounds
(9 to 11)% Bonus to Dexterity
+(71 to 90)% Enhanced Damage to Moonstrike
Socketed: 4

Tier 3 Two-Handed Swords



The Overlord
Two-Handed Sword (3)
One-Hand Damage: (27-30) to (32-36)
Two-Hand Damage: (40-45) to (41-46)
Durability: 28
Required Strength: 69
Required Level: 19
1% Chance to cast level 3 Unholy Armor on Attack
+(61 to 80)% Enhanced damage
(31 to 35)% Chance of Open Wounds
Slows Target by (15 to 18)%
(10 to 13)% Bonus to Strength
(31 to 35)% Chance of Uninterruptable Attack
Socketed: 3



Jared's Fragmentor
Claymore (3)
One-Hand Damage: (41-48) to (47-54)
Two-Hand Damage: (65-75) to (68-79)
Durability: 42
Required Strength: 98
Required Level: 21
19% Chance to cast level 8 Spike Nova on Attack
100% Chance to cast level 25 Immolation Bomb when you Die
+(81 to 110)% Enhanced damage
(15 to 18)% Chance of Crushing Blow
(31 to 35)% Chance of Open Wounds
+(16 to 20) to Strength
Socketed: 3



Hellreaper
Giant Sword (3)
One-Hand Damage: (53-61) to (64-74)
Two-Hand Damage: (91-105) to (99-114)
Durability: 56
Required Strength: 127
Required Level: 23
4% Chance to cast level 6 Death Coil on Attack
+(91 to 120)% Enhanced damage
15% Increased Attack Speed
(9 to 11)% Life stolen per Hit
Enhanced Weapon Damage +(36 to 45)%
+(81 to 110) Defense
Increase Maximum Life (9 to 11)%
Socketed: 3

Addertongue
Bastard Sword (3)
One-Hand Damage: 34 to 40
Two-Hand Damage: 60 to 63
Durability: 70
Required Strength: 157
Required Level: 24



35% Chance to cast level 16 Venomous Spirit on Attack
 +(1 to 2) to Paladin Skill Levels
 +(21 to 25)% to Cold Spell Damage
 (9 to 11)% Bonus to Strength
 (9 to 11)% Bonus to Energy
 Total Character Defense Plus (9 to 11)%
 Socketed: 3



Frostbringer
Flamberge (3)
 One-Hand Damage: (72-83) to (158-191)
 Two-Hand Damage: (135-156) to (214-254)
 Durability: 84
 Required Strength: 186
 Required Level: 26
 35% Chance to cast level 15 Ice Lance on Attack
 +(1 to 2) to All Skills
 +(91 to 120)% Enhanced damage
 +(71 to 90) to Maximum Damage
 +(21 to 25)% to Cold Spell Damage
 Cold Resist +(31 to 35)%
 (9 to 11)% Chance of Uninterruptable Attack
 Socketed: 4



The Dao of Xiansai
Great Sword (3)
 One-Hand Damage: (80-92) to (180-224)
 Two-Hand Damage: (152-175) to (243-296)
 Durability: 98
 Required Strength: 215
 Required Level: 29
 +(1 to 2) to All Skills
 +(91 to 120)% Enhanced damage
 25% Increased Attack Speed
 25% Faster Hit Recovery
 +(81 to 110) to Maximum Damage
 (101 to 125)% Bonus to Attack Rating
 +(201 to 250) Defense
 +(9 to 11)% to Experience Gained
 Socketed: 4

Tier 3 One-Handed Axes



Brainhack
Hand Axe (3)
 One-Hand Damage: (30-35) to (38-43)
 Durability: 22
 Required Strength: 25
 Required Level: 19
 5% Chance to cast level 8 Banish when you Kill an Enemy
 +(91 to 120)% Enhanced damage
 Slows Target by (9 to 11)%
 +(9 to 11) to Strength
 (-9 to -11) to Energy
 Socketed: 2

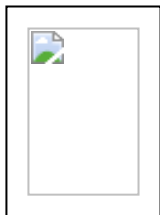


The Lumberjack
Axe (3)
 One-Hand Damage: (37-41) to (132-167)
 Durability: 36
 Required Strength: 80
 Required Level: 22
 100% Chance to cast level 7 Call Treewarden when you Level-Up
 +2 to Druid Skill Levels
 +(71 to 90)% Enhanced damage
 15% Increased Attack Speed
 +(81 to 110) to Maximum Damage
 +(81 to 110)% Damage to Undead
 (9 to 11)% Chance of Crushing Blow
 +(71 to 90) Defense
 Socketed: 4



Anthem De Frost
Double Axe (3)
 One-Hand Damage: (77-91) to (149-186)
 Durability: 50
 Required Strength: 113
 Required Level: 24
 2% Chance to cast level 13 Glacial Nova on Attack
 35% Chance to cast level 11 Shackles of Ice when you Kill an Enemy
 +(71 to 90)% Enhanced damage
 Adds (31-40)-(81-110) damage

Adds (81-160)-(121-240) cold damage
+(21 to 25)% to Cold Spell Damage
(9 to 11)% Chance of Uninterruptable Attack
Socketed: 4



The Prospector's Pick
Military Pick (3)

One-Hand Damage: (66-75) to (100-115)
Durability: 64
Required Strength: 146
Required Level: 26
+(101 to 130)% Enhanced damage
+(21 to 25) to Strength
+(21 to 25) to Dexterity
(71 to 90)% Extra Gold from Monsters
(36 to 45)% Better Chance of Getting Magic Items
Socketed: 4

Rainbowcleave
War Axe (3)

One-Hand Damage: (68-79) to (104-121)
Durability: 78
Required Strength: 178
Required Level: 29
+(1 to 2) to All Skills
+(81 to 110)% Enhanced damage
25% Increased Attack Speed
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
+(21 to 25)% to Cold Spell Damage
Fire Resist +(31 to 35)%
Lightning Resist +(31 to 35)%
Cold Resist +(31 to 35)%
Magic Damage Reduced by (9 to 11)
Socketed: 4



Tier 3 Two-Handed Axes

Heartrend
Large Axe (3)

Two-Hand Damage: (39-43) to (44-49)
Durability: 28
Required Strength: 56
Required Level: 18
+(71 to 90)% Enhanced damage
(8 to 10)% Life stolen per Hit
(9 to 11)% Chance of Crushing Blow
Fire Resist +(21 to 25)%
+(9 to 11)% Increased Healing Rate from Apples
Level 6 Blood Flash (25 Charges)
Socketed: 4



Jackal's Hunger
Broad Axe (3)

Two-Hand Damage: (64-74) to (141-172)
Durability: 44
Required Strength: 95
Required Level: 22
9% Chance to cast level 6 Lifeblood when you Kill an Enemy
+(1 to 2) to All Skills
+(91 to 120)% Enhanced damage
15% Increased Attack Speed
+(61 to 80) to Maximum Damage
+(16 to 20) to Strength
(111 to 140)% Extra Gold from Monsters
Socketed: 4



Skullhammer
Battle Axe (3)

Two-Hand Damage: (92-110) to (122-145)
Durability: 60
Required Strength: 133
Required Level: 24
+(111 to 150)% Enhanced damage
25% Increased Attack Speed
Stun Attack
(21 to 25)% Chance of Crushing Blow
(9 to 11)% Bonus to Strength
Decrease Maximum Mana (-9 to -11)%
Socketed: 4



Norrec's Topor
Great Axe (3)

Two-Hand Damage: (123-145) to (272-329)
Durability: 76
Required Strength: 171



Required Level: 25
+(121 to 160)% Enhanced damage
+(111 to 140) to Maximum Damage
+(36 to 45) to Strength
Replenish Life +(41 to 50)
Damage Reduced by (9 to 11)
+(21 to 25)% to Fire Spell Damage
-(21 to 25)% to Enemy Fire Resistance
(9 to 11)% Reanimate as: Infernal Lord
Target Takes Additional Damage of (21 to 25)
Socketed: 4

Edge of Extinction

Giant Axe (3)

Two-Hand Damage: (143-169) to (187-220)
Durability: 92

Required Strength: 209

Required Level: 29

21% Chance to cast level 18 Gamma Field when you Kill an Enemy

+(2 to 3) to Druid Skill Levels

+(121 to 160)% Enhanced damage

+(71 to 90)% Damage to Undead

-(21 to 25)% to Enemy Poison Resistance

Slows Ranged Attacker by (9 to 11)%

Poison Resist +(41 to 50)%

(9 to 11)% Reanimate as: Zombie

Socketed: 4



Tier 3 Maces



Gnarled Root

Club (3)

One-Hand Damage: (35-41) to (44-52)

Durability: 8

Required Strength: 25

Required Level: 18

7% Chance to cast level 14 Poison Flash on Attack

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

+(121 to 160)% Enhanced damage

45% Increased Attack Speed

(71 to 90)% Bonus to Attack Rating

(21 to 25)% Bonus to Dexterity

Socketed: 2



Greiz' Slapjack

Spiked Club (3)

One-Hand Damage: (36-42) to (48-56)

Durability: 24

Required Strength: 67

Required Level: 21

+(81 to 110)% Enhanced damage

15% Increased Attack Speed

Adds 1-(51-100) lightning damage

(21 to 25)% Chance of Crushing Blow

(9 to 11)% Bonus to Strength

(9 to 11)% Bonus to Dexterity

Socketed: 2



Koth's Lesson

Mace (3)

One-Hand Damage: (45-52) to (66-76)

Durability: 40

Required Strength: 89

Required Level: 23

21% Chance to cast level 12 Bloodlust when you Kill an Enemy

+(1 to 2) to Barbarian Skill Levels

+(71 to 90)% Bonus Damage to Bloodlust

+(91 to 120)% Enhanced damage

+(181 to 240)% Damage to Undead

+(151 to 200) Defense

+(21 to 25) to Strength

Increase Maximum Life (9 to 11)%

Socketed: 2



Magnet Rock

Morning Star (3)

One-Hand Damage: 26 to (153-192)

Durability: 56

Required Strength: 111

Required Level: 25

+(111 to 150) to Maximum Damage

Slows Target by (9 to 11)%

Damage Reduced by (10 to 13)

(111 to 140)% Damage Reflected

(201 to 250)% Extra Gold from Monsters

(41 to 50)% Better Chance of Getting Magic Items
Socketed: 2



**Ravenflock
Flail (3)**

One-Hand Damage: (60-69) to (98-112)
Durability: 49
Required Strength: 133
Required Level: 29
5% Chance to cast level 15 Doom on Attack
+(101 to 130)% Enhanced damage
25% Increased Attack Speed
(21 to 25)% Chance of Open Wounds
+(21 to 25) to all Attributes
Decrease Maximum Durability (-31 to -35)%
Socketed: 4

Tier 3 One-Handed Hammers



**Archon's Wrath
War Hammer (3)**

One-Hand Damage: (46-53) to (148-188)
Durability: 75
Required Strength: 129
Required Level: 24
7% Chance to cast level 19 Apocalypse on Attack
+(111 to 145)% Enhanced damage
+(81 to 110) to Maximum Damage
+(201 to 250)% Damage to Demons
+(201 to 250)% Damage to Undead
Adds (51-100)-(71-140) fire damage
(15 to 18)% Bonus to Strength
Socketed: 3

Tier 3 Two-Handed Hammers



**Bonerattler
Maul (3)**

Two-Hand Damage: (90-105) to (209-257)
Durability: 114
Required Strength: 196
Required Level: 25
+(1 to 2) to Paladin Skill Levels
+(111 to 145)% Enhanced damage
+(91 to 120) to Maximum Damage
+(141 to 180)% Damage to Undead
(9 to 11)% Chance of Crushing Blow
(8 to 9)% Reanimate as: Bone Archer
(8 to 9)% Reanimate as: Burning Dead Archer
(8 to 9)% Reanimate as: Horror Archer
Socketed: 4



**The Flying Anvil
Great Maul (3)**

Two-Hand Damage: (105-122) to (137-159)
Durability: 138
Required Strength: 240
Required Level: 29
+(71 to 90) Crafting Points
21% Chance to cast level 10 Flamestrike on Attack
+(111 to 145)% Enhanced damage
Stun Attack
+(36 to 45) to Strength
Total Character Defense Plus (21 to 25)%
Socketed: 4

Tier 3 Sceptres



**Sunbearer
Scepter (3)**

One-Hand Damage: 16 to 18
Durability: 14
Required Dexterity: 53
Required Level: 18
9% Chance to cast level 8 Gift of Vanquishing when Struck
+(1 to 2) to Amazon Skill Levels
15% Faster Cast Rate
(9 to 11)% to Enemy Fire Resistance
Fire Resist +(21 to 25)%
(71 to 90)% Extra Gold from Monsters
Socketed: 2

**Voidstream
Grand Scepter (3)**



One-Hand Damage: 24 to 32
Durability: 30
Required Dexterity: 96
Required Level: 23
+(1 to 2) to Paladin Skill Levels
15% Faster Cast Rate
+(21 to 25)% to Lightning Spell Damage
+(21 to 25)% to Physical/Magic Spell Damage
Regenerate Mana +(31 to 35)%
Damage Reduced by (9 to 11)
Slows Attacker by (9 to 11)%
Socketed: 2

**Dreamswayer
War Scepter (3)**



One-Hand Damage: (53-58) to (75-83)
Durability: 46
Required Dexterity: 140
Required Level: 26
+(71 to 90) Energy Factor to Spell Damage
1% Chance to cast level 9 Charm on Attack
9% Chance to cast level 6 Nightmare on Attack
+(1 to 2) to Paladin Skill Levels
+(71 to 90)% Enhanced damage
25% Increased Attack Speed
-(21 to 25)% to Enemy Fire Resistance
-(21 to 25)% to Enemy Cold Resistance
Regenerate Mana +(31 to 35)%
Socketed: 4

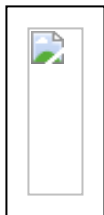
Tier 3 Javelins



**Devil's Flight
Javelin (3)**

Throw Damage: (27-31) to (38-44)
One-Hand Damage: (25-29) to (30-35)
Durability: 32
Required Dexterity: 25
Required Level: 18
35% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 28 Pentagram when you Level-Up
+(81 to 110)% Enhanced damage
15% Increased Attack Speed
Fire Resist +(21 to 25)%
(9 to 11)% Reanimate as: Stone Clan
Socketed: 2

**Shadowstrike
Pilum (3)**



Throw Damage: (42-48) to (104-123)
One-Hand Damage: (32-36) to (82-97)
Durability: 56
Required Dexterity: 76
Required Level: 21
100% Chance to cast level 27 Dark Power when you Level-Up
25% Chance to cast level 17 Punisher when you Kill an Enemy
+(101 to 130)% Enhanced damage
+(36 to 45) to Maximum Damage
+(9 to 11) to all Attributes
Fire Resist +(31 to 35)%
Cold Resist +(31 to 35)%
Socketed: 2

**Icepick
Short Spear (3)**



Throw Damage: (46-51) to (118-141)
One-Hand Damage: (34-38) to (87-107)
Durability: 80
Required Dexterity: 109
Required Level: 23
9% Chance to cast level 16 Shatter the Flesh when you Kill an Enemy
+(1 to 2) to Amazon Skill Levels
+(71 to 90)% Enhanced damage
25% Faster Hit Recovery
+(36 to 50) to Maximum Damage
-(9 to 11)% to Enemy Cold Resistance Cold Resist +(31 to 35)%
Socketed: 2

**Sudis Murale
Glaive (3)**

Throw Damage: (66-75) to (193-230)
One-Hand Damage: (44-50) to (143-172)
Durability: 104
Required Dexterity: 142
Required Level: 25
7% Chance to cast level 10 Fortress when you Kill an Enemy



+(101 to 130)% Enhanced damage
+(71 to 90) to Maximum Damage
(9 to 11)% Chance of Crushing Blow
+(31 to 35) to Strength
+(21 to 25) to Dexterity
Total Character Defense Plus (21 to 25)%
Socketed: 3



Dwaallicht
Throwing Spear (3)
Throw Damage: (80-93) to (222-266)
One-Hand Damage: (52-61) to (159-192)
Durability: 126
Required Dexterity: 175
Required Level: 29
35% Chance to cast level 9 Time Strike when you Kill an Enemy
+(111 to 145)% Enhanced damage
25% Increased Attack Speed
+(71 to 90) to Maximum Damage
(71 to 90)% Bonus to Attack Rating
Adds (71-140)-(151-300) magic damage
(11 to 14)% Mana stolen per Hit
Enhanced Weapon Damage +(61 to 70)%
Socketed: 3

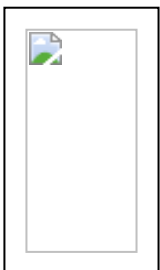
Tier 3 Spears



Ravenbeak
Spear (3)
Two-Hand Damage: (38-43) to (51-59)
Durability: 24
Required Strength: 25
Required Dexterity: 25
Required Level: 18
35% Chance to cast level 16 Flamefront on Attack
+(91 to 120)% Enhanced damage
(8 to 10)% Life stolen per Hit
+(51 to 60) to Strength
+(21 to 25) to Dexterity
(41 to 50)% Better Chance of Getting Magic Items
Socketed: 4

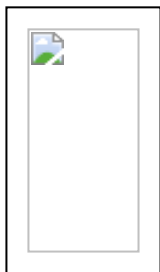


Sea Summoner
Trident (3)
Two-Hand Damage: (48-55) to (82-94)
Durability: 48
Required Strength: 56
Required Dexterity: 76
Required Level: 21
7% Chance to cast level 6 Glacial Nova on Attack
+(101 to 130)% Enhanced damage
Adds (71-140)-(101-200) cold damage
Slows Target by (9 to 11)%
+(36 to 45) to Dexterity
Replenish Life +(36 to 45)
Total Character Defense Plus (21 to 25)%
Socketed: 4

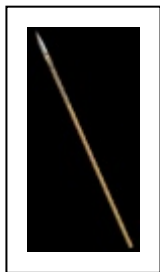


Shieldcracker
Brandistock (3)
Two-Hand Damage: (54-62) to (204-249)
Durability: 72
Required Strength: 78
Required Dexterity: 107
Required Level: 23
+(111 to 140)% Enhanced damage
+(91 to 120) to Maximum Damage
-(21 to 25)% Target Defense
(71 to 90)% Bonus to Attack Rating
(-201 to -250) to Monster Defense per Hit
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
Socketed: 4

Fangsppear
Spetum (3)
Two-Hand Damage: (110-127) to (242-285)
Durability: 96
Required Strength: 100
Required Dexterity: 138
Required Level: 25
21% Chance to cast level 7 Miasma on Attack



35% Chance to cast level 20 Venomous Spirit on Attack
+(1 to 2) to Amazon Skill Levels
+(111 to 140)% Enhanced damage
Adds (51-60)-(101-125) damage
(141 to 180)% Bonus to Miasma Haunt Duration
+(21 to 25) Life after each Kill
Socketed: 4



Death Pit Stake

Pike (3)

Two-Hand Damage: (72-84) to (185-215)
Durability: 120
Required Strength: (96-91)
Required Dexterity: (133-126)
Required Level: 29
25% Chance to cast level 12 Carpet of Spiders on Attack
+(1 to 2) to Paladin Skill Levels
+(141 to 180)% Enhanced damage
25% Increased Attack Speed
Adds (63-125)-(125-250) poison damage over 5 seconds
+(31 to 35)% to Poison Spell Damage
Poison Length Reduced by (31 to 35)%
Socketed: 4
Requirements (-21 to -25)%

Tier 3 Scythes



Bonefiend

Scythe (3)

Two-Hand Damage: (40-46) to (203-241)
Durability: 74
Required Strength: 113
Required Dexterity: 113
Required Level: 24
+(101 to 130)% Enhanced damage
+(71 to 90) to Maximum Damage
+(201 to 250)% Damage to Undead
+(8 to 10) to Razor Spines
(15 to 18)% Bonus to Strength
(9 to 11)% Reanimate as: Returned Archer
(71 to 90)% Extra Gold from Monsters
Socketed: 4

Tier 3 Daggers



The Shanker

Dagger (3)

One-Hand Damage: (32-38) to (34-40)
Durability: 8
Required Dexterity: 25
Required Level: 18
+(101 to 140)% Enhanced damage
15% Increased Attack Speed
(31 to 35)% Chance of Open Wounds
+(7 to 8) to Hamstring
Slows Target by (9 to 11)%
Socketed: 2



Quov Tsin's Fall

Dirk (3)

One-Hand Damage: 18 to 20
Durability: 14
Required Dexterity: 69
Required Level: 22
+(1 to 2) to Necromancer Skill Levels
25% Faster Cast Rate
Fire Resist +(31 to 35)%
Poison Resist +(31 to 35)%
(15 to 18)% Reanimate as: Dark Magistrate
(15 to 18)% Reanimate as: Succubus
Socketed: 2



Acidburn

Kriss (3)

One-Hand Damage: (44-50) to (48-55)
Durability: 20
Required Dexterity: 102
Required Level: 24
+(1 to 2) to Druid Skill Levels
+(101 to 130)% Enhanced damage
25% Faster Hit Recovery

Adds (38-75)-(75-150) poison damage over 3 seconds
 -(26 to 30)% to Enemy Poison Resistance
 Poison Resist +(31 to 35)%
 Socketed: 2



**Clawscratch
Blade (3)**

One-Hand Damage: (53-62) to (180-230)
 Durability: 26

Required Dexterity: 135
 Required Level: 28

+(1 to 2) to Druid Skill Levels
 +(121 to 160)% Enhanced damage
 +(21 to 25)% Bonus Damage to Mark of the Wild
 25% Increased Attack Speed
 25% Faster Hit Recovery
 +(121 to 160) to Maximum Damage
 (41 to 55)% Duration Bonus to Mark of the Wild
 +(15 to 18) to Vitality
 Socketed: 2

Tier 3 Throwing Knives



**Death Touch
Throwing Knife (3)**

Throw Damage: 17 to 19
 One-Hand Damage: 15 to 16
 Durability: 8

Required Dexterity: 51
 Required Level: 18

7% Chance to cast level 14 Scorpion Blade when you Kill an Enemy
 +(1 to 2) to Assassin Skill Levels
 15% Faster Run/Walk
 (81 to 110)% Bonus to Attack Rating
 Adds 11-13 poison damage over 5 seconds
 -(21 to 25)% to Enemy Fire Resistance
 -(21 to 25)% to Enemy Poison Resistance
 Socketed: 2



**Icebird
Flying Knife (3)**

Throw Damage: (65-77) to (73-87)
 One-Hand Damage: (46-55) to (50-60)
 Durability: 12

Required Dexterity: 120
 Required Level: 23

1% Chance to cast level 6 Shackles of Ice on Striking
 +(111 to 150)% Enhanced damage
 Adds (51-100)-(131-260) cold damage
 -(9 to 11)% to Enemy Cold Resistance
 Cold Absorb (8 to 9)%
 25% Better Chance of Getting Magic Items
 Socketed: 2



**Ironsleet
Balanced Knife (3)**

Throw Damage: (97-114) to (213-267)
 One-Hand Damage: (61-72) to (169-215)
 Durability: 16

Required Dexterity: 189
 Required Level: 26

7% Chance to cast level 7 Knife Throw on Striking
 100% Chance to cast level 29 Cold Fear when you Level-Up
 +(121 to 160)% Enhanced damage
 +(101 to 135) to Maximum Damage
 -(15 to 18)% Target Defense
 (12 to 15)% Stamina stolen per Hit
 Cold Resist +(31 to 35)%
 Socketed: 2

Tier 3 Throwing Axes



**Sterrenvogel
Throwing Axe (3)**

Throw Damage: 15 to 19
 One-Hand Damage: 14 to 16
 Durability: 12

Required Strength: 51
 Required Level: 17

+(1 to 2) to Barbarian Skill Levels
 15% Increased Attack Speed
 Adds (21-40)-(41-80) fire damage
 Adds (21-40)-(41-80) lightning damage
 Adds (21-40)-(41-80) cold damage
 -(21 to 25)% to Enemy Fire Resistance



-(21 to 25)% to Enemy Lightning Resistance
 -(21 to 25)% to Enemy Cold Resistance
 -(21 to 25)% to Enemy Poison Resistance
 Socketed: 2

Rockshatter

Balanced Axe (3)

Throw Damage: (50-60) to (227-275)
 One-Hand Damage: (37-45) to (159-195)
 Durability: 20
 Required Strength: 164
 Required Level: 24
 3% Chance to cast level 19 Blast Wave when you Kill an Enemy
 +(111 to 150)% Enhanced damage
 +(71 to 90) to Maximum Damage
 (15 to 18)% Chance of Crushing Blow
 Enhanced Weapon Damage +(71 to 90)%
 +(36 to 45) to Strength
 +(21 to 25) Life after each Kill
 Socketed: 4

Tier 3 Staves



Demoncall

Short Staff (3)

Two-Hand Damage: 20 to 23
 Durability: 22
 Required Dexterity: 12
 Required Level: 17
 +(71 to 90) Energy Factor to Spell Damage
 +(1 to 2) to All Skills
 15% Faster Cast Rate
 +(10 to 13) to Rune of Fire
 Fire Resist +(21 to 25)%
 Poison Resist +(21 to 25)%
 Socketed: 2



The Magister

Long Staff (3)

Two-Hand Damage: 26 to 31
 Durability: 46
 Required Dexterity: 27
 Required Level: 21
 +(2 to 3) to All Skills
 +(31 to 35)% to Fire Spell Damage
 +(31 to 35)% to Lightning Spell Damage
 +(9 to 12) to Flash
 +(9 to 12) to Apocalypse
 Fire Resist +(36 to 45)%
 Lightning Resist +(36 to 45)%
 Total Character Defense Plus (21 to 25)%
 Socketed: 3



Dubhdroiacht

Gnarled Staff (3)

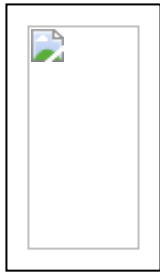
Two-Hand Damage: 32 to 40
 Durability: 70
 Required Dexterity: 42
 Required Level: 23
 +(86 to 110) Energy Factor to Spell Damage
 +(2 to 3) to All Skills
 +(81 to 110)% Bonus to Poison Skill Duration
 -(21 to 25)% to Enemy Poison Resistance
 +(11 to 15) to Pyroclastic Flow
 +(21 to 25)% Bonus to Summoned Minion Life
 Increase Maximum Life (9 to 11)%
 Total Character Defense Plus (21 to 25)%
 Poison Length Reduced by (31 to 35)%
 Socketed: 3



The Covenant

Battle Staff (3)

Two-Hand Damage: 38 to 49
 Durability: 94
 Required Dexterity: 58
 Required Level: 25
 +(81 to 110) Crafting Points
 7% Chance to cast level 7 Doom when you Take Damage
 +(2 to 3) to Paladin Skill Levels
 25% Faster Run/Walk
 25% Faster Cast Rate
 +(41 to 50)% to Fire Spell Damage
 +(41 to 50)% to Physical/Magic Spell Damage
 Replenish Life +(81 to 110)
 +(9 to 11)% Increased Healing Rate from Apples
 Socketed: 3



Staff of Roses

War Staff (3)

Two-Hand Damage: 42 to 56

Durability: 118

Required Dexterity: 73

Required Level: 29

+(2 to 3) to All Skills

+(31 to 35)% Bonus to Energy Factor

30% Faster Cast Rate

+(5 to 6) to Blood Flash

Regenerate Mana +(36 to 45)%

Fire Resist +(31 to 35)%

Lightning Resist +(31 to 35)%

(14 to 16)% Reanimate as: Knight of Death

+(36 to 45) Life after each Kill

Socketed: 4

Tier 3 Bows



The Rift Bow

Short Bow (3)

Two-Hand Damage: 14 to 17

Required Dexterity: 51

Required Level: 17

7% Chance to cast level 1 Teleport on Striking

35% Increased Attack Speed

(101 to 125)% Bonus to Attack Rating

Adds (31-60)-(61-120) magic damage

(9 to 11)% Bonus to Dexterity

Socketed: 4



Deadly Hunter

Hunter's Bow (3)

Two-Hand Damage: (57-67) to (73-84)

Required Dexterity: 73

Required Level: 20

15% Chance to cast level 19 Pain Spirit when you Kill an Enemy

+(81 to 110)% Enhanced damage

20% Faster Run/Walk

Adds (21-25)-(26-30) damage

+(201 to 250)% Damage to Undead

+(21 to 25) to Dexterity

Socketed: 4



Magebane

Long Bow (3)

Two-Hand Damage: (44-49) to (61-68)

Required Dexterity: 95

Required Level: 22

+(1 to 2) to All Skills

+(71 to 90)% Enhanced damage

+50 fire damage

+50 lightning damage

+50 cold damage

-(10 to 13)% to Enemy Fire Resistance

-(10 to 13)% to Enemy Lightning Resistance

-(10 to 13)% to Enemy Cold Resistance

(-21 to -25) to Energy

Fire Resist +(21 to 25)%

Lightning Resist +(21 to 25)%

Cold Resist +(21 to 25)%

+(16 to 20) Mana on Striking

Socketed: 4



Soulraider

Composite Bow (3)

Two-Hand Damage: (61-70) to (126-153)

Required Dexterity: 116

Required Level: 23

+(91 to 120)% Enhanced damage

+(41 to 55) to Maximum Damage

-(10 to 13)% Target Defense

Slows Target by (9 to 11)%

Drains 2% Life per Second

+(5 to 6) Life on Striking

+(5 to 6) Mana on Striking

Socketed: 4

Buriza-Do Tsuru

Short Battle Bow (3)

Two-Hand Damage: (80-92) to (209-264)

Required Dexterity: 138

Required Level: 24

21% Chance to cast level 11 Countdown when you Kill an Enemy

+(101 to 130)% Enhanced damage



25% Increased Attack Speed
 +(101 to 140) to Maximum Damage
 Adds (51-100)-(71-140) cold damage
 -(31 to 35)% to Enemy Cold Resistance
 Socketed: 4



Darkplague

Long Battle Bow (3)

Two-Hand Damage: (92-105) to (132-151)

Required Dexterity: (134-128)

Required Level: 25

14% Chance to cast level 6 Time Strike on Striking

7% Chance to cast level 18 Death Star on Striking

+(111 to 140)% Enhanced damage

(11 to 14)% Stamina stolen per Hit

-(31 to 35)% to Enemy Poison Resistance

Enhanced Weapon Damage +(71 to 90)%

Poison Resist +(31 to 35)%

Socketed: 4

Requirements (-16 to -20)%

Webspinner

Short War Bow (3)

Two-Hand Damage: (95-109) to (206-246)

Required Dexterity: (143-136)

Required Level: 28

5% Chance to cast level 10 Miasma on Striking

7% Chance to cast level 7 Carpet of Spiders when you Kill an Enemy

+(91 to 120)% Enhanced damage

+(71 to 90) to Maximum Damage

+(9 to 11)% to Poison Spell Damage

Slows Ranged Attacker by (21 to 25)%

Increase Maximum Life (9 to 11)%

Miasma Effect Duration: +2 seconds

Requirements (-21 to -25)%

Socketed: 4



The Black Dame

Long War Bow (3)

Two-Hand Damage: (130-151) to (258-308)

Required Dexterity: 204

Required Level: 30

7% Chance to cast level 8 Hunting Banshee when you Kill an Enemy

+(141 to 180)% Enhanced damage

45% Increased Attack Speed

+(71 to 90) to Maximum Damage

(13 to 17)% Mana stolen per Hit

Slows Target by (9 to 11)%

Total Character Defense Plus (31 to 35)%

(8 to 9)% Reanimate as: Dark Huntress

+(9 to 11)% to Experience Gained

Socketed: 4



Tier 3 Crossbows



Runeshatter

Light Crossbow (3)

Two-Hand Damage: (51-57) to (70-79)

Required Strength: 99

Required Level: 22

3% Chance to cast level 18 Mana Sweep when you Kill an Enemy

+(61 to 80)% Enhanced damage

+(101 to 125)% Damage to Demons

+(21 to 25) to Strength

(31 to 35)% Curse Length Reduction

Socketed: 4

The Barracuda

Crossbow (3)

Two-Hand Damage: (82-94) to (148-174)

Required Strength: 144

Required Level: 24

6% Chance to cast level 9 Bloodlust when you Kill an Enemy

+(91 to 120)% Enhanced damage

+(36 to 45)% Bonus Damage to Bloodlust

15% Increased Attack Speed

+(36 to 45) to Maximum Damage

(9 to 11)% Chance of Crushing Blow

Socketed: 4



Fallentooth

Heavy Crossbow (3)



Two-Hand Damage: (137-159) to (256-305)

Required Strength: 191

Required Level: 28

+(111 to 145)% Enhanced damage
 +(71 to 90) to Maximum Damage
 (9 to 11)% Life stolen per Hit
 (31 to 35)% Chance of Open Wounds
 +(12 to 16) to Summon Fallen
 (15 to 18)% Bonus to Strength
 Fire Resist +(31 to 35)%
 Lightning Resist +(31 to 35)%
 Socketed: 4



Embershot

Repeating Crossbow (3)

Two-Hand Damage: (130-148) to (189-216)

Required Strength: 214

Required Level: 30

21% Chance to cast level 15 Flamefront when you Kill an Enemy
 +(111 to 140)% Enhanced damage
 Adds (71-140)-(151-300) fire damage
 -(21 to 25)% to Enemy Fire Resistance
 +(31 to 35) to Strength
 +(31 to 35) to Vitality
 Fire Absorb (9 to 11)%
 Socketed: 4

Tier 3 Amazon Weapons



Flowerspring

Stag Bow (3)

Two-Hand Damage: (123-143) to (174-198)

(Amazon Only)

Required Dexterity: 168

Required Level: 25

25% Chance to cast level 16 Death Blossom when you Kill an Enemy
 3% Chance to cast level 12 Lifeblood when you Kill an Enemy
 +(91 to 120)% Enhanced damage
 Adds (51-60)-(71-80) damage
 Adds 30-50 fire damage
 (15 to 18)% Bonus to Dexterity
 Replenish Life +(36 to 45)
 +(41 to 55)% Damage when using a Healing Potion
 All Resists +(21 to 25)%
 Socketed: 4



Herald of Skartara

Reflex Bow (3)

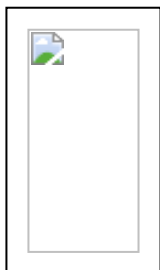
Two-Hand Damage: (184-221) to (284-340)

(Amazon Only)

Required Dexterity: 214

Required Level: 30

3% Chance to cast level 7 Phalanx when you Kill an Enemy
 3% Chance to cast level 7 Celerity when you Kill an Enemy
 +(141 to 180)% Enhanced damage
 25% Increased Attack Speed
 Adds (71-90)-(121-150) damage
 +(5 to 6) to Elfin Arrows
 (21 to 25)% Chance of Uninterruptable Attack
 (71 to 90)% Extra Gold from Monsters
 Socketed: 4



Sundial Spire

Maiden Spear (3)

Two-Hand Damage: (49-57) to (110-127)

Durability: 64

(Amazon Only)

Required Strength: 72

Required Dexterity: 145

Required Level: 25

Mega Impact

+(41 to 50) Energy Factor to Spell Damage
 100% Chance to cast level 18 Chronofield when you Level-Up
 +(91 to 120)% Enhanced damage
 30% Increased Attack Speed
 -(21 to 25)% to Enemy Fire Resistance
 +(5 to 6) to Sunburn
 (21 to 25)% Bonus to Energy
 Socketed: 4

Terra Indiges

Maiden Pike (3)

Two-Hand Damage: (59-70) to (251-306)

Durability: 80

(Amazon Only)

Required Strength: 90



Required Dexterity: 180

Required Level: 29

Mega Impact

25% Chance to cast level 9 Elemental on Attack

4% Chance to cast level 9 Bloodlust on Attack

+(41 to 55)% Bonus Damage to Bloodlust

+(121 to 160)% Enhanced damage

15% Faster Hit Recovery

+(101 to 130) to Maximum Damage

All Resists +(41 to 50)%

Damage Reduced by (9 to 11)%

Total Character Defense Plus (21 to 25)%

Socketed: 4

Mooncurse

Maiden Javelin (3)

Throw Damage: (61-70) to (199-236)

One-Hand Damage: (42-48) to (151-181)

Durability: 84

(Amazon Only)

Required Strength: 91

Required Dexterity: 183

Required Level: 29

9% Chance to cast level 12 Frog Prince when you Kill an Enemy

9% Chance to cast level 12 Banish when you Kill an Enemy

+(91 to 120)% Enhanced damage

+(81 to 100) to Maximum Damage

Adds (51-100)-(151-300) fire damage

Adds (51-100)-(151-300) cold damage

Cold Resist +(31 to 35)%

(41 to 50)% Better Chance of Getting Magic Items

Socketed: 2



Tier 3 Assassin Weapons



The Nutcracker

Katar (3)

One-Hand Damage: (27-31) to (30-35)

Durability: 10

(Assassin Only)

Required Dexterity: 20

Required Level: 19

+(81 to 110)% Enhanced damage

(10 to 13)% Chance of Crushing Blow

(9 to 11) to Strength

(-81 to -110) to Monster Defense per Hit

(9 to 11)% Bonus to Dexterity

Socketed: 2

Spellgrip

Wrist Blade (3)

One-Hand Damage: 18 to 21

Durability: 20

(Assassin Only)

Required Dexterity: 55

Required Level: 20

23% Chance to cast level 11 Hunting Banshee on Attack

+(1 to 2) to Assassin Skill Levels

15% Faster Cast Rate

-(9 to 11)% to Enemy Fire Resistance

-(9 to 11)% to Enemy Lightning Resistance

-(9 to 11)% to Enemy Cold Resistance

+(5 to 6) to Ice Whirl

+(21 to 25) to Energy

All Resists +(9 to 11)%

Socketed: 2



Sawfish

Hatchet Hands (3)

One-Hand Damage: (42-48) to (49-57)

Durability: 29

(Assassin Only)

Required Dexterity: 72

Required Level: 22

5% Chance to cast level 8 Bloodlust on Attack

+(91 to 120)% Enhanced damage

25% Increased Attack Speed

(71 to 90)% Bonus to Attack Rating

Stun Attack

+(5 to 6) to Blade Barrier

(15 to 18)% Bonus to Dexterity

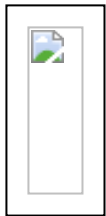
Socketed: 2



Hellfeast

Cestus (3)

One-Hand Damage: (83-94) to (116-139)



Durability: 38
 (Assassin Only)
 Required Dexterity: 90
 Required Level: 24
 23% Chance to cast level 11 Flamefront on Attack
 35% Chance to cast level 12 Bloodstorm when you Kill an Enemy
 +(101 to 130)% Enhanced damage
 Adds (31-35)-(56-70) damage
 -(21 to 25)% to Enemy Fire Resistance
 (11 to 14)% Life stolen per Hit
 (21 to 25)% Chance of Uninterruptable Attack
 Socketed: 2



Gold Digger
Claws (3)
 One-Hand Damage: (53-61) to (64-74)
 Durability: 48
 (Assassin Only)
 Required Dexterity: 108
 Required Level: 25
 +(91 to 120)% Enhanced damage
 Stun Attack
 (9 to 11)% Chance of Crushing Blow
 (201 to 250)% Extra Gold from Monsters
 (41 to 50)% Better Chance of Getting Magic Items
 +3 to Light Radius
 Socketed: 2



Arihan's End
Blade Talons (3)
 One-Hand Damage: (76-87) to (173-215)
 Durability: 65
 (Assassin Only)
 Required Dexterity: 172
 Required Level: 29
 21% Chance to cast level 14 Fire Splash on Attack
 +(101 to 130)% Enhanced damage
 15% Increased Attack Speed
 +(81 to 110) to Maximum Damage
 +(201 to 250)% Damage to Demons
 +(81 to 110) to Life
 Fire Resist +(31 to 35)%
 Socketed: 2



Circuit Breaker
Scissors Katar (3)
 One-Hand Damage: (75-88) to (90-106)
 Durability: 66
 (Assassin Only)
 Required Dexterity: 142
 Required Level: 30
 19% Chance to cast level 12 Flash on Attack
 +(121 to 160)% Enhanced damage
 25% Increased Attack Speed
 15% Faster Hit Recovery
 Adds 1-(101-200) lightning damage
 +(5 to 6) to Shock Flower
 Lightning Resist +(41 to 50)%
 150% Enhanced Damage vs. Necrobots
 Socketed: 2



Na-Krul's Spine
Naginata (3)
 Two-Hand Damage: (231-270) to (298-358)
 Durability: 88
 (Assassin Only)
 Required Dexterity: 135
 Required Level: 26
 7% Chance to cast level 8 Bloodlust on Attack
 30% Chance to cast level 12 Flamefront on Attack
 +(61 to 70)% Bonus Damage to Bloodlust
 +(141 to 180)% Enhanced damage
 25% Increased Attack Speed
 Adds (51-60)-(111-140) damage
 All Resists +(31 to 35)%
 Damage Reduced by (9 to 11)%
 Socketed: 4

Tier 3 Barbarian Weapons

Warmonger
Spatha (3)
 One-Hand Damage: (48-56) to (57-67)
 Durability: 66
 (Barbarian Only)
 Required Strength: 102



Required Level: 23

+(81 to 110)% Enhanced damage
(41 to 55)% Bonus to Attack Rating
+(121 to 160)% Damage to Undead
(9 to 11)% Chance of Crushing Blow
+(16 to 20) to Strength
+(16 to 20) to Dexterity
(9 to 11)% Reanimate as: Defiler
Socketed: 2

**Wolfpack
Backsword (3)**

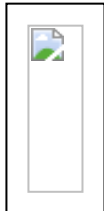
One-Hand Damage: (57-67) to (169-209)
Durability: 87

(Barbarian Only)

Required Strength: 127

Required Level: 25

+(81 to 110)% Enhanced damage
15% Increased Attack Speed
+(101 to 130) to Maximum Damage
(9 to 11)% Life stolen per Hit
(9 to 11)% Chance of Crushing Blow
+(21 to 25)% Bonus to Summoned Minion Life
+(21 to 25) to Strength
+(21 to 25) to Vitality
(21 to 25)% Reanimate as: Ghost Wolf
Socketed: 2



**Icehunter's Fang
Ida (3)**

One-Hand Damage: (68-79) to (80-92)
Durability: 108

(Barbarian Only)

Required Strength: 152

Required Level: 26

9% Chance to cast level 9 Winter Avatar on Attack
5% Chance to cast level 8 Rune of Ice on Attack
16% Chance to cast level 12 Ice Lance on Attack
+(91 to 120)% Enhanced damage
Adds (51-100)-(91-180) cold damage
+(41 to 55) to Dexterity
Cold Resist +(41 to 50)%
Socketed: 4



**Uldyssian's Legion
Bronze Sword (3)**

One-Hand Damage: (80-92) to (96-110)
Durability: 122

(Barbarian Only)

Required Strength: 177

Required Level: 27

+(101 to 130)% Enhanced damage
25% Increased Attack Speed
25% Faster Cast Rate
+2 to Barbarian Skill Levels
+(21 to 25)% Bonus to Summoned Minion Damage
+(9 to 11)% Bonus to Summoned Minion Life
Increase Maximum Mana (31 to 35)%
All Resists +(15 to 18)%
Socketed: 4



**Bul Kathos' Teaching
Kriegsmesser (3)**

One-Hand Damage: (84-96) to (173-389)
Durability: 126

(Barbarian Only)

Required Strength: 201

Required Level: 31

7% Chance to cast level 8 Spike Nova on Attack
+(1 to 2) to Barbarian Skill Levels
+(101 to 130)% Enhanced damage
+(2.25 per level) to Maximum Damage (Based on Character Level)
+(121 to 160)% Damage to Demons
+(5 to 6) to Inner Fire
+(201 to 250) to Life
+(16 to 20) Life on Striking in Melee
Total Character Defense Plus (9 to 11)%
Socketed: 4



**King of the Dreadlands
Mammen Axe (3)**

One-Hand Damage: (35-39) to (39-43)
Durability: 24

(Barbarian Only)

Required Strength: 30

Required Level: 20

+(9 to 10) Enhanced Stance Radius



5% Chance to cast level 12 Crater when you Kill an Enemy
+(71 to 90)% Enhanced damage
45% Increased Attack Speed
+(71 to 90)% Damage to Undead
+(9 to 11)% to Experience Gained
Socketed: 2



**Gift of the Spiritbeast
Hammerhead Axe (3)**

One-Hand Damage: (84-96) to (182-226)
Durability: 85
(Barbarian Only)
Required Strength: 195
Required Level: 31

3% Chance to cast level 18 Mark of the Wild on Attack
+(91 to 120)% Enhanced damage
20% Increased Attack Speed
+(81 to 110) to Maximum Damage
Adds (81-160)-(121-240) fire damage
Adds (81-160)-(121-240) lightning damage
Increase Maximum Mana (21 to 25)%
Socketed: 4



**Oni no Ona
Ono (3)**

Two-Hand Damage: (47-54) to (56-65)
Durability: 30
(Barbarian Only)
Required Strength: 67
Required Level: 19

Thunderfury
15% Chance to cast level 6 Glacial Nova when you Kill an Enemy
25% Chance to cast level 7 Frozen Crown on Attack
+(81 to 110)% Enhanced damage
Adds (31-60)-(61-120) cold damage
+(21 to 25)% to Cold Spell Damage
Cold Resist +(21 to 25)%
+(21 to 25) Mana on Striking in Melee
Socketed: 4



**Bergkaiser
Valaska (3)**

Two-Hand Damage: (137-161) to (322-393)
Durability: 91
(Barbarian Only)
Required Strength: 188
Required Level: 27

Thunderfury
25% Chance to cast level 12 Shadowstorm on Attack
+(121 to 160)% Enhanced damage
+(141 to 180) to Maximum Damage
(101 to 125)% Bonus to Attack Rating
Stun Attack
+(5 to 7) to Balance
+(36 to 45) to all Attributes
All Resists +(21 to 25)%
Socketed: 4



**Wrathchild
Labrys (3)**

Two-Hand Damage: (174-205) to (368-460)
Durability: 101
(Barbarian Only)
Required Strength: 261
Required Level: 31

Thunderfury
+(1 to 2) to Barbarian Skill Levels
+(121 to 160)% Enhanced damage
-15% Decreased Attack Speed
+(181 to 240) to Maximum Damage
(9 to 11)% Chance of Crushing Blow
Enhanced Weapon Damage +(31 to 35)%
Slows Target by (9 to 11)%
(71 to 90)% Extra Gold from Monsters
Socketed: 4

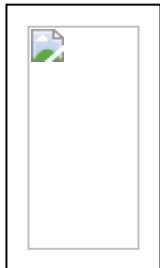
Tier 3 Druid Weapons

**Sagespirit
Compound Bow (3)**

Two-Hand Damage: (68-79) to (172-215)
(Druid Only)
Required Strength: 131



Required Level: 24
 7% Chance to cast level 1 Arcane Fury when you Kill an Enemy
 +(1 to 2) to Druid Skill Levels
 +(91 to 120)% Enhanced damage
 +(36 to 45)% Bonus Elemental Damage to Mark of the Wild
 25% Increased Attack Speed
 +(81 to 110) to Maximum Damage
 (71 to 90)% Duration Bonus to Mark of the Wild
 (71 to 90)% Bonus to Attack Rating
 +(36 to 45) to Strength
 Socketed: 4



Vipercast
Serpent Bow (3)
 Two-Hand Damage: (84-96) to (191-237)
 (Druid Only)
 Required Strength: 155
 Required Level: 25
 35% Chance to cast level 20 Venomous Spirit when you Kill an Enemy
 +(91 to 120)% Enhanced damage
 +(81 to 110) to Maximum Damage
 (11 to 14)% Life stolen per Hit
 +(31 to 35)% to Poison Spell Damage
 Slows Target by (9 to 11)%
 (16 to 20)% Bonus to Strength
 (15 to 18)% Chance of Uninterruptable Attack
 Socketed: 4



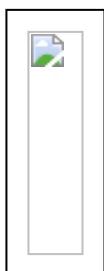
Wasp Sting
Maple Bow (3)
 Two-Hand Damage: (95-109) to (129-149)
 (Druid Only)
 Required Strength: 180
 Required Level: 26
 12% Chance to cast level 1 Arrow on Striking
 +(91 to 120)% Enhanced damage
 25% Increased Attack Speed
 Adds (38-75)-(75-150) poison damage over 3 seconds
 (16 to 20)% Chance of Open Wounds
 Poison Length Reduced by (15 to 18)%
 Socketed: 4



Salamander's Breath
Viper Bow (3)
 Two-Hand Damage: (169-200) to (233-277)
 (Druid Only)
 Required Strength: 205
 Required Level: 29
 100% Chance to cast level 18 Fire Splash when you Kill an Enemy
 15% Chance to cast level 7 Rune of Fire on Striking
 +(121 to 160)% Enhanced damage
 45% Faster Hit Recovery
 Adds (46-55)-(66-80) damage
 (15 to 18)% Chance of Crushing Blow
 Fire Resist +(51 to 60)%
 Socketed: 4



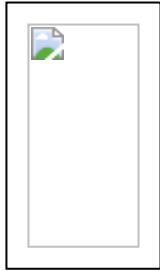
Thorn Branch
Recurve Bow (3)
 Two-Hand Damage: (134-158) to (185-218)
 (Druid Only)
 Required Strength: 230
 Required Level: 31
 7% Chance to cast level 5 Barrage when you Kill an Enemy
 +(1 to 2) to Druid Skill Levels
 +(121 to 160)% Enhanced damage
 (31 to 35)% Chance of Open Wounds
 Attacker Flees after Striking (8 to 9)%
 Regenerate Mana +(31 to 35)%
 Total Character Defense Plus (21 to 25)%
 Slows Attacker by (14 to 16)%
 Socketed: 4



Naiad King
Flamen Staff (3)
 Two-Hand Damage: 26 to 34
 Durability: 77
 (Druid Only)
 Required Strength: 46
 Required Level: 25
 +(1 to 3) to Druid Skill Levels
 +(21 to 25)% Bonus Elemental Damage to Mark of the Wild
 (41 to 50)% Duration Bonus to Mark of the Wild
 +(9 to 12) to Charm
 -(21 to 25)% to Enemy Fire Resistance
 -(21 to 25)% to Enemy Cold Resistance
 Fire Resist +(31 to 40)%

Lightning Resist +(31 to 40)%
Poison Resist +(31 to 40)%
Socketed: 3

Tier 3 Necromancer Weapons



Cane of Juris Khan

Raptor Scythe (3)

Two-Hand Damage: (42-50) to (57-69)

Durability: 26

(Necromancer Only)

Required Strength: 27

Required Level: 19

Mega Impact

11% Chance to cast level 12 Venomous Spirit on Striking

+(91 to 130)% Enhanced damage

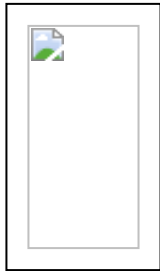
+(21 to 25)% to Poison Spell Damage

(31 to 35)% Chance of Open Wounds

(9 to 11)% Bonus to Strength

Total Character Defense Plus (21 to 25)%

Socketed: 4



Talon's Reach

Bonesplitter (3)

Two-Hand Damage: (46-55) to (237-295)

Durability: 96

(Necromancer Only)

Required Strength: 124

Required Level: 26

Mega Impact

35% Chance to cast level 21 Hunting Banshee when you Kill an Enemy

+(111 to 150)% Enhanced damage

+(81 to 110) to Maximum Damage

-(31 to 35)% to Enemy Cold Resistance

(10 to 13)% Chance of Crushing Blow

+(21 to 25)% Bonus to Summoned Minion Damage

(9 to 11)% Chance to Avoid Damage

Socketed: 4



Lord of Thorns

Marrow Staff (3)

Two-Hand Damage: 32 to 41

Durability: 106

(Necromancer Only)

Required Strength: 80

Required Level: 31

4% Chance to cast level 9 Spike Nova when Struck by a Missile

+(2 to 3) to Necromancer Skill Levels

50% Faster Cast Rate

Hit Causes Monster to Flee +(6 to 7)%

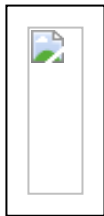
+(31 to 35)% Bonus to Summoned Minion Damage

+(31 to 35)% Bonus to Summoned Minion Life

+(36 to 45) to Energy

All Resists +(21 to 25)%

Socketed: 4



Mendeln's Companion

Hexblade (3)

One-Hand Damage: (25-29) to (43-50)

Durability: 15

(Necromancer Only)

Required Dexterity: 75

Required Level: 24

+(81 to 110)% Enhanced damage

15% Increased Attack Speed

15% Faster Cast Rate

Stun Attack

(9 to 11) to Strength

+(81 to 110) to Life

Socketed: 2



Compass of Souls

Spirit Edge (3)

One-Hand Damage: (40-46) to (72-82)

Durability: 28

(Necromancer Only)

Required Dexterity: 148

Required Level: 30

+(101 to 130)% Enhanced damage

Adds (51-100)-(101-200) fire damage

Adds (51-100)-(101-200) cold damage

+(7 to 9) to Whirlpool

(12 to 15)% Mana stolen per Hit

Regenerate Mana +(31 to 35)%

(9 to 11)% Chance of Uninterruptable Attack

Socketed: 2



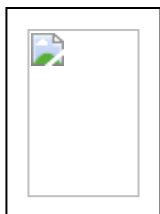
**Deathwind
Needle Crossbow (3)**

Two-Hand Damage: (63-73) to (79-92)
(Necromancer Only)
Required Strength: 69
Required Level: 23
7% Chance to cast level 4 Time Strike on Striking
3% Chance to cast level 18 Lorenado on Striking
+(81 to 110)% Enhanced damage
+(201 to 250)% Damage to Undead
Adds 64-128 poison damage over 5 seconds
+(15 to 18) to Strength
Socketed: 4



**The Khalim Organ
Dart Thrower (3)**

Two-Hand Damage: 47 to 58
(Necromancer Only)
Required Strength: 100
Required Level: 25
25% Increased Attack Speed
Adds (71-140)-(161-320) fire damage
Adds (71-140)-(161-320) lightning damage
-(9 to 11)% to Enemy Fire Resistance
-(9 to 11)% to Enemy Lightning Resistance
Fire Resist +(21 to 25)%
Lightning Resist +(21 to 25)%
Socketed: 4



**Starkiller
Stinger Crossbow (3)**

Two-Hand Damage: (180-213) to (264-323)
(Necromancer Only)
Required Strength: 133
Required Level: 29
9% Chance to cast level 18 Abyss when you Kill an Enemy
+(1 to 2) to Necromancer Skill Levels
+(111 to 145)% Enhanced damage
15% Increased Attack Speed
Adds (31-40)-(81-110) damage
Increase Maximum Mana (21 to 25)%
All Resists +(21 to 25)%
Socketed: 4



**Corpsefling
Trebuchet (3)**

Two-Hand Damage: (163-190) to (315-374)
(Necromancer Only)
Required Strength: 149
Required Level: 31
7% Chance to cast level 13 Plague Avatar when you Kill an Enemy
+(141 to 180)% Enhanced damage
-10% Decreased Attack Speed
+(101 to 125) to Maximum Damage
(11 to 14)% Life stolen per Hit
-(16 to 20)% to Enemy Poison Resistance
(14 to 16)% Chance of Crushing Blow
+(201 to 250) to Life
Socketed: 4



**The Square Peg
Wand (3)**

One-Hand Damage: 12 to 15
Durability: 12
(Necromancer Only)
Required Dexterity: 6
Required Level: 18
+(10 to 13) to Strength
+(10 to 13) to Dexterity
+(10 to 13) to Vitality
Damage Reduced by (5 to 6)
Total Character Defense Plus (9 to 11)%
(36 to 45)% Better Chance of Getting Magic Items
Socketed: 2



**Drake Cigar
Yew Wand (3)**

One-Hand Damage: 15 to 20
Durability: 36
(Necromancer Only)
Required Dexterity: 16
Required Level: 21
1% Chance to cast level 10 Flamefront when you Take Damage
+(1 to 2) to Necromancer Skill Levels
+(9 to 11)% to Fire Spell Damage
+(9 to 11)% to Cold Spell Damage



Regenerate Mana +(21 to 25)%
 Fire Absorb (9 to 11)%
 Socketed: 2

**Fateweaver
 Bone Wand (3)**

One-Hand Damage: 18 to 26
 Durability: 60
 (Necromancer Only)
 Required Dexterity: 22
 Required Level: 23

100% Chance to cast level 21 Hunting Banshee when you Die
 21% Chance to cast level 18 Frozen Soul when Struck
 20% Faster Cast Rate
 +3 to Maximum Necromancer Minions
 Increase Maximum Mana (9 to 11)%
 Slows Attacker by (9 to 11)%
 Socketed: 2

**Blackheart
 Grim Wand (3)**

One-Hand Damage: 22 to 35
 Durability: 108
 (Necromancer Only)
 Required Dexterity: 33
 Required Level: 29

1% Chance to cast level 9 Gift of Inner Fire when Attacked
 +(1 to 2) to Necromancer Skill Levels
 25% Faster Cast Rate
 25% Faster Hit Recovery
 +(5 to 6) to Dark Power
 +(10 to 13) to Summon Darklings
 +(26 to 30)% Bonus to Summoned Minion Damage
 Replenish Life +(1.125 per level) (Based on Character Level)
 Socketed: 2



Tier 3 Paladin Weapons

**Auto Da Fe
 Bonebreaker (3)**

One-Hand Damage: (37-41) to (49-55)
 Durability: 37
 (Paladin Only)
 Required Strength: 87
 Required Level: 22

+(41 to 55) Energy Factor to Spell Damage
 6% Chance to cast level 14 Cataclysm on Attack
 +(71 to 90)% Enhanced damage
 15% Increased Attack Speed
 15% Faster Cast Rate
 -(9 to 11)% to Enemy Fire Resistance
 +(8 to 10) to Apocalypse
 Socketed: 2



**Dies Metus
 Goedendag (3)**

One-Hand Damage: (56-67) to (121-150)
 Durability: 53
 (Paladin Only)
 Required Strength: 115
 Required Level: 24

7% Chance to cast level 5 Cold Fear on Attack
 +(111 to 150)% Enhanced damage
 15% Increased Attack Speed
 +(41 to 55) to Maximum Damage
 Stun Attack
 (9 to 11)% Chance of Crushing Blow
 Slows Target by (9 to 11)%
 Socketed: 2



**Vindicatress
 Angel Star (3)**

One-Hand Damage: 31 to 46
 Durability: 69
 (Paladin Only)
 Required Strength: (120-115)
 Required Level: 26

2% Chance to cast level 6 Celerity when Struck
 +(1 to 2) to Paladin Skill Levels
 30% Faster Cast Rate
 +(21 to 25)% to Fire Spell Damage
 +(21 to 25)% to Physical/Magic Spell Damage
 +(41 to 50) to Energy
 Magic Resist +(9 to 11)%
 Fire Resist +(41 to 50)%
 (21 to 25)% Reanimate as: Broken Soul





Requirements (-16 to -20)%
Socketed: 2

Faithshaker
Hand of God (3)

Two-Hand Damage: (132-156) to (237-294)
Durability: 151
(Paladin Only)
Required Strength: 312
Required Level: 30

Amazing Grace

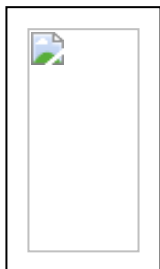
4% Chance to cast level 12 Thunder Slam on Attack
+(121 to 160)% Enhanced damage
+(81 to 110) to Maximum Damage
+(151 to 200)% Damage to Demons
Stun Attack
+(36 to 45) to Strength
Fire Resist +(36 to 45)%
Cold Resist +(36 to 45)%
Socketed: 4



The Crucifier
Holy Lance (3)

Two-Hand Damage: (42-48) to (184-228)
Durability: 52
(Paladin Only)
Required Strength: 91
Required Level: 23

11% Chance to cast level 3 Arrow on Striking
+(1 to 2) to Paladin Skill Levels
+(91 to 120)% Enhanced damage
-10% Decreased Attack Speed
+(81 to 110) to Maximum Damage
(21 to 25)% Chance of Crushing Blow
(21 to 25)% Bonus to Strength
Socketed: 4



The Angiris Pike
Tepoztopilli (3)

Two-Hand Damage: (64-72) to (119-133)
Durability: 96
(Paladin Only)
Required Strength: 236
Required Level: 31

+(81 to 110) Energy Factor to Spell Damage
+(1 to 2) to Paladin Skill Levels
+(71 to 90)% Enhanced damage
+(36 to 45)% to Fire Spell Damage
+(36 to 45)% to Cold Spell Damage
Slows Target by (9 to 11)%
Damage Reduced by (9 to 11)%
(9 to 11)% Reanimate as: Daystar
Socketed: 4

Tier 3 Sorceress Weapons



The Watcher

Eagle Orb (3)

One-Hand Damage: 13 to 14

Durability: 14

(Sorceress Only)

Required Dexterity: 25

Required Level: 17

+(1 to 2) to All Skills

15% Faster Run/Walk

15% Faster Cast Rate

(101 to 130)% Extra Gold from Monsters

+2 to Light Radius

Socketed: 2



Lunarsong

Sacred Globe (3)

One-Hand Damage: 16 to 18

Durability: 30

(Sorceress Only)

Required Dexterity: 27

Required Level: 21

+(41 to 55) Energy Factor to Spell Damage

+(1 to 2) to Sorceress Skill Levels

-(9 to 11)% to Enemy Cold Resistance

Regenerate Mana +(21 to 25)%

Lightning Resist +(21 to 25)%

Cold Resist +(21 to 25)%

+2 to Light Radius

Socketed: 2



Narlant Dream

Smoked Sphere (3)

One-Hand Damage: 19 to 24

Durability: 46

(Sorceress Only)

Required Dexterity: 51

Required Level: 23

1% Chance to cast level 9 Charm when Struck

+(1 to 2) to Sorceress Skill Levels

30% Faster Cast Rate

+(81 to 110) Defense vs. Melee

Increase Maximum Mana (9 to 11)%

Slows Attacker by (9 to 11)%

Socketed: 2



Thunderball

Clasp Orb (3)

One-Hand Damage: 22 to 27

Durability: 62

(Sorceress Only)

Required Dexterity: 22

Required Level: 25

5% Chance to cast level 8 Flash when Attacked

+(9 to 11)% Bonus to Energy Factor

+(1 to 2) to Sorceress Skill Levels

Nova Charge Scatter Increased by (81 to 110)%

+(21 to 25)% to Lightning Spell Damage

+(21 to 25) to Energy

Lightning Resist +(31 to 35)%

Socketed: 2



Dragonstone

Jared's Stone (3)

One-Hand Damage: 25 to 31

Durability: 78

(Sorceress Only)

Required Dexterity: 69

Required Level: 29

+(41 to 50) Energy Factor to Spell Damage

1% Chance to cast level 8 Blast Wave when Attacked

+(1 to 2) to Sorceress Skill Levels

25% Faster Cast Rate

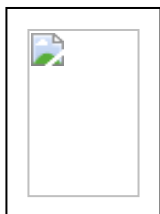
(0.3125 per level)% to Fire Spell Damage (Based on Character Level)

Fire Absorb (8 to 9)%

+(26 to 35) Life after each Kill

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

Socketed: 2



The Warped Blade

Warp Blade (3)

One-Hand Damage: (68-80) to (272-343)

Durability: 44

(Sorceress Only)

Required Dexterity: (80-76)

Required Level: 33

21% Chance to cast level 12 Energy Beam on Attack

+(121 to 160)% Enhanced damage

25% Increased Attack Speed
 +(151 to 200) to Maximum Damage
 +(36 to 45) to Dexterity
 (21 to 25)% Reanimate as: Soul Flayer
 Requirements (-21 to -25)%
 Socketed: 4

Tier 3 Body Armour



The War Cloak Quilted Armor (3)

Defense: (129-216)
 Durability: 27
 Required Strength: 27
 Required Level: 18
 (6 to 7)% Life stolen per Hit
 (31 to 35)% Chance of Open Wounds
 Enhanced Weapon Damage +(36 to 45)%
 +(71 to 90)% Enhanced Defense
 +(9 to 11)% Increased Healing Rate from Apples
 Socketed: 4



Acidblood Leather Armor (3)

Defense: (182-344)
 Durability: 33
 Required Strength: 40
 Required Level: 18
 Attacker Flees after Striking (8 to 9)%
 (-41 to -55) to Monster Defense per Hit
 +(81 to 110)% Enhanced Defense
 +(41 to 55)% Damage when using a Healing Potion
 Fire Resist +(21 to 25)%
 Poison Resist +(21 to 25)%
 Attacker Takes Fire Damage of (36 to 45)
 Socketed: 4



Leather of Aut Hard Leather Armor (3)

Defense: (240-466)
 Durability: 39
 Required Strength: 53
 Required Level: 19
 7% Chance to cast level 1 Arrow when you Take Damage
 +(91 to 120)% Enhanced Defense
 (9 to 11)% Bonus to Dexterity
 (9 to 11)% Bonus to Vitality
 Damage Reduced by (9 to 11)
 (21 to 25)% Chance of Uninterruptable Attack
 Socketed: 4



Carmen Arvale Studded Leather (3)

Defense: (284-571)
 Durability: 45
 Required Strength: 65
 Required Level: 21
 7% Chance to cast level 9 Gift of the Wild when you Kill an Enemy
 (9 to 11)% Bonus to Buff/Debuff/Cold Skill Duration
 +(91 to 120)% Enhanced Defense
 Lightning Resist +(21 to 25)%
 Cold Resist +(21 to 25)%
 Poison Resist +(21 to 25)%
 (201 to 250)% Extra Gold from Monsters
 Socketed: 4

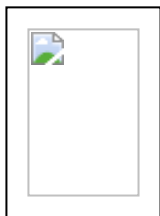


Sharkbaiter Ring Mail (3)

Defense: (345-708)
 Durability: 51
 Required Strength: 78
 Required Level: 21
 1% Chance to cast level 18 Bloodlust when you Take Damage
 +(41 to 55)% Bonus Damage to Bloodlust
 15% Increased Attack Speed
 (8 to 9)% Chance of Crushing Blow
 +(101 to 130)% Enhanced Defense
 +(21 to 25) to Strength
 +(9 to 11) Life on Striking in Melee
 Socketed: 4

Robe of Leaves Scale Mail (3)

Defense: (417-874)
 Durability: 57
 Required Strength: 90



Required Level: 21
 +(36 to 45)% Bonus Elemental Damage to Mark of the Wild
 -(9 to 11)% to Enemy Fire Resistance
 -(9 to 11)% to Enemy Cold Resistance
 -(9 to 11)% to Enemy Poison Resistance
 +(111 to 145)% Enhanced Defense
 Increase Maximum Life (9 to 11)%
 Fire Resist -(9 to -11)%
 Poison Resist +(31 to 35)%
 Socketed: 4



Albrecht's Revenge
Chain Mail (3)
 Defense: (379-771)
 Durability: 63
 Required Strength: (81-77)
 Required Level: 22
 7% Chance to cast level 1 Arrow on Striking
 Adds (51-100)-(101-200) cold damage
 +(71 to 90)% Enhanced Defense
 Cold Resist +(31 to 35)%
 (14 to 16)% Reanimate as: Returned Archer
 +(25 to 33) Life after each Demon Kill
 Requirements (-21 to -25)%
 Socketed: 4



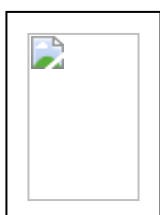
Werecat
Breast Plate (3)
 Defense: (494-1044)
 Durability: 69
 Required Strength: 116
 Required Level: 23
 7% Chance to cast level 7 Claw Tornado on Attack
 15% Increased Attack Speed
 (31 to 35)% Chance of Open Wounds
 +(101 to 130)% Enhanced Defense
 +(21 to 25) to Strength
 +(21 to 25) to Dexterity
 +(21 to 25) to Vitality
 Socketed: 4



Jitan's Kamon
Splint Mail (3)
 Defense: (540-1154)
 Durability: 75
 Required Strength: 128
 Required Level: 23
 100% Chance to cast level 21 Singularity when you Die
 7% Chance to cast level 10 Guard Tower when you Kill an Enemy
 Adds (31-60)-(61-120) fire damage
 Adds (31-60)-(61-120) lightning damage
 Adds (31-60)-(61-120) cold damage
 +(101 to 130)% Enhanced Defense
 Damage Reduced by 7%
 Socketed: 4



Iceshell
Plate Mail (3)
 Defense: (590-1265)
 Durability: 81
 Required Strength: 141
 Required Level: 23
 3% Chance to cast level 15 Glacial Nova when Attacked
 9% Chance to cast level 10 Ice Bolt Nova when Attacked
 20% Faster Hit Recovery
 +(21 to 25)% to Cold Spell Damage
 +(101 to 130)% Enhanced Defense
 +7% to Maximum Cold Resist
 Cold Resist +(31 to 35)%
 (21 to 25)% Chance of Uninterruptable Attack
 Socketed: 4



Fauztin's Visage
Field Plate (3)
 Defense: (609-1315)
 Durability: 87
 Required Strength: 153
 Required Level: 25
 20% Faster Cast Rate
 +(15 to 18)% Bonus to Summoned Minion Life
 +(21 to 25)% Bonus to Summoned Minion Damage
 +(91 to 120)% Enhanced Defense
 Cold Resist +(31 to 35)%
 Poison Resist +(31 to 35)%
 Level 3 Death's Fury Totem (25 Charges)
 Socketed: 4



Dragon's Blood

Light Plate (3)

Defense: (755-1682)

Durability: 93

Required Strength: 166

Required Level: 25

9% Chance to cast level 14 Wrath on Attack

25% Faster Cast Rate

+(71 to 90)% Damage to Demons

+(21 to 25)% to Fire Spell Damage

+(21 to 25)% to Physical/Magic Spell Damage

+(121 to 160)% Enhanced Defense

+(41 to 45) to Vitality

+(36 to 45) Life after each Demon Kill

Socketed: 4



Steel Golem

Gothic Plate (3)

Defense: (882-1946)

Durability: 119

Required Strength: (205-211)

Required Level: 27

45% Faster Hit Recovery

Stun Attack

7% Chance of Crushing Blow

+(141 to 180)% Enhanced Defense

(15 to 18)% Bonus to Strength

(15 to 18)% Bonus to Vitality

Increase Maximum Durability (21 to 25)%

Requirements +(15 to 18)%

Socketed: 4



Shroud Royal

Full Plate Mail (3)

Defense: (939-2083)

Durability: 105

Required Strength: 191

Required Level: 28

Strength Bonus to Weapon Damage

+(5 to 6) to Vanquish

(9 to 11)% Bonus to All Attributes

+(141 to 180)% Enhanced Defense

Damage Reduced by (15 to 18)

(76 to 100)% Extra Gold from Monsters

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

Socketed: 4



Queen of Glass

Ancient Armor (3)

Defense: (711-1508)

Durability: 11

Required Strength: (161-153)

Required Level: 30

15% Faster Run/Walk

25% Faster Cast Rate

-(21 to 25)% to Enemy Fire Resistance

-(21 to 25)% to Enemy Lightning Resistance

-(21 to 25)% to Enemy Cold Resistance

-(21 to 25)% to Enemy Poison Resistance

+(71 to 90)% Enhanced Defense

+(351 to 450) to Mana

Lightning Resist +(31 to 35)%

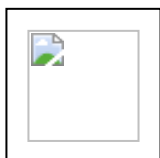
Cold Resist +(31 to 35)%

Decrease Maximum Durability -90%

Socketed: 4

Requirements (-21 to -25)%

Tier 3 Helms



The Jester

Cap (3)

Defense: (61-67)

Durability: 27

Required Strength: 23

Required Level: 17

10% Faster Run/Walk

+(9 to 11)% to Spell Damage

Random Resistance Bonus

Socketed: 3

Topspin

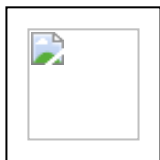
Skull Cap (3)

Defense: (166-247)

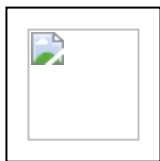
Durability: 33

Required Strength: 53

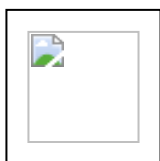
Required Level: 20



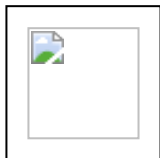
9% Chance to cast level 6 Starburst when Attacked
 15% Increased Attack Speed
 Enhanced Weapon Damage +(21 to 25)%
 +(81 to 110)% Enhanced Defense
 (9 to 11)% Bonus to Dexterity
 (9 to 11)% Bonus to Energy
 Socketed: 3



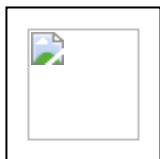
Lavadome Helm (3)
 Defense: (215-311)
 Durability: 39
 Required Strength: 82
 Required Level: 22
 1% Chance to cast level 14 Lava Pit on Attack
 1% Chance to cast level 14 Fire Fountain on Attack
 1% Chance to cast level 14 Tremor on Attack
 +(9 to 11)% to Fire Spell Damage
 (-81 to -110) to Monster Defense per Hit
 +(71 to 90)% Enhanced Defense
 +(15 to 18) to Strength
 Socketed: 3



Farnham's Flowerpot Full Helm (3)
 Defense: (270-406)
 Durability: 45
 Required Strength: 111
 Required Level: 23
 1% Chance to cast level 6 Dire Charm when you Take Damage
 10% Faster Run/Walk
 15% Faster Hit Recovery
 +(71 to 90)% Enhanced Defense
 Regenerate Mana +(15 to 18)%
 Magic Damage Reduced by (9 to 11)
 Socketed: 3



Lanterne Rouge Great Helm (3)
 Defense: (342-550)
 Durability: 51
 Required Strength: 141
 Required Level: 25
 9% Chance to cast level 8 Flamefront on Attack
 -10% Slower Run/Walk
 10% Increased Attack Speed
 -(9 to 11)% to Enemy Fire Resistance
 +(81 to 110)% Enhanced Defense
 Replenish Life +(36 to 45)
 Socketed: 3



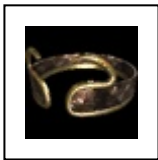
Glowskull Crown (3)
 Defense: (424-684)
 Durability: 74
 Required Strength: 170
 Required Level: 28
 1% Chance to cast level 6 Unholy Armor on Attack
 +(21 to 25)% Bonus to Poison Skill Duration
 -(9 to 11)% to Enemy Poison Resistance
 +(91 to 120)% Enhanced Defense
 Poison Resist +(36 to 45)%
 Total Character Defense Plus (15 to 18)%
 (9 to 11)% Chance of Uninterruptable Attack
 Increase Maximum Durability (31 to 35)%
 Socketed: 3

Tier 3 Circlets



The Celestial Crown Circlet (3)
 Defense: (44-81)
 Durability: 10
 Required Dexterity: 41
 Required Level: 22
 1% Chance to cast level 10 Rapture on Attack
 +(31 to 35)% Damage to Undead
 +(15 to 18) to Energy
 +(15 to 18) to Dexterity
 Poison Resist +(36 to 45)%
 Socketed: 2

The Allseeing Eye Coronet (3)
 Defense: (123-187)
 Durability: 15



Required Dexterity: 51
Required Level: 23
1% Chance to cast level 9 Blink when you Take Damage
10% Increased Attack Speed
(71 to 90)% Bonus to Attack Rating
(8 to 9)% Bonus to Dexterity
+(71 to 90) Defense
Socketed: 2



Auriel's Halo
Tiara (3)
Defense: (62-116)
Durability: 20
Required Dexterity: (55-54)
Required Level: 25
+(1 to 2) to Paladin Skill Levels
Adds (31-60)-(71-140) fire damage
Adds (31-60)-(71-140) cold damage
Fire Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Requirements (-9 to -11)%
Socketed: 2



Haareis
Diadem (3)
Defense: (74-139)
Durability: 25
Required Dexterity: 82
Required Level: 28
2% Chance to cast level 5 Shackles of Ice on Attack
(8 to 9)% Bonus to Buff/Debuff/Cold Skill Duration
(8 to 10)% Life stolen per Hit
(15 to 18)% Chance of Open Wounds
(8 to 9)% Bonus to Vitality
Cold Resist +(36 to 45)%
Socketed: 2

Tier 3 Special Helms

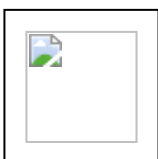


Umbaru's Jinx
Mask (3)
Defense: (118-154)
Durability: 26
Required Strength: 105
Required Level: 24
+(9 to 11)% to Fire Spell Damage
+(9 to 11)% to Poison Spell Damage
+(21 to 25)% Bonus to Summoned Minion Damage
+(8 to 9)% Bonus to Summoned Minion Resistances
Poison Length Reduced by (14 to 16)%
(8 to 9)% Reanimate as: Acid Beast
Level 8 Diseased Cattle (25 Charges)
Socketed: 3



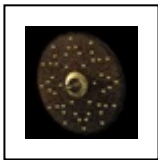
Stillwater
Bone Helm (3)
Defense: (238-369)
Durability: 32
Required Strength: 128
Required Level: 27
+(21 to 25) Energy Factor to Spell Damage
1% Chance to cast level 12 Mana Sweep when Attacked
+(81 to 110)% Enhanced Defense
+(201 to 250) to Mana
Regenerate Mana +(21 to 25)%
+(36 to 45) Mana after each Kill
Socketed: 3

Tier 3 Shields



Razordisk
Buckler (3)
Defense: (76-96)
Durability: 32
Required Strength: 13
Required Dexterity: 36
Required Level: 17
+(1.125 per level) to Maximum Damage (Based on Character Level)
(9 to 11) to Strength
(21 to 25)% Chance of Open Wounds
(-81 to -110) to Monster Defense per Hit
Socketed: 3

Destroying Angel
Small Shield (3)



Defense: (196-347)
Durability: 42
Required Strength: 29
Required Dexterity: 65
Required Level: 20
Adds 64-96 poison damage over 5 seconds
+(21 to 25)% to Poison Spell Damage
Attacker Flees after Striking (8 to 9)%
+(61 to 80)% Enhanced Defense
Poison Resist +(31 to 35)%
Socketed: 3



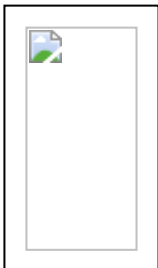
Wheel of Fortune
Large Shield (3)
Defense: (172-290)
Durability: 52
Required Strength: 46
Required Dexterity: 95
Required Level: 21
1% Chance to cast level 27 Ice Whirl on Attack
+(9 to 11)% to Cold Spell Damage
+(15 to 18) to Strength
+(15 to 18) to Dexterity
(14 to 16)% Chance of Uninterruptable Attack
(71 to 90)% Extra Gold from Monsters
(36 to 45)% Better Chance of Getting Magic Items
Socketed: 3



Banner of Duncraig
Kite Shield (3)
Defense: (416-849)
Durability: 62
Required Strength: 63
Required Dexterity: 124
Required Level: 23
3% Chance to cast level 5 Bloodlust on Attack
3% Chance to cast level 5 Fortress on Attack
+(91 to 120)% Enhanced Defense
+(23 to 29) to Strength
+(23 to 29) to Dexterity
Lightning Resist +(36 to 45)%
Cold Resist +(36 to 45)%
Socketed: 3



The Ivory Tower
Tower Shield (3)
Defense: (459-917)
Durability: 72
Required Strength: (63-60)
Required Dexterity: (120-114)
Required Level: 25
+(8 to 9)% Bonus to Energy Factor
10% Faster Cast Rate
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
+(71 to 90)% Enhanced Defense
Increase Maximum Mana (9 to 11)%
Requirements (-21 to -25)%
Socketed: 3



Doomfall
Gothic Shield (3)
Defense: (633-1334)
Durability: 81
Required Strength: 97
Required Dexterity: 183
Required Level: 28
3% Chance to cast level 13 Abyss when Attacked
15% Faster Block Rate
-(9 to 11)% to Enemy Cold Resistance
Enhanced Weapon Damage +(31 to 35)%
+(101 to 130)% Enhanced Defense
+(36 to 45) to Strength
Slows Attacker by (8 to 9)%
Socketed: 3

Tier 3 Special Shields

The Wailing Wall
Bone Shield (3)
Defense: (248-470)
Durability: 51
Required Dexterity: 93
Required Level: 23
9% Chance to cast level 7 Hunting Banshee on Attack
Adds (31-60)-(51-100) cold damage



+ (91 to 120)% Enhanced Defense
+ (15 to 18) to Dexterity
Magic Resist + (9 to 11)%
Cold Resist + (21 to 25)%
Socketed: 4



**Cloudladder
Spiked Shield (3)**

Defense: (297-580)
Durability: 59

Required Dexterity: 116

Required Level: 24

1% Chance to cast level 20 Frozen Crown when you Take Damage

+ (71 to 90)% Damage to Undead
+ (91 to 120)% Enhanced Defense
+ (15 to 18) to all Attributes
Replenish Life + (36 to 45)
+ (10 to 13) Cold Absorb
+ (10 to 13) Lightning Absorb
Socketed: 4

Tier 3 Belts



**Moonwrap
Sash (3)**

Defense: (104-127)
Durability: 25

Required Strength: 19

Required Level: 17

15% Faster Cast Rate

+ (71 to 90)% Enhanced Defense
Regenerate Mana + (31 to 35)%
Lightning Resist + (21 to 25)%
Cold Resist + (21 to 25)%
Socketed: 2



**Wormtongue
Light Belt (3)**

Defense: (186-250)
Durability: 34

Required Strength: 57

Required Level: 21

(71 to 90)% Bonus to Attack Rating
Adds (19-38)-(38-75) poison damage over 3 seconds
(8 to 10)% Life stolen per Hit
+ (71 to 90)% Enhanced Defense
+ (21 to 25) to Dexterity
Socketed: 2



**Aerin Orbiter
Belt (3)**

Defense: (270-376)
Durability: 43

Required Strength: 95

Required Level: 22

15% Faster Cast Rate

+ (15 to 18)% to Fire Spell Damage
+ (15 to 18)% to Lightning Spell Damage
+ (15 to 18)% to Cold Spell Damage
+ (71 to 90)% Enhanced Defense
+ (21 to 25) to Energy
All Resists + (9 to 11)%
Magic Damage Reduced by (9 to 11)
Socketed: 2



**Deadfall
Heavy Belt (3)**

Defense: (455-681)
Durability: 52

Required Strength: 132

Required Level: 24

7% Chance to cast level 7 Shower of Rocks when you Kill an Enemy

7% Chance of Crushing Blow
+ (121 to 160)% Enhanced Defense
+ (36 to 45) to Strength
Lightning Resist + (21 to 25)%
(9 to 11)% Chance of Uninterruptable Attack
Socketed: 2

**Dragon Tail
Plated Belt (3)**

Defense: (510-754)



Durability: 61
 Required Strength: 170
 Required Level: 27
 7% Chance to cast level 7 Seal of Fire on Attack
 15% Faster Run/Walk
 25% Increased Attack Speed
 Adds (31-60)-(81-160) fire damage
 Stun Attack
 +(101 to 130)% Enhanced Defense
 Fire Resist +(36 to 45)%
 Socketed: 2

Tier 3 Gloves



Vilehand
Leather Gloves (3)
 Defense: (50-54)
 Durability: 25
 Required Strength: 21
 Required Level: 17
 +(9 to 11)% Bonus to Poison Skill Duration
 Adds (16-31)-(32-63) poison damage over 5 seconds
 +(9 to 11)% to Poison Spell Damage
 Poison Length Reduced by (10 to 13)%
 Socketed: 2



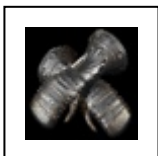
Toorc's Gift
Heavy Gloves (3)
 Defense: (114-163)
 Durability: 32
 Required Strength: 50
 Required Level: 20
 3% Chance to cast level 2 Glacial Nova on Attack
 15% Increased Attack Speed
 Adds (31-60)-(51-100) cold damage
 Stun Attack
 +(81 to 110)% Enhanced Defense
 Cold Resist +(21 to 25)%
 Socketed: 2



Featherclaw
Chain Gloves (3)
 Defense: (129-195)
 Durability: 39
 Required Strength: 80
 Required Level: 22
 25% Faster Run/Walk
 15% Increased Attack Speed
 (81 to 110)% Bonus to Attack Rating
 (9 to 11)% Chance of Open Wounds
 +(71 to 90)% Enhanced Defense
 +(16 to 20) to Dexterity
 +(201 to 250) Maximum Stamina
 Socketed: 2



Visegrip
Light Gauntlets (3)
 Defense: (86-126)
 Durability: 46
 Required Strength: 109
 Required Level: 24
 7% Chance to cast level 5 Crucify on Attack
 +(21 to 25) to Maximum Damage
 (15 to 18)% Chance of Open Wounds
 (-81 to -110) to Monster Defense per Hit
 (8 to 9)% Bonus to Strength
 Socketed: 2



Pollice Verso
Gauntlets (3)
 Defense: (196-347)
 Durability: 53
 Required Strength: 139
 Required Level: 27
 8% Chance to cast level 5 Time Strike when Attacked
 +(9 to 11) to Strength
 +(101 to 130)% Enhanced Defense
 +(41 to 55) Mana after each Kill
 +(16 to 20) Life after each Kill
 Socketed: 2

Tier 3 Boots

Rabbit's Foot Boots (3)



Defense: (54-63)
Durability: 29
Required Strength: 25
Required Level: 17
25% Faster Run/Walk
+(201 to 250) Maximum Stamina
(8 to 9)% Chance of Uninterruptable Attack
(201 to 250)% Extra Gold from Monsters
(36 to 45)% Better Chance of Getting Magic Items
Socketed: 2



Death Spur
Heavy Boots (3)
Defense: (78-101)
Durability: 42
Required Strength: 59
Required Level: 20
1% Chance to cast level 10 Spike Nova when you Take Damage
+(0.625 per level) to Maximum Damage (Based on Character Level)
(31 to 35)% Chance of Open Wounds
+(21 to 25) to Strength
+(21 to 25) to Dexterity
Socketed: 2



Lionpaw
Chain Boots (3)
Defense: (176-258)
Durability: 55
Required Strength: 93
Required Level: 22
+(71 to 90)% Enhanced Defense
+(15 to 18) to all Attributes
+(71 to 90) to Life
+(71 to 90) to Mana
Total Character Defense Plus (9 to 11)%
(111 to 145)% Extra Gold from Monsters
Socketed: 2



Zealot Rush
Light Plated Boots (3)
Defense: (215-326)
Durability: 68
Required Strength: 126
Required Level: 24
10% Faster Run/Walk
10% Increased Attack Speed
(41 to 55)% Bonus to Attack Rating
+(71 to 90)% Enhanced Defense
(9 to 11)% Bonus to Dexterity
(5 to 6)% Reanimate as: Dark Templar
Socketed: 2



Wake of Destruction
Greaves (3)
Defense: (303-483)
Durability: 81
Required Strength: (134-128)
Required Level: 27
100% Chance to cast level 30 Meteor Shower when you Level-Up
+(9 to 11)% Bonus to Energy Factor
+(9 to 11)% to Fire Spell Damage
+(9 to 11)% to Poison Spell Damage
+(101 to 130)% Enhanced Defense
Fire Resist +(16 to 20)%
Poison Resist +(16 to 20)%
Socketed: 2
Requirements (-16 to -20)%

Tier 3 Amazon Armour



Zerae's Veil

Morion (3)

Defense: (77-100)

Durability: 32

(Amazon Only)

Required Strength: 23

Required Level: 18

7% Chance to cast level 11 Lightning Cascade on Attack
100% Chance to cast level 29 Supernova when you Level-Up

Adds 1-20 lightning damage

+(81 to 110)% Enhanced Defense

Lightning Resist +(36 to 45)%

Total Character Defense Plus (9 to 11)%

Socketed: 3



Snakehair

Cervelliere (3)

Defense: (162-247)

Durability: 44

(Amazon Only)

Required Strength: 82

Required Level: 23

7% Chance to cast level 11 Venomous Spirit on Striking

(8 to 10)% Life stolen per Hit

-(21 to 25)% to Enemy Poison Resistance

+(81 to 110)% Enhanced Defense

+(21 to 25) to Strength

+(21 to 25) to Dexterity

Socketed: 3



Wildhunt

Einherjar Helm (3)

Defense: (227-354)

Durability: 50

(Amazon Only)

Required Dexterity: 111

Required Level: 24

+(21 to 25)% to Fire Spell Damage

+(21 to 25)% to Physical/Magic Spell Damage

+(8 to 10) to Raven Flight

+(101 to 130)% Enhanced Defense

Total Character Defense Plus (8 to 9)%

(8 to 9)% Reanimate as: Ghost Wolf

+(19 to 26) Life after each Kill

Socketed: 3



Titan's Burden

Spangenhelm (3)

Defense: (383-624)

Durability: 62

(Amazon Only)

Required Strength: (231-246)

Required Level: 29

11% Chance to cast level 9 Shower of Rocks on Attack

Stun Attack

7% Chance of Crushing Blow

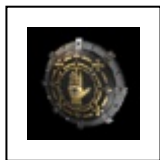
(15 to 18)% Bonus to Strength

+(141 to 180)% Enhanced Defense

Damage Reduced by 7%

Socketed: 3

Requirements +(36 to 45)%



The Sightless Eye

Athulua's Hand (3)

Defense: (146-259)

Durability: 29

(Amazon Only)

Required Dexterity: 45

Required Level: 19

+(36 to 45) to Maximum Damage

(41 to 55)% Bonus to Attack Rating

Slows Target by 7%

+(61 to 80)% Enhanced Defense

(10 to 13)% Bonus to Dexterity

Socketed: 3



Dragonfire

Phoenix Shield (3)

Defense: (227-434)

Durability: 70

(Amazon Only)

Required Strength: 62

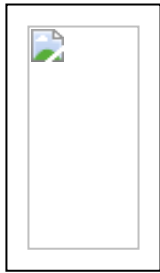
Required Level: 25

10% Faster Cast Rate

+(21 to 25)% to Fire Spell Damage

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

+(76 to 100)% Enhanced Defense



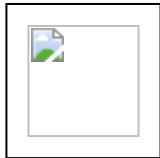
+(36 to 45) to Energy
 +(36 to 45) to Vitality
 +(101 to 125) to Life
 Socketed: 3

**Chargebreaker
 Setzschild (3)**

Defense: (1619-3379)
 Durability: 90
 (Amazon Only)
 Required Strength: 100
 Required Level: 30

7% Chance to cast level 9 Guard Tower when you Kill an Enemy
 +(36 to 45)% Bonus to Summoned Minion Damage
 +(21 to 25)% Bonus to Summoned Minion Resistances
 +(141 to 180)% Enhanced Defense
 (14 to 16)% Bonus to Strength
 (14 to 16)% Bonus to Dexterity
 Damage Reduced by (9 to 11)
 Damage Reduced by 7%
 Total Character Defense Plus (14 to 16)%
 Socketed: 3

Tier 3 Assassin Armour



**Astrogha's Eye
 Parma (3)**

Defense: (222-436)
 Durability: 57
 (Assassin Only)
 Required Strength: 46
 Required Dexterity: 95
 Required Level: 22

+(36 to 45)% Damage to Demons
 Slows Ranged Attacker by (9 to 11)%
 +(81 to 110)% Enhanced Defense
 +(9 to 11) Life on Striking in Melee
 (8 to 9)% Reanimate as: Soul Spider
 Socketed: 3



**Bathos
 Aspis (3)**

Defense: (156-277)
 Durability: 67
 (Assassin Only)
 Required Strength: 63
 Required Dexterity: 124
 Required Level: 24

(8 to 10)% Life stolen per Hit
 +(16 to 20)% Bonus to Summoned Minion Life
 +(36 to 45)% Bonus to Summoned Minion Damage
 +(14 to 16) to Dexterity
 Fire Resist +(21 to 25)%
 (14 to 16)% Chance of Uninterruptable Attack
 Socketed: 3



**Black Sheep Wall
 Totem Shield (3)**

Defense: (149-277)
 Durability: 56
 (Assassin Only)
 Required Dexterity: 93
 Required Level: 24

3% Chance to cast level 1 Charm on Attack
 100% Chance to cast level 20 Beacon when you Level-Up
 +(61 to 80)% Enhanced Defense
 Fire Resist +(21 to 25)%
 Poison Resist +(21 to 25)%
 (201 to 250)% Extra Gold from Monsters
 +(2 to 3) to Light Radius
 Socketed: 4



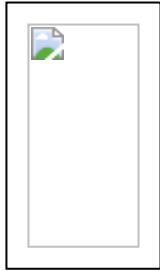
**Leoric's Legion
 Bladed Shield (3)**

Defense: (225-437)
 Durability: 64
 (Assassin Only)
 Required Dexterity: 116
 Required Level: 25

+(21 to 25)% Bonus to Poison Skill Duration
 -(14 to 16)% to Enemy Poison Resistance
 +(101 to 130)% Enhanced Defense
 +(21 to 25) to Vitality
 (8 to 9)% Reanimate as: Horror Sorcerer
 (8 to 9)% Reanimate as: Burning Dead Sorcerer

(8 to 9)% Reanimate as: Bone Sorcerer
Socketed: 4

Tier 3 Barbarian Armour



Golden Fleece

Bull Shield (3)

Defense: (164-302)

Durability: 31

(Barbarian Only)

Required Strength: 21

Required Dexterity: 48

Required Level: 21

35% Chance to cast level 6 Arrow when Struck by a Missile

+(1 to 2) to Barbarian Skill Levels

+(81 to 110)% Enhanced Defense

+(21 to 25) to Strength

Increase Maximum Life (9 to 11)%

+(71 to 90)% Damage when using a Healing Potion

Lightning Resist +(21 to 25)%

(41 to 50)% Better Chance of Getting Magic Items

Socketed: 3



The Breaking Wheel

Bronze Shield (3)

Defense: (432-832)

Durability: 59

(Barbarian Only)

Required Strength: 52

Required Level: 24

(9 to 11)% Chance of Crushing Blow

Enhanced Weapon Damage +(36 to 45)%

(15 to 18)% Bonus to Strength

(15 to 18)% Bonus to Dexterity

+(101 to 130)% Enhanced Defense

Fire Resist +(31 to 35)%

Poison Resist +(31 to 35)%

Socketed: 3



Invictus

Gilded Shield (3)

Defense: (1286-2789)

Durability: 67

(Barbarian Only)

Required Strength: 94

Required Level: 31

3% Chance to cast level 7 Gift of the Wild when you Kill an Enemy

Lion Stance Damage Bonus (81 to 110)%

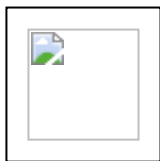
+(121 to 160)% Enhanced Defense

+(21 to 25) to all Attributes

Damage Reduced by (6 to 7)%

Total Character Defense Plus (21 to 25)%

Socketed: 3



Slimedrool

Jawbone Cap (3)

Defense: (136-193)

Durability: 34

(Barbarian Only)

Required Strength: 55

Required Level: 20

Adds (14-28)-(28-56) poison damage over 3 seconds

-(15 to 18)% to Enemy Poison Resistance

Attacker Flees after Striking 7%

+(71 to 90)% Enhanced Defense

Socketed: 2



Bonechewer

Fanged Helm (3)

Defense: (208-312)

Durability: 40

(Barbarian Only)

Required Strength: 86

Required Level: 22

10% Increased Attack Speed

+(8 to 10) to Hamstring

+(91 to 120)% Enhanced Defense

+(15 to 18) to Strength

(8 to 9)% Reanimate as: Hungry Dead

Socketed: 2

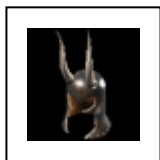
Cornucopia

Horned Helm (3)

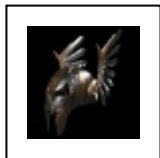
Defense: (234-353)

Durability: 47

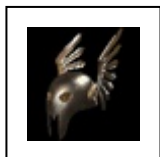
(Barbarian Only)



Required Strength: 116
Required Level: 23
+(71 to 90)% Enhanced Defense
Replenish Life +(71 to 90)
(151 to 200)% Extra Gold from Monsters
(41 to 50)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (9 to 11)%
Socketed: 2

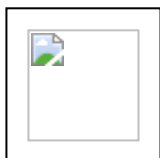


Thunderdome
Assault Helmet (3)
Defense: (329-522)
Durability: 53
(Barbarian Only)
Required Strength: 148
Required Level: 25
18% Chance to cast level 14 Flash on Attack
100% Chance to cast level 28 Lightning Cascade when you Level-Up
Adds 1-(61-120) lightning damage
+(9 to 11) to Lightning Shield
(15 to 18)% Bonus to Strength
+(101 to 130)% Enhanced Defense
Socketed: 2



Spirit Teacher's Headdress
Avenger Guard (3)
Defense: (407-661)
Durability: 59
(Barbarian Only)
Required Strength: (140-133)
Required Level: 28
+(8 to 9) Enhanced Stance Radius
+(26 to 30)% Bonus to Summoned Minion Life
+(26 to 30)% Bonus to Summoned Minion Damage
+(111 to 145)% Enhanced Defense
Regenerate Mana +(31 to 35)%
All Resists +(21 to 25)%
Socketed: 2
Requirements (-21 to -25)%

Tier 3 Druid Armour



Big Bad
Wolf Head (3)
Defense: (124-178)
Durability: 31
(Druid Only)
Required Strength: 50
Required Level: 20
100% Chance to cast level 19 Fire Cascade when you Level-Up
+(71 to 90)% Enhanced Defense
(10 to 13)% Bonus to Strength
(10 to 13)% Bonus to Vitality
Total Character Defense Plus (9 to 11)%
+(8 to 9)% to Experience Gained
Socketed: 2



Earth Song
Hawk Helm (3)
Defense: (171-248)
Durability: 37
(Druid Only)
Required Strength: 78
Required Level: 22
1% Chance to cast level 14 Chronofield when you Take Damage
10% Faster Cast Rate
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Cold Spell Damage
+(16 to 20)% to Poison Spell Damage
+(71 to 90)% Enhanced Defense
Fire Resist +(21 to 25)%
Cold Resist +(21 to 25)%
Poison Resist +(21 to 25)%
+(36 to 45) Mana after each Kill
Socketed: 2



Nymph's Grace
Antlers (3)
Defense: (253-393)
Durability: 42
(Druid Only)
Required Strength: 105
Required Level: 23
9% Chance to cast level 1 Arrow when Struck by a Missile
+(101 to 130)% Enhanced Defense
Slows Ranged Attacker by (14 to 16)%



(14 to 16)% Bonus to Dexterity
(14 to 16)% Bonus to Vitality
7% Chance to Avoid Damage
Socketed: 2

**Skyguard
Falcon Mask (3)**

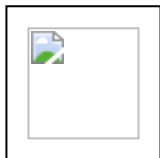
Defense: (318-501)
Durability: 48
(Druid Only)
Required Strength: 134
Required Level: 25
20% Faster Run/Walk
-(15 to 18)% to Enemy Lightning Resistance
-(15 to 18)% to Enemy Cold Resistance
+(9 to 12) to Forked Lightning
+(111 to 140)% Enhanced Defense
Lightning Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Damage Reduced by 7%
+(15 to 18) Mana after each Kill
Socketed: 2



**Grimsprite
Spirit Mask (3)**

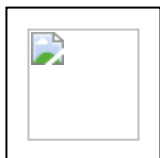
Defense: (355-570)
Durability: 54
(Druid Only)
Required Strength: 161
Required Level: 28
+(9 to 12) to Summon Thunder Bear
Enhanced Weapon Damage +(36 to 45)%
Slows Target by 7%
+(101 to 130)% Enhanced Defense
+(26 to 30) to Strength
(8 to 9)% Reanimate as: Shrieker
Socketed: 2

Tier 3 Necromancer Armour



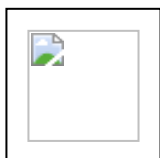
**Albrecht's Heirloom
Preserved Head (3)**

Defense: (81-128)
Durability: 36
(Necromancer Only)
Required Dexterity: 23
Required Level: 20
Adds (11-20)-(31-60) cold damage
Enhanced Weapon Damage +(36 to 45)%
Cold Resist +(41 to 55)%
(9 to 11)% Reanimate as: Skeleton Archer
(101 to 125)% Extra Gold from Monsters
Socketed: 2



**Shadowchild
Zombie Head (3)**

Defense: (206-405)
Durability: 45
(Necromancer Only)
Required Dexterity: (28-27)
Required Level: 21
+(31 to 35)% Bonus to Summoned Minion Damage
+(81 to 110)% Enhanced Defense
(21 to 25)% Bonus to Energy
Cold Absorb (9 to 11)%
Lightning Absorb (9 to 11)%
Fire Absorb (9 to 11)%
Socketed: 2
Requirements (-21 to -25)%



**Darkflesh
Unraveller Head (3)**

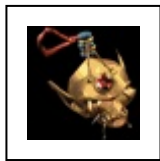
Defense: (262-539)
Durability: 53
(Necromancer Only)
Required Dexterity: 50
Required Level: 23
+(36 to 45) Energy Factor to Spell Damage
15% Faster Cast Rate
15% Faster Hit Recovery
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
+(81 to 110)% Enhanced Defense
Fire Resist +(15 to 18)%
Lightning Resist +(15 to 18)%

(9 to 11)% Reanimate as: Crystal Witch
Socketed: 2



**Graven Image
Gargoyle Head (3)**

Defense: (341-708)
Durability: 62
(Necromancer Only)
Required Dexterity: 64
Required Level: 25
+(6 to 7) Extra Shadow Minions
15% Faster Cast Rate
+(21 to 25)% Bonus to Summoned Minion Life
+(26 to 30)% Bonus to Summoned Minion Resistances
+(91 to 120)% Enhanced Defense
+(26 to 30) to Strength
+(201 to 250) to Mana
Lightning Resist +(21 to 25)%
Damage Reduced by 7%
Socketed: 2



**Hellspeak
Demon Head (3)**

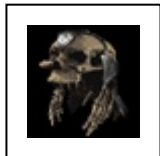
Defense: (401-849)
Durability: 70
(Necromancer Only)
Required Dexterity: 77
Required Level: 28
21% Chance to cast level 12 Fire Splash when you Kill an Enemy
21% Chance to cast level 6 Doom when you Kill an Enemy
+(81 to 110) to Maximum Damage
-(21 to 25)% to Enemy Fire Resistance
Stun Attack
+(5 to 6) to Devil's Fang Totem
(14 to 16)% Chance of Crushing Blow
(21 to 25)% Bonus to Dexterity
+(91 to 120)% Enhanced Defense
Fire Absorb (9 to 11)%
Socketed: 2

Tier 3 Paladin Armour



**Godhead
Hundsgugel (3)**

Defense: (283-442)
Durability: 24
(Paladin Only)
Required Strength: 37
Required Level: 19
+(71 to 90)% Damage to Demons
7% Chance of Crushing Blow
Hit Causes Monster to Flee +7%
+(71 to 90)% Enhanced Defense
+(21 to 25) to Strength
+(9 to 11)% Increased Healing Rate from Apples
(9 to 11)% Chance of Uninterruptable Attack
Socketed: 2



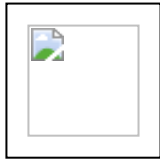
**Skull Lord
Blackguard Helm (3)**

Defense: (160-233)
Durability: 29
(Paladin Only)
Required Dexterity: 61
Required Level: 24
+(36 to 45) Energy Factor to Spell Damage
10% Faster Cast Rate
+(21 to 25)% to Lightning Spell Damage
+(21 to 25)% to Physical/Magic Spell Damage
+(71 to 90)% Enhanced Defense
(8 to 9)% Reanimate as: Knight of Famine
(14 to 16)% Curse Length Reduction
Socketed: 2



**Grail of Tears
Targe (3)**

Defense: (175-323)
Durability: 40
(Paladin Only)
Required Dexterity: 27
Required Level: 20
10% Faster Cast Rate
-(9 to 11)% to Enemy Fire Resistance
-(9 to 11)% to Enemy Lightning Resistance
-(9 to 11)% to Enemy Cold Resistance
-(9 to 11)% to Enemy Poison Resistance

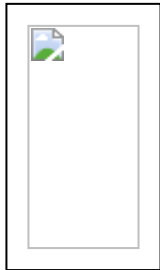


Attacker Flees after Striking (9 to 11)%
 +(81 to 110)% Enhanced Defense
 +(201 to 250) to Mana
 Socketed: 2

Oreichalcos

Rondache (3)

Defense: (247-487)
 Durability: 64
 (Paladin Only)
 Required Dexterity: 43
 Required Level: 21
 +(41 to 55)% Damage to Demons
 Slows Target by 7%
 +(81 to 110)% Enhanced Defense
 Total Character Defense Plus (9 to 11)%
 (201 to 250)% Extra Gold from Monsters
 Reduces all Vendor Prices 7%
 Increase Maximum Durability (31 to 35)%
 Socketed: 2



Thunderhead

Heraldic Shield (3)

Defense: (332-677)
 Durability: 59
 (Paladin Only)
 Required Strength: 60
 Required Level: 23
 7% Chance to cast level 14 Static Lance when you Take Damage
 10% Faster Run/Walk
 10% Increased Attack Speed
 15% Faster Block Rate
 +(91 to 120)% Enhanced Defense
 +(9 to 11) to Strength
 +(9 to 11) to Dexterity
 +(9 to 11) to Vitality
 Socketed: 2



Catechumen

Aerin Shield (3)

Defense: (389-810)
 Durability: 68
 (Paladin Only)
 Required Strength: (60-57)
 Required Level: 25
 9% Chance to cast level 18 Flamefront on Attack
 Adds (36-45)-(71-90) damage
 +(71 to 90)% Damage to Undead
 +(81 to 110)% Enhanced Defense
 Fire Resist +(19 to 21)%
 Lightning Resist +(19 to 21)%
 Cold Resist +(19 to 21)%
 Poison Resist +(36 to 45)%
 (9 to 11)% Reanimate as: Blood Templar
 Requirements (-21 to -25)%
 Socketed: 2



Shadowmoon

Crown Shield (3)

Defense: (481-1020)
 Durability: 77
 (Paladin Only)
 Required Dexterity: 92
 Required Level: 28
 10% Increased Attack Speed
 10% Faster Cast Rate
 +(15 to 18)% to Lightning Spell Damage
 +(15 to 18)% to Cold Spell Damage
 +(15 to 18)% to Poison Spell Damage
 +(14 to 16)% Bonus to Summoned Minion Life
 +(91 to 120)% Enhanced Defense
 Cold Absorb (9 to 11)%
 Lightning Absorb (9 to 11)%
 Fire Absorb (9 to 11)%
 Socketed: 2

Tier 3 Sorceress Armour

Serenthia's Disguise

Gambeson (3)

Defense: (325-638)
 Durability: 44
 (Sorceress Only)
 Required Dexterity: 53
 Required Level: 20
 3% Chance to cast level 7 Charm when Attacked



+ (9 to 11)% Bonus to Energy Factor
 + (141 to 180)% Enhanced Defense
 Magic Damage Reduced by (9 to 11)
 + (41 to 55) Mana when Struck by an Enemy
 (71 to 90)% Extra Gold from Monsters
 (21 to 25)% Better Chance of Getting Magic Items
 Socketed: 4



**Ennead's Bane
 Kazarghand (3)**

Defense: (585-1271)
 Durability: 74
 (Sorceress Only)
 Required Dexterity: (91-87)
 Required Level: 24
 + (1 to 2) to Sorceress Skill Levels
 15% Faster Cast Rate
 - (21 to 25)% to Enemy Lightning Resistance
 + (7 to 9) to Static Lance
 + (121 to 160)% Enhanced Defense
 + (21 to 25) to Energy
 + (21 to 25) to Dexterity
 Lightning Resist + (21 to 25)%
 Requirements (-21 to -25)%
 Socketed: 4



**Nightscape
 Lamellar Armor (3)**

Defense: (257-504)
 Durability: 50
 (Sorceress Only)
 Required Dexterity: 65
 Required Level: 22
 1% Chance to cast level 12 Banish when you Take Damage
 25% Faster Cast Rate
 15% Faster Hit Recovery
 + (21 to 25)% to Cold Spell Damage
 + (21 to 25)% Bonus to Summoned Minion Damage
 + (21 to 25)% Bonus to Summoned Minion Life
 + (61 to 80)% Enhanced Defense
 + (201 to 250) to Mana
 Socketed: 4



**Wisdom's Wrap
 Banded Plate (3)**

Defense: (420-802)
 Durability: 110
 (Sorceress Only)
 Required Dexterity: (160-152)
 Required Level: 29
 + (1 to 2) to Sorceress Skill Levels
 + (26 to 30)% to Fire Spell Damage
 Regenerate Mana + (21 to 25)%
 Fire Resist + (41 to 50)%
 Slows Attacker by (9 to 11)%
 -2 to Light Radius
 Level 9 Summon Shadows (35 Charges)
 Requirements (-16 to -20)%
 Socketed: 4



**Wedding Dress of the Zann
 Ceremonial Armor (3)**

Defense: (1079-2396)
 Durability: 116
 (Sorceress Only)
 Required Dexterity: 204
 Required Level: 31
 + (4 to 5) to Moon Queen
 + (4 to 5) to Spiral Dance
 Slows Target by (9 to 11)%
 + (141 to 180)% Enhanced Defense
 + (36 to 45) to Strength
 + (36 to 45) to Dexterity
 + (81 to 110)% Enhanced Damage to Moonstrike
 Socketed: 4

Tier 4 One-Handed Swords

**Grim Fang
 Short Sword (4)**
 One-Hand Damage: (42-46) to (47-52)
 Durability: 16
 Required Strength: 44
 Required Level: 28



+(91 to 110)% Enhanced damage
(12 to 14)% Life stolen per Hit
+(14 to 17) to Strength
Poison Resist +(26 to 30)%
Target Takes Additional Damage of (12 to 14)
Socketed: 2



**Al Nath
Scimitar (4)**

One-Hand Damage: (59-67) to (68-77)
Durability: 30
Required Strength: 103
Required Level: 30
+(121 to 150)% Enhanced damage
20% Increased Attack Speed
(51 to 60)% Bonus to Attack Rating
Adds (61-120)-(121-240) fire damage
Slows Target by (12 to 14)%
(12 to 14)% Bonus to Dexterity
Socketed: 2



**Wardance
Saber (4)**

One-Hand Damage: (73-83) to (83-93)
Durability: 44
Required Strength: 133
Required Level: 32
11% Chance to cast level 11 Blink when you Kill an Enemy
+(131 to 160)% Enhanced damage
20% Faster Run/Walk
30% Increased Attack Speed
+(111 to 140) Defense vs. Missile
+(12 to 14) to Dexterity
Socketed: 2



**Finis Terra
Falchion (4)**

One-Hand Damage: (83-93) to (97-109)
Durability: 58
Required Strength: 162
Required Level: 33
9% Chance to cast level 8 Shower of Rocks on Attack
1% Chance to cast level 17 Meteor Shower when you Kill an Enemy
+(131 to 160)% Enhanced damage
-(12 to 14)% to Enemy Fire Resistance
-(12 to 14)% to Enemy Poison Resistance
Fire Resist +(26 to 30)%
Poison Resist +(26 to 30)%
Socketed: 2



**Raptor Beak
Broad Sword (4)**

One-Hand Damage: (94-106) to (110-124)
Durability: 72
Required Strength: 192
Required Level: 34
40% Chance to cast level 12 Time Strike when Struck by a Missile
+(131 to 160)% Enhanced damage
20% Increased Attack Speed
+(26 to 30) to Vitality
+(26 to 30) Life on Striking in Melee
+(12 to 14) Life when Struck by an Enemy
(91 to 110)% Extra Gold from Monsters
Socketed: 4



**Herr Donner
Long Sword (4)**

One-Hand Damage: (90-98) to (108-118)
Durability: 86
Required Strength: 221
Required Level: 35
24% Chance to cast level 16 Flash on Attack
+(101 to 120)% Enhanced damage
30% Increased Attack Speed
Adds 1-(241-310) lightning damage
Stun Attack
+(26 to 30)% to Lightning Spell Damage
Socketed: 4

**Lachdanan's Avenger
War Sword (4)**

One-Hand Damage: (113-127) to (133-150)
Durability: 100
Required Strength: 251



Required Level: 40
6% Chance to cast level 15 Spike Nova when Struck
+(1 to 2) to Paladin Skill Levels
+(131 to 160)% Enhanced damage
+(126 to 150)% Damage to Demons
+(126 to 150)% Damage to Undead
(12 to 14)% Chance of Crushing Blow
+(46 to 55) to Strength
All Resists +(26 to 30)%
Socketed: 2

Tier 4 Crystal Swords



Iceflayer
Crystal Sword (4)
One-Hand Damage: (65-74) to (75-86)
Durability: 40
Required Dexterity: 221
Required Level: 39
+(111 to 140)% Enhanced damage
30% Faster Hit Recovery
Adds (101-200)-(301-600) cold damage
(26 to 30)% Chance of Open Wounds
(12 to 14)% Bonus to Dexterity
+(91 to 110)% Enhanced Damage to Moonstrike
Socketed: 4

Tier 4 Two-Handed Swords



The Overlord
Two-Handed Sword (4)
One-Hand Damage: (39-44) to (47-52)
Two-Hand Damage: (57-64) to (63-70)
Durability: 28
Required Strength: 103
Required Level: 28
1% Chance to cast level 4 Unholy Armor on Attack
+(81 to 100)% Enhanced damage
(36 to 40)% Chance of Open Wounds
Slows Target by (19 to 22)%
(14 to 17)% Bonus to Strength
(36 to 40)% Chance of Uninterruptable Attack
Socketed: 3



Jared's Fragmentor
Claymore (4)
One-Hand Damage: (61-69) to (71-81)
Two-Hand Damage: (99-112) to (105-120)
Durability: 42
Required Strength: 143
Required Level: 31
21% Chance to cast level 10 Spike Nova on Attack
100% Chance to cast level 33 Immolation Bomb when you Die
+(111 to 140)% Enhanced damage
(19 to 22)% Chance of Crushing Blow
(36 to 40)% Chance of Open Wounds
+(21 to 25) to Strength
Socketed: 3



Hellreaper
Giant Sword (4)
One-Hand Damage: (79-90) to (92-105)
Two-Hand Damage: (137-155) to (145-165)
Durability: 56
Required Strength: 182
Required Level: 32
4% Chance to cast level 8 Death Coil on Attack
+(121 to 150)% Enhanced damage
20% Increased Attack Speed
(12 to 14)% Life stolen per Hit
Enhanced Weapon Damage +(46 to 55)%
+(111 to 140) Defense
Increase Maximum Life (12 to 14)%
Socketed: 3

Addertongue
Bastard Sword (4)
One-Hand Damage: 42 to 51
Two-Hand Damage: 76 to 80
Durability: 70
Required Strength: 221
Required Level: 34
40% Chance to cast level 21 Venomous Spirit on Attack
+(1 to 3) to Paladin Skill Levels
+(26 to 30)% to Cold Spell Damage



(12 to 14)% Bonus to Strength
(12 to 14)% Bonus to Energy
Total Character Defense Plus (12 to 14)%
Socketed: 3



Frostbringer
Flamberge (4)
One-Hand Damage: (106-120) to (219-255)
Two-Hand Damage: (198-225) to (303-350)
Durability: 84
Required Strength: 261
Required Level: 35
40% Chance to cast level 20 Ice Lance on Attack
+(1 to 2) to All Skills
+(121 to 150)% Enhanced damage
+(91 to 110) to Maximum Damage
+(26 to 30)% to Cold Spell Damage
Cold Resist +(36 to 40)%
(12 to 14)% Chance of Uninterruptable Attack
Socketed: 4



The Dao of Xiansai
Great Sword (4)
One-Hand Damage: (119-135) to (256-305)
Two-Hand Damage: (223-252) to (347-407)
Durability: 98
Required Strength: 300
Required Level: 39
+(1 to 3) to All Skills
+(121 to 150)% Enhanced damage
30% Increased Attack Speed
30% Faster Hit Recovery
+(111 to 140) to Maximum Damage
(126 to 150)% Bonus to Attack Rating
+(251 to 300) Defense
+(12 to 14)% to Experience Gained
Socketed: 4

Tier 4 One-Handed Axes



Brainhack
Hand Axe (4)
One-Hand Damage: (46-52) to (57-65)
Durability: 22
Required Strength: 44
Required Level: 28
6% Chance to cast level 11 Banish when you Kill an Enemy
+(121 to 150)% Enhanced damage
Slows Target by (12 to 14)%
+(12 to 14) to Strength
(-12 to -14) to Energy
Socketed: 2



The Lumberjack
Axe (4)
One-Hand Damage: (53-58) to (185-221)
Durability: 36
Required Strength: 118
Required Level: 31
100% Chance to cast level 9 Call Treewarden when you Level-Up
+2 to Druid Skill Levels
+(91 to 110)% Enhanced damage
20% Increased Attack Speed
+(111 to 140) to Maximum Damage
+(111 to 140)% Damage to Undead
(12 to 14)% Chance of Crushing Blow
+(91 to 110) Defense
Socketed: 4



Anthem De Frost
Double Axe (4)
One-Hand Damage: (107-123) to (210-249)
Durability: 50
Required Strength: 162
Required Level: 33
2% Chance to cast level 17 Glacial Nova on Attack
40% Chance to cast level 15 Shackles of Ice when you Kill an Enemy
+(91 to 110)% Enhanced damage
Adds (41-50)-(111-140) damage

Adds (161-320)-(241-480) cold damage
+(26 to 30)% to Cold Spell Damage
(12 to 14)% Chance of Uninterruptable Attack
Socketed: 4



The Prospector's Pick
Military Pick (4)

One-Hand Damage: (97-109) to (145-163)
Durability: 64
Required Strength: 207
Required Level: 35
+(131 to 160)% Enhanced damage
+(26 to 30) to Strength
+(26 to 30) to Dexterity
(91 to 110)% Extra Gold from Monsters
(46 to 55)% Better Chance of Getting Magic Items
Socketed: 4

Rainbowcleave
War Axe (4)

One-Hand Damage: (101-115) to (156-177)
Durability: 78
Required Strength: 251
Required Level: 39
+(1 to 2) to All Skills
+(111 to 140)% Enhanced damage
30% Increased Attack Speed
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Lightning Spell Damage
+(26 to 30)% to Cold Spell Damage
Fire Resist +(36 to 40)%
Lightning Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Magic Damage Reduced by (12 to 14)
Socketed: 4



Tier 4 Two-Handed Axes

Heartrend
Large Axe (4)

Two-Hand Damage: (59-65) to (68-75)
Durability: 28
Required Strength: 86
Required Level: 28
+(91 to 110)% Enhanced damage
(11 to 13)% Life stolen per Hit
(12 to 14)% Chance of Crushing Blow
Fire Resist +(26 to 30)%
+(12 to 14)% Increased Healing Rate from Apples
Level 8 Blood Flash (30 Charges)
Socketed: 4



Jackal's Hunger
Broad Axe (4)

Two-Hand Damage: (97-110) to (202-237)
Durability: 44
Required Strength: 138
Required Level: 31
11% Chance to cast level 8 Lifeblood when you Kill an Enemy
+(1 to 2) to All Skills
+(121 to 150)% Enhanced damage
20% Increased Attack Speed
+(81 to 100) to Maximum Damage
+(21 to 25) to Strength
(141 to 170)% Extra Gold from Monsters
Socketed: 4



Skullhammer
Battle Axe (4)

Two-Hand Damage: (145-168) to (185-214)
Durability: 60
Required Strength: 189
Required Level: 33
+(151 to 190)% Enhanced damage
30% Increased Attack Speed
Stun Attack
(26 to 30)% Chance of Crushing Blow
(12 to 14)% Bonus to Strength
Decrease Maximum Mana (-12 to -14)%
Socketed: 4



Norrec's Topor
Great Axe (4)

Two-Hand Damage: (187-216) to (381-446)
Durability: 76
Required Strength: 241



Required Level: 35
+(161 to 200)% Enhanced damage
+(141 to 170) to Maximum Damage
+(46 to 55) to Strength
Replenish Life +(51 to 60)
Damage Reduced by (12 to 14)
+(26 to 30)% to Fire Spell Damage
-(26 to 30)% to Enemy Fire Resistance
(12 to 14)% Reanimate as: Infernal Lord
Target Takes Additional Damage of (26 to 30)
Socketed: 4

Edge of Extinction

Giant Axe (4)

Two-Hand Damage: (214-246) to (279-321)
Durability: 92

Required Strength: 293

Required Level: 38

24% Chance to cast level 24 Gamma Field when you Kill an Enemy

+(2 to 4) to Druid Skill Levels

+(161 to 200)% Enhanced damage

+(91 to 110)% Damage to Undead

-(26 to 30)% to Enemy Poison Resistance

Slows Ranged Attacker by (12 to 14)%

Poison Resist +(51 to 60)%

(12 to 14)% Reanimate as: Zombie

Socketed: 4



Tier 4 Maces



Gnarled Root

Club (4)

One-Hand Damage: (54-63) to (67-78)

Durability: 8

Required Strength: 44

Required Level: 27

8% Chance to cast level 18 Poison Flash on Attack

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

+(161 to 200)% Enhanced damage

55% Increased Attack Speed

(91 to 110)% Bonus to Attack Rating

(26 to 30)% Bonus to Dexterity

Socketed: 2



Greiz' Slapjack

Spiked Club (4)

One-Hand Damage: (54-62) to (73-84)

Durability: 24

Required Strength: 101

Required Level: 31

+(111 to 140)% Enhanced damage

20% Increased Attack Speed

Adds 1-(101-200) lightning damage

(26 to 30)% Chance of Crushing Blow

(12 to 14)% Bonus to Strength

(12 to 14)% Bonus to Dexterity

Socketed: 2



Koth's Lesson

Mace (4)

One-Hand Damage: (66-75) to (97-110)

Durability: 40

Required Strength: 130

Required Level: 33

24% Chance to cast level 16 Bloodlust when you Kill an Enemy

+(1 to 2) to Barbarian Skill Levels

+(91 to 110)% Bonus Damage to Bloodlust

+(121 to 150)% Enhanced damage

+(241 to 300)% Damage to Undead

+(201 to 250) Defense

+(26 to 30) to Strength

Increase Maximum Life (12 to 14)%

Socketed: 2



Magnet Rock

Morning Star (4)

One-Hand Damage: 34 to (204-243)

Durability: 56

Required Strength: 160

Required Level: 35

+(151 to 190) to Maximum Damage

Slows Target by (12 to 14)%

Damage Reduced by (14 to 17)

(141 to 170)% Damage Reflected

(251 to 300)% Extra Gold from Monsters

(51 to 60)% Better Chance of Getting Magic Items
Socketed: 2



**Ravenflock
Flail (4)**

One-Hand Damage: (87-98) to (143-161)
Durability: 46

Required Strength: 189

Required Level: 38

6% Chance to cast level 20 Doom on Attack

+(131 to 160)% Enhanced damage

30% Increased Attack Speed

(26 to 30)% Chance of Open Wounds

+(26 to 30) to all Attributes

Decrease Maximum Durability (-36 to -40)%

Socketed: 4

Tier 4 One-Handed Hammers



**Archon's Wrath
War Hammer (4)**

One-Hand Damage: (68-78) to (209-252)
Durability: 75

Required Strength: 186

Required Level: 33

8% Chance to cast level 26 Apocalypse on Attack

+(146 to 180)% Enhanced damage

+(111 to 140) to Maximum Damage

+(251 to 300)% Damage to Demons

+(251 to 300)% Damage to Undead

Adds (101-200)-(141-280) fire damage

(19 to 22)% Bonus to Strength

Socketed: 4

Tier 4 Two-Handed Hammers



**Bonerattler
Maul (4)**

Two-Hand Damage: (135-154) to (295-348)
Durability: 114

Required Strength: 277

Required Level: 35

+(1 to 2) to Paladin Skill Levels

+(146 to 180)% Enhanced damage

+(121 to 150) to Maximum Damage

+(181 to 220)% Damage to Undead

(12 to 14)% Chance of Crushing Blow

(10 to 11)% Reanimate as: Bone Archer

(10 to 11)% Reanimate as: Burning Dead Archer

(10 to 11)% Reanimate as: Horror Archer

Socketed: 4



**The Flying Anvil
Great Maul (4)**

Two-Hand Damage: (152-173) to (201-229)
Durability: 138

Required Strength: 336

Required Level: 38

+(91 to 110) Crafting Points

24% Chance to cast level 13 Flamestrike on Attack

+(146 to 180)% Enhanced damage

Stun Attack

+(46 to 55) to Strength

Total Character Defense Plus (26 to 30)%

Socketed: 4

Tier 4 Sceptres



**Sunbearer
Scepter (4)**

One-Hand Damage: 21 to 24
Durability: 14

Required Dexterity: 81

Required Level: 27

11% Chance to cast level 11 Gift of Vanquishing when Struck

+(1 to 2) to Amazon Skill Levels

20% Faster Cast Rate

-(12 to 14)% to Enemy Fire Resistance

Fire Resist +(26 to 30)%

(91 to 110)% Extra Gold from Monsters

Socketed: 2

**Voidstream
Grand Scepter (4)**



One-Hand Damage: 30 to 40
Durability: 30
Required Dexterity: 140
Required Level: 32
+(1 to 3) to Paladin Skill Levels
20% Faster Cast Rate
+(26 to 30)% to Lightning Spell Damage
+(26 to 30)% to Physical/Magic Spell Damage
Regenerate Mana +(36 to 40)%
Damage Reduced by (12 to 14)
Slows Attacker by (12 to 14)%
Socketed: 2

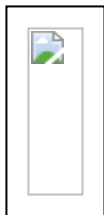


Dreamswayer
War Scepter (4)
One-Hand Damage: (74-81) to (108-119)
Durability: 46
Required Dexterity: 199
Required Level: 35
+(91 to 110) Energy Factor to Spell Damage
1% Chance to cast level 11 Charm on Attack
11% Chance to cast level 8 Nightmare on Attack
+(1 to 2) to Paladin Skill Levels
+(91 to 110)% Enhanced damage
30% Increased Attack Speed
-(26 to 30)% to Enemy Fire Resistance
-(26 to 30)% to Enemy Cold Resistance
Regenerate Mana +(36 to 40)%
Socketed: 4

Tier 4 Javelins



Devil's Flight
Javelin (4)
Throw Damage: (50-57) to (63-72)
One-Hand Damage: (37-43) to (44-50)
Durability: 32
Required Dexterity: 44
Required Level: 27
40% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 39 Pentagram when you Level-Up
+(111 to 140)% Enhanced damage
20% Increased Attack Speed
Fire Resist +(26 to 30)%
(12 to 14)% Reanimate as: Stone Clan
Socketed: 2



Shadowstrike
Pilum (4)
Throw Damage: (69-78) to (152-174)
One-Hand Damage: (48-54) to (110-127)
Durability: 56
Required Dexterity: 113
Required Level: 30
100% Chance to cast level 35 Dark Power when you Level-Up
30% Chance to cast level 23 Punisher when you Kill an Enemy
+(131 to 160)% Enhanced damage
+(46 to 55) to Maximum Damage
+(12 to 14) to all Attributes
Fire Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Socketed: 2



Icepick
Short Spear (4)
Throw Damage: (72-79) to (171-197)
One-Hand Damage: (47-52) to (121-142)
Durability: 80
Required Dexterity: 157
Required Level: 33
11% Chance to cast level 21 Shatter the Flesh when you Kill an Enemy
+(1 to 2) to Amazon Skill Levels
+(91 to 110)% Enhanced damage
30% Faster Hit Recovery
+(51 to 65) to Maximum Damage
-(12 to 14)% to Enemy Cold Resistance Cold Resist +(36 to 40)%
Socketed: 2

Sudis Murale
Glaive (4)
Throw Damage: (103-116) to (273-315)
One-Hand Damage: (64-72) to (192-224)
Durability: 104
Required Dexterity: 202
Required Level: 34
8% Chance to cast level 13 Fortress when you Kill an Enemy



+ (131 to 160)% Enhanced damage
+ (91 to 110) to Maximum Damage
(12 to 14)% Chance of Crushing Blow
+ (36 to 40) to Strength
+ (26 to 30) to Dexterity
Total Character Defense Plus (26 to 30)%
Socketed: 3



Dwaallicht
Throwing Spear (4)
Throw Damage: (125-142) to (322-373)
One-Hand Damage: (76-86) to (218-255)
Durability: 126
Required Dexterity: 246
Required Level: 38
40% Chance to cast level 12 Time Strike when you Kill an Enemy
+ (146 to 180)% Enhanced damage
30% Increased Attack Speed
+ (91 to 110) to Maximum Damage
(91 to 110)% Bonus to Attack Rating
Adds (141-280)-(301-600) magic damage
(15 to 18)% Mana stolen per Hit
Enhanced Weapon Damage + (71 to 80)%
Socketed: 3

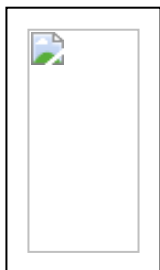
Tier 4 Spears



Ravenbeak
Spear (4)
Two-Hand Damage: (61-70) to (81-92)
Durability: 24
Required Strength: 44
Required Dexterity: 44
Required Level: 27
40% Chance to cast level 21 Flamefront on Attack
+ (121 to 150)% Enhanced damage
(11 to 13)% Life stolen per Hit
+ (61 to 70) to Strength
+ (26 to 30) to Dexterity
(51 to 60)% Better Chance of Getting Magic Items
Socketed: 4



Sea Summoner
Trident (4)
Two-Hand Damage: (73-83) to (124-140)
Durability: 48
Required Strength: 86
Required Dexterity: 113
Required Level: 30
8% Chance to cast level 8 Glacial Nova on Attack
+ (131 to 160)% Enhanced damage
Adds (141-280)-(201-400) cold damage
Slows Target by (12 to 14)%
+ (46 to 55) to Dexterity
Replenish Life + (46 to 55)
Total Character Defense Plus (26 to 30)%
Socketed: 4

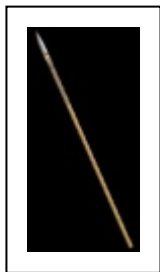


Shieldcracker
Brandistock (4)
Two-Hand Damage: (81-91) to (289-338)
Durability: 72
Required Strength: 116
Required Dexterity: 155
Required Level: 32
+ (141 to 170)% Enhanced damage
+ (121 to 150) to Maximum Damage
- (26 to 30)% Target Defense
(91 to 110)% Bonus to Attack Rating
(-251 to -300) to Monster Defense per Hit
(26 to 30)% Bonus to Strength
(26 to 30)% Bonus to Dexterity
Socketed: 4

Fangspears
Spetum (4)
Two-Hand Damage: (152-172) to (330-379)
Durability: 96
Required Strength: 145
Required Dexterity: 197
Required Level: 34
24% Chance to cast level 10 Miasma on Attack



40% Chance to cast level 27 Venomous Spirit on Attack
+(1 to 3) to Amazon Skill Levels
+(141 to 170)% Enhanced damage
Adds (61-70)-(126-150) damage
(181 to 220)% Bonus to Miasma Haunt Duration
+(26 to 30) Life after each Kill
Socketed: 4



Death Pit Stake

Pike (4)

Two-Hand Damage: (115-131) to (278-316)

Durability: 120

Required Strength: (129-122)

Required Dexterity: (176-167)

Required Level: 38

30% Chance to cast level 16 Carpet of Spiders on Attack

+(1 to 3) to Paladin Skill Levels

+(181 to 220)% Enhanced damage

30% Increased Attack Speed

Adds (150-300)-(300-600) poison damage over 6 seconds

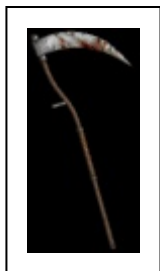
+(36 to 40)% to Poison Spell Damage

Poison Length Reduced by (36 to 40)%

Socketed: 4

Requirements (-26 to -30)%

Tier 4 Scythes



Bonefiend

Scythe (4)

Two-Hand Damage: (62-70) to (285-328)

Durability: 74

Required Strength: 162

Required Dexterity: 162

Required Level: 33

+(131 to 160)% Enhanced damage

+(91 to 110) to Maximum Damage

+(251 to 300)% Damage to Undead

+(11 to 13) to Razor Spines

(19 to 22)% Bonus to Strength

(12 to 14)% Reanimate as: Returned Archer

(91 to 110)% Extra Gold from Monsters

Socketed: 4

Tier 4 Daggers



The Shanker

Dagger (4)

One-Hand Damage: (50-58) to (53-61)

Durability: 8

Required Dexterity: 44

Required Level: 27

+(141 to 180)% Enhanced damage

20% Increased Attack Speed

(36 to 40)% Chance of Open Wounds

+(9 to 10) to Hamstring

Slows Target by (12 to 14)%

Socketed: 2

Quov Tsin's Fall

Dirk (4)

One-Hand Damage: 24 to 26

Durability: 14

Required Dexterity: 103

Required Level: 31

+(1 to 3) to Necromancer Skill Levels

30% Faster Cast Rate

Fire Resist +(36 to 40)%

Poison Resist +(36 to 40)%

(19 to 22)% Reanimate as: Dark Magistrate

(19 to 22)% Reanimate as: Succubus

Socketed: 2



Acidburn

Kriss (4)

One-Hand Damage: (62-70) to (71-80)

Durability: 20

Required Dexterity: 148

Required Level: 33

+(1 to 3) to Druid Skill Levels

+(131 to 160)% Enhanced damage

30% Faster Hit Recovery

Adds (100-200)-(200-400) poison damage over 4 seconds
 -(31 to 35)% to Enemy Poison Resistance
 Poison Resist +(36 to 40)%
 Socketed: 2



**Clawscratch
Blade (4)**

One-Hand Damage: (78-90) to (252-305)
 Durability: 26
 Required Dexterity: 192
 Required Level: 38
 +(1 to 3) to Druid Skill Levels
 +(161 to 200)% Enhanced damage
 +(26 to 30)% Bonus Damage to Mark of the Wild
 30% Increased Attack Speed
 30% Faster Hit Recovery
 +(161 to 200) to Maximum Damage
 (56 to 70)% Duration Bonus to Mark of the Wild
 +(19 to 22) to Vitality
 Socketed: 2

Tier 4 Throwing Knives

**Death Touch
Throwing Knife (4)**

Throw Damage: 26 to 27
 One-Hand Damage: 19 to 20
 Durability: 8
 Required Dexterity: 79
 Required Level: 27
 8% Chance to cast level 19 Scorpion Blade when you Kill an Enemy
 +(1 to 2) to Assassin Skill Levels
 20% Faster Run/Walk
 (111 to 140)% Bonus to Attack Rating
 Adds 14-16 poison damage over 6 seconds
 -(26 to 30)% to Enemy Fire Resistance
 -(26 to 30)% to Enemy Poison Resistance
 Socketed: 2



**Icebird
Flying Knife (4)**

Throw Damage: (105-121) to (120-139)
 One-Hand Damage: (65-75) to (75-87)
 Durability: 12
 Required Dexterity: 172
 Required Level: 32
 1% Chance to cast level 8 Shackles of Ice on Striking
 +(151 to 190)% Enhanced damage
 Adds (101-200)-(261-520) cold damage
 -(12 to 14)% to Enemy Cold Resistance
 Cold Absorb (10 to 11)%
 30% Better Chance of Getting Magic Items
 Socketed: 2



**Ironsleet
Balanced Knife (4)**

Throw Damage: (151-174) to (313-374)
 One-Hand Damage: (88-102) to (237-287)
 Durability: 16
 Required Dexterity: 266
 Required Level: 35
 8% Chance to cast level 9 Knife Throw on Striking
 100% Chance to cast level 40 Cold Fear when you Level-Up
 +(161 to 200)% Enhanced damage
 +(136 to 170) to Maximum Damage
 -(19 to 22)% Target Defense
 (16 to 19)% Stamina stolen per Hit
 Cold Resist +(36 to 40)%
 Socketed: 2



Tier 4 Throwing Axes

**Sterrenvogel
Throwing Axe (4)**

Throw Damage: 24 to 27
 One-Hand Damage: 18 to 20
 Durability: 12
 Required Strength: 79
 Required Level: 27
 +(1 to 2) to Barbarian Skill Levels
 20% Increased Attack Speed
 Adds (41-80)-(81-160) fire damage
 Adds (41-80)-(81-160) lightning damage
 Adds (41-80)-(81-160) cold damage
 -(26 to 30)% to Enemy Fire Resistance





-(26 to 30)% to Enemy Lightning Resistance
 -(26 to 30)% to Enemy Cold Resistance
 -(26 to 30)% to Enemy Poison Resistance
 Socketed: 2

Rockshatter

Balanced Axe (4)

Throw Damage: (85-98) to (331-388)
 One-Hand Damage: (57-66) to (224-263)
 Durability: 20
 Required Strength: 231
 Required Level: 34
 3% Chance to cast level 25 Blast Wave when you Kill an Enemy
 +(151 to 190)% Enhanced damage
 +(91 to 110) to Maximum Damage
 (19 to 22)% Chance of Crushing Blow
 Enhanced Weapon Damage +(91 to 110)%
 +(46 to 55) to Strength
 +(26 to 30) Life after each Kill
 Socketed: 4

Tier 4 Staves



Demoncall

Short Staff (4)

Two-Hand Damage: 28 to 31
 Durability: 22
 Required Dexterity: 22
 Required Level: 27
 +(91 to 110) Energy Factor to Spell Damage
 +(1 to 3) to All Skills
 20% Faster Cast Rate
 +(14 to 17) to Rune of Fire
 Fire Resist +(26 to 30)%
 Poison Resist +(26 to 30)%
 Socketed: 2



The Magister

Long Staff (4)

Two-Hand Damage: 35 to 42
 Durability: 46
 Required Dexterity: 42
 Required Level: 30
 +(2 to 4) to All Skills
 +(36 to 40)% to Fire Spell Damage
 +(36 to 40)% to Lightning Spell Damage
 +(13 to 16) to Flash
 +(13 to 16) to Apocalypse
 Fire Resist +(46 to 55)%
 Lightning Resist +(46 to 55)%
 Total Character Defense Plus (26 to 30)%
 Socketed: 3



Dubhdroiacht

Gnarled Staff (4)

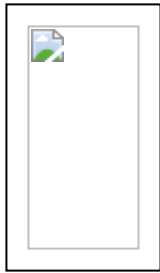
Two-Hand Damage: 42 to 53
 Durability: 70
 Required Dexterity: 62
 Required Level: 32
 +(111 to 135) Energy Factor to Spell Damage
 +(2 to 4) to All Skills
 +(111 to 140)% Bonus to Poison Skill Duration
 -(26 to 30)% to Enemy Poison Resistance
 +(16 to 20) to Pyroclastic Flow
 +(26 to 30)% Bonus to Summoned Minion Life
 Increase Maximum Life (12 to 14)%
 Total Character Defense Plus (26 to 30)%
 Poison Length Reduced by (36 to 40)%
 Socketed: 3



The Covenant

Battle Staff (4)

Two-Hand Damage: 49 to 63
 Durability: 94
 Required Dexterity: 83
 Required Level: 34
 +(111 to 140) Crafting Points
 8% Chance to cast level 9 Doom when you Take Damage
 +(2 to 4) to Paladin Skill Levels
 30% Faster Run/Walk
 30% Faster Cast Rate
 +(51 to 60)% to Fire Spell Damage
 +(51 to 60)% to Physical/Magic Spell Damage
 Replenish Life +(111 to 140)
 +(12 to 14)% Increased Healing Rate from Apples
 Socketed: 3



Staff of Roses

War Staff (4)

Two-Hand Damage: 54 to 72

Durability: 118

Required Dexterity: 104

Required Level: 38

+(2 to 4) to All Skills

+(36 to 40)% Bonus to Energy Factor

40% Faster Cast Rate

+(7 to 8) to Blood Flash

Regenerate Mana +(46 to 55)%

Fire Resist +(36 to 40)%

Lightning Resist +(36 to 40)%

(17 to 19)% Reanimate as: Knight of Death

+(46 to 55) Life after each Kill

Socketed: 4

Tier 4 Bows



The Rift Bow

Short Bow (4)

Two-Hand Damage: 23 to 26

Required Dexterity: 79

Required Level: 26

8% Chance to cast level 1 Teleport on Striking

45% Increased Attack Speed

(126 to 150)% Bonus to Attack Rating

Adds (61-120)-(121-240) magic damage

(12 to 14)% Bonus to Dexterity

Socketed: 4



Deadly Hunter

Hunter's Bow (4)

Two-Hand Damage: (89-102) to (109-123)

Required Dexterity: 108

Required Level: 30

20% Chance to cast level 25 Pain Spirit when you Kill an Enemy

+(111 to 140)% Enhanced damage

25% Faster Run/Walk

Adds (26-30)-(31-35) damage

+(251 to 300)% Damage to Undead

+(26 to 30) to Dexterity

Socketed: 4



Magebane

Long Bow (4)

Two-Hand Damage: (72-79) to (93-102)

Required Dexterity: 138

Required Level: 31

+(1 to 3) to All Skills

+(91 to 110)% Enhanced damage

+100 fire damage

+100 lightning damage

+100 cold damage

-(14 to 17)% to Enemy Fire Resistance

-(14 to 17)% to Enemy Lightning Resistance

-(14 to 17)% to Enemy Cold Resistance

(-26 to -30) to Energy

Fire Resist +(26 to 30)%

Lightning Resist +(26 to 30)%

Cold Resist +(26 to 30)%

+(21 to 25) Mana on Striking

Socketed: 4



Soulraider

Composite Bow (4)

Two-Hand Damage: (99-112) to (188-220)

Required Dexterity: 167

Required Level: 32

+(121 to 150)% Enhanced damage

+(56 to 70) to Maximum Damage

-(14 to 17)% Target Defense

Slows Target by (12 to 14)%

Drains 2% Life per Second

+(7 to 8) Life on Striking

+(7 to 8) Mana on Striking

Socketed: 4

Buriza-Do Tsuru

Short Battle Bow (4)

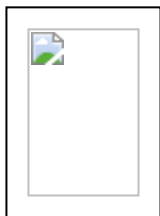
Two-Hand Damage: (120-135) to (305-364)

Required Dexterity: 197

Required Level: 33

24% Chance to cast level 14 Countdown when you Kill an Enemy

+(131 to 160)% Enhanced damage



30% Increased Attack Speed
 +(141 to 180) to Maximum Damage
 Adds (101-200)-(141-280) cold damage
 -(36 to 40)% to Enemy Cold Resistance
 Socketed: 4



Darkplague

Long Battle Bow (4)

Two-Hand Damage: (144-161) to (197-221)

Required Dexterity: (178-169)

Required Level: 34

16% Chance to cast level 8 Time Strike on Striking

8% Chance to cast level 24 Death Star on Striking

+(141 to 170)% Enhanced damage

(15 to 18)% Stamina stolen per Hit

-(36 to 40)% to Enemy Poison Resistance

Enhanced Weapon Damage +(91 to 110)%

Poison Resist +(36 to 40)%

Socketed: 4

Requirements (-21 to -25)%

Webspinner

Short War Bow (4)

Two-Hand Damage: (145-165) to (292-337)

Required Dexterity: (189-179)

Required Level: 37

6% Chance to cast level 13 Miasma on Striking

8% Chance to cast level 9 Carpet of Spiders when you Kill an Enemy

+(121 to 150)% Enhanced damage

+(91 to 110) to Maximum Damage

+(12 to 14)% to Poison Spell Damage

Slows Ranged Attacker by (26 to 30)%

Increase Maximum Life (12 to 14)%

Miasma Effect Duration: +2 seconds

Requirements (-26 to -30)%

Socketed: 4



The Black Dame

Long War Bow (4)

Two-Hand Damage: (202-230) to (372-430)

Required Dexterity: 285

Required Level: 39

8% Chance to cast level 11 Hunting Banshee when you Kill an Enemy

+(181 to 220)% Enhanced damage

55% Increased Attack Speed

+(91 to 110) to Maximum Damage

(18 to 22)% Mana stolen per Hit

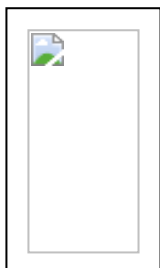
Slows Target by (12 to 14)%

Total Character Defense Plus (36 to 40)%

(10 to 11)% Reanimate as: Dark Huntress

+(12 to 14)% to Experience Gained

Socketed: 4



Tier 4 Crossbows



Runeshatter

Light Crossbow (4)

Two-Hand Damage: (85-94) to (110-122)

Required Strength: 144

Required Level: 31

3% Chance to cast level 24 Mana Sweep when you Kill an Enemy

+(81 to 100)% Enhanced damage

+(126 to 150)% Damage to Demons

+(26 to 30) to Strength

(36 to 40)% Curse Length Reduction

Socketed: 4

The Barracuda

Crossbow (4)

Two-Hand Damage: (125-142) to (218-250)

Required Strength: 206

Required Level: 33

7% Chance to cast level 12 Bloodlust when you Kill an Enemy

+(121 to 150)% Enhanced damage

+(46 to 55)% Bonus Damage to Bloodlust

20% Increased Attack Speed

+(46 to 55) to Maximum Damage

(12 to 14)% Chance of Crushing Blow

Socketed: 4



Fallentooth

Heavy Crossbow (4)



Two-Hand Damage: (209-238) to (366-423)

Required Strength: 268

Required Level: 37

+(146 to 180)% Enhanced damage
 +(91 to 110) to Maximum Damage
 (12 to 14)% Life stolen per Hit
 (36 to 40)% Chance of Open Wounds
 +(17 to 21) to Summon Fallen
 (19 to 22)% Bonus to Strength
 Fire Resist +(36 to 40)%
 Lightning Resist +(36 to 40)%
 Socketed: 4



Embershot

Repeating Crossbow (4)

Two-Hand Damage: (197-221) to (277-310)

Required Strength: 299

Required Level: 39

24% Chance to cast level 20 Flamefront when you Kill an Enemy
 +(141 to 170)% Enhanced damage
 Adds (141-280)-(301-600) fire damage
 -(26 to 30)% to Enemy Fire Resistance
 +(36 to 40) to Strength
 +(36 to 40) to Vitality
 Fire Absorb (12 to 14)%
 Socketed: 4

Tier 4 Amazon Weapons



Flowerspring

Stag Bow (4)

Two-Hand Damage: (175-200) to (237-267)

(Amazon Only)

Required Dexterity: 237

Required Level: 34

30% Chance to cast level 21 Death Blossom when you Kill an Enemy
 3% Chance to cast level 15 Lifeblood when you Kill an Enemy
 +(121 to 150)% Enhanced damage
 Adds (61-70)-(81-90) damage
 Adds 60-80 fire damage
 (19 to 22)% Bonus to Dexterity
 Replenish Life +(46 to 55)
 +(56 to 70)% Damage when using a Healing Potion
 All Resists +(26 to 30)%
 Socketed: 4



Herald of Skartara

Reflex Bow (4)

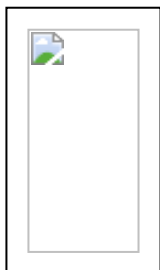
Two-Hand Damage: (265-308) to (395-458)

(Amazon Only)

Required Dexterity: 299

Required Level: 39

3% Chance to cast level 9 Phalanx when you Kill an Enemy
 3% Chance to cast level 9 Celerity when you Kill an Enemy
 +(181 to 220)% Enhanced damage
 30% Increased Attack Speed
 Adds (91-110)-(151-180) damage
 +(7 to 8) to Elfin Arrows
 (26 to 30)% Chance of Uninterruptable Attack
 (91 to 110)% Extra Gold from Monsters
 Socketed: 4



Sundial Spire

Maiden Spear (4)

Two-Hand Damage: (75-85) to (163-185)

Durability: 64

(Amazon Only)

Required Strength: 103

Required Dexterity: 207

Required Level: 34

Mega Impact

+(51 to 60) Energy Factor to Spell Damage
 100% Chance to cast level 24 Chronofield when you Level-Up
 +(121 to 150)% Enhanced damage
 40% Increased Attack Speed
 -(26 to 30)% to Enemy Fire Resistance
 +(7 to 8) to Sunburn
 (26 to 30)% Bonus to Energy
 Socketed: 4

Terra Indiges

Maiden Pike (4)

Two-Hand Damage: (93-108) to (358-421)

Durability: 80

(Amazon Only)

Required Strength: 126



Required Dexterity: 253

Required Level: 38

Mega Impact

30% Chance to cast level 12 Elemental on Attack

4% Chance to cast level 12 Bloodlust on Attack

+(56 to 70)% Bonus Damage to Bloodlust

+(161 to 200)% Enhanced damage

15% Faster Hit Recovery

+(131 to 160) to Maximum Damage

All Resists +(51 to 60)%

Damage Reduced by (12 to 14)%

Total Character Defense Plus (26 to 30)%

Socketed: 4

Mooncurse

Maiden Javelin (4)

Throw Damage: (97-110) to (280-322)

One-Hand Damage: (61-70) to (200-232)

Durability: 84

(Amazon Only)

Required Strength: 129

Required Dexterity: 258

Required Level: 38

11% Chance to cast level 16 Frog Prince when you Kill an Enemy

11% Chance to cast level 16 Banish when you Kill an Enemy

+(121 to 150)% Enhanced damage

+(101 to 120) to Maximum Damage

Adds (101-200)-(301-600) fire damage

Adds (101-200)-(301-600) cold damage

Cold Resist +(36 to 40)%

(51 to 60)% Better Chance of Getting Magic Items

Socketed: 2



Tier 4 Assassin Weapons



The Nutcracker

Katar (4)

One-Hand Damage: (42-48) to (46-52)

Durability: 10

(Assassin Only)

Required Dexterity: 35

Required Level: 28

+(111 to 140)% Enhanced damage

(14 to 17)% Chance of Crushing Blow

(12 to 14) to Strength

(-111 to -140) to Monster Defense per Hit

(12 to 14)% Bonus to Dexterity

Socketed: 2

Spellgrip

Wrist Blade (4)

One-Hand Damage: 24 to 27

Durability: 20

(Assassin Only)

Required Dexterity: 82

Required Level: 30

27% Chance to cast level 15 Hunting Banshee on Attack

+(1 to 3) to Assassin Skill Levels

20% Faster Cast Rate

-(12 to 14)% to Enemy Fire Resistance

-(12 to 14)% to Enemy Lightning Resistance

-(12 to 14)% to Enemy Cold Resistance

+(7 to 8) to Ice Whirl

+(26 to 30) to Energy

All Resists +(12 to 14)%

Socketed: 2



Sawfish

Hatchet Hands (4)

One-Hand Damage: (61-70) to (70-80)

Durability: 29

(Assassin Only)

Required Dexterity: 106

Required Level: 32

6% Chance to cast level 11 Bloodlust on Attack

+(121 to 150)% Enhanced damage

30% Increased Attack Speed

(91 to 110)% Bonus to Attack Rating

Stun Attack

+(7 to 8) to Blade Barrier

(19 to 22)% Bonus to Dexterity

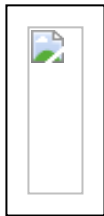
Socketed: 2



Hellfeast

Cestus (4)

One-Hand Damage: (109-123) to (158-183)



Durability: 38
(Assassin Only)
Required Dexterity: 129
Required Level: 33
27% Chance to cast level 15 Flamefront on Attack
40% Chance to cast level 16 Bloodstorm when you Kill an Enemy
+(131 to 160)% Enhanced damage
Adds (36-40)-(71-85) damage
-(26 to 30)% to Enemy Fire Resistance
(15 to 18)% Life stolen per Hit
(26 to 30)% Chance of Uninterruptable Attack
Socketed: 2



Gold Digger
Claws (4)
One-Hand Damage: (79-90) to (92-105)
Durability: 48
(Assassin Only)
Required Dexterity: 153
Required Level: 34
+(121 to 150)% Enhanced damage
Stun Attack
(12 to 14)% Chance of Crushing Blow
(251 to 300)% Extra Gold from Monsters
(51 to 60)% Better Chance of Getting Magic Items
+4 to Light Radius
Socketed: 2



Arihan's End
Blade Talons (4)
One-Hand Damage: (108-122) to (244-290)
Durability: 65
(Assassin Only)
Required Dexterity: 240
Required Level: 39
24% Chance to cast level 19 Fire Splash on Attack
+(131 to 160)% Enhanced damage
20% Increased Attack Speed
+(111 to 140) to Maximum Damage
+(251 to 300)% Damage to Demons
+(111 to 140) to Life
Fire Resist +(36 to 40)%
Socketed: 2



Circuit Breaker
Scissors Katar (4)
One-Hand Damage: (112-129) to (135-156)
Durability: 66
(Assassin Only)
Required Dexterity: 200
Required Level: 40
21% Chance to cast level 16 Flash on Attack
+(161 to 200)% Enhanced damage
30% Increased Attack Speed
20% Faster Hit Recovery
Adds 1-(201-400) lightning damage
+(7 to 8) to Shock Flower
Lightning Resist +(51 to 60)%
200% Enhanced Damage vs. Necrobots
Socketed: 2



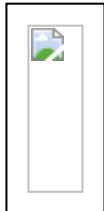
Na-Krul's Spine
Naginata (4)
Two-Hand Damage: (347-396) to (433-502)
Durability: 88
(Assassin Only)
Required Dexterity: 194
Required Level: 36
8% Chance to cast level 11 Bloodlust on Attack
35% Chance to cast level 16 Flamefront on Attack
+(71 to 80)% Bonus Damage to Bloodlust
+(181 to 220)% Enhanced damage
30% Increased Attack Speed
Adds (61-70)-(141-170) damage
All Resists +(36 to 40)%
Damage Reduced by (12 to 14)%
Socketed: 4

Tier 4 Barbarian Weapons

Warmonger
Spatha (4)
One-Hand Damage: (75-86) to (88-100)
Durability: 66
(Barbarian Only)
Required Strength: 150



Required Level: 33
+(111 to 140)% Enhanced damage
(56 to 70)% Bonus to Attack Rating
+(161 to 200)% Damage to Undead
(12 to 14)% Chance of Crushing Blow
+(21 to 25) to Strength
+(21 to 25) to Dexterity
(12 to 14)% Reanimate as: Defiler
Socketed: 2



**Wolfpack
Backsword (4)**
One-Hand Damage: (86-98) to (232-275)
Durability: 87
(Barbarian Only)
Required Strength: 183
Required Level: 34
+(111 to 140)% Enhanced damage
20% Increased Attack Speed
+(131 to 160) to Maximum Damage
(12 to 14)% Life stolen per Hit
(12 to 14)% Chance of Crushing Blow
+(26 to 30)% Bonus to Summoned Minion Life
+(26 to 30) to Strength
+(26 to 30) to Vitality
(26 to 30)% Reanimate as: Ghost Wolf
Socketed: 2



**Icehunter's Fang
Ida (4)**
One-Hand Damage: (101-115) to (121-137)
Durability: 108
(Barbarian Only)
Required Strength: 216
Required Level: 35
11% Chance to cast level 12 Winter Avatar on Attack
6% Chance to cast level 11 Rune of Ice on Attack
19% Chance to cast level 16 Ice Lance on Attack
+(121 to 150)% Enhanced damage
Adds (101-200)-(181-360) cold damage
+(56 to 70) to Dexterity
Cold Resist +(51 to 60)%
Socketed: 4

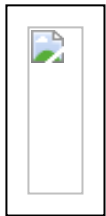


**Uldyssian's Legion
Bronze Sword (4)**
One-Hand Damage: (117-132) to (140-158)
Durability: 122
(Barbarian Only)
Required Strength: 249
Required Level: 36
+(131 to 160)% Enhanced damage
30% Increased Attack Speed
30% Faster Cast Rate
+(2 to 3) to Barbarian Skill Levels
+(26 to 30)% Bonus to Summoned Minion Damage
+(12 to 14)% Bonus to Summoned Minion Life
Increase Maximum Mana (36 to 40)%
All Resists +(19 to 22)%
Socketed: 4



**Bul Kathos' Teaching
Kriegsmesser (4)**
One-Hand Damage: (129-145) to (254-471)
Durability: 126
(Barbarian Only)
Required Strength: 283
Required Level: 41
8% Chance to cast level 10 Spike Nova on Attack
+(1 to 2) to Barbarian Skill Levels
+(131 to 160)% Enhanced damage
+(2.5 per level) to Maximum Damage (Based on Character Level)
+(161 to 200)% Damage to Demons
+(7 to 8) to Inner Fire
+(251 to 300) to Life
+(21 to 25) Life on Striking in Melee
Total Character Defense Plus (12 to 14)%
Socketed: 4

**King of the Dreadlands
Mammen Axe (4)**
One-Hand Damage: (55-60) to (57-62)
Durability: 24
(Barbarian Only)
Required Strength: 52
Required Level: 30
+(11 to 12) Enhanced Stance Radius



6% Chance to cast level 16 Crater when you Kill an Enemy
 +(91 to 110)% Enhanced damage
 55% Increased Attack Speed
 +(91 to 110)% Damage to Undead
 +(12 to 14)% to Experience Gained
 Socketed: 2



Gift of the Spiritbeast
Hammerhead Axe (4)
 One-Hand Damage: (123-140) to (259-307)
 Durability: 85
 (Barbarian Only)
 Required Strength: 276
 Required Level: 42

3% Chance to cast level 24 Mark of the Wild on Attack
 +(121 to 150)% Enhanced damage
 25% Increased Attack Speed
 +(111 to 140) to Maximum Damage
 Adds (161-320)-(241-480) fire damage
 Adds (161-320)-(241-480) lightning damage
 Increase Maximum Mana (26 to 30)%
 Socketed: 4



Oni no Ona
Ono (4)
 Two-Hand Damage: (78-88) to (88-100)
 Durability: 30
 (Barbarian Only)
 Required Strength: 103
 Required Level: 30

Thunderfury
 20% Chance to cast level 8 Glacial Nova when you Kill an Enemy
 30% Chance to cast level 10 Frozen Crown on Attack
 +(111 to 140)% Enhanced damage
 Adds (61-120)-(121-240) cold damage
 +(26 to 30)% to Cold Spell Damage
 Cold Resist +(26 to 30)%
 +(26 to 30) Mana on Striking in Melee
 Socketed: 4



Bergkaiser
Valaska (4)
 Two-Hand Damage: (211-243) to (452-532)
 Durability: 91
 (Barbarian Only)
 Required Strength: 265
 Required Level: 38

Thunderfury
 30% Chance to cast level 16 Shadowstorm on Attack
 +(161 to 200)% Enhanced damage
 +(181 to 220) to Maximum Damage
 (126 to 150)% Bonus to Attack Rating
 Stun Attack
 +(7 to 9) to Balance
 +(46 to 55) to all Attributes
 All Resists +(26 to 30)%
 Socketed: 4

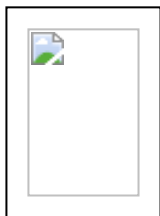


Wrathchild
Labrys (4)
 Two-Hand Damage: (261-300) to (520-621)
 Durability: 101
 (Barbarian Only)
 Required Strength: 366
 Required Level: 41

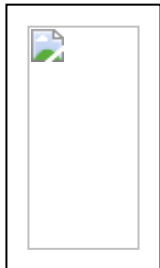
Thunderfury
 +(2 to 3) to Barbarian Skill Levels
 +(161 to 200)% Enhanced damage
 -20% Decreased Attack Speed
 +(241 to 300) to Maximum Damage
 (12 to 14)% Chance of Crushing Blow
 Enhanced Weapon Damage +(36 to 40)%
 Slows Target by (12 to 14)%
 (91 to 110)% Extra Gold from Monsters
 Socketed: 4

Tier 4 Druid Weapons

Sagespirit
Compound Bow (4)
 Two-Hand Damage: (110-125) to (254-302)
 (Druid Only)
 Required Strength: 188



Required Level: 33
8% Chance to cast level 1 Arcane Fury when you Kill an Enemy
+(1 to 3) to Druid Skill Levels
+(121 to 150)% Enhanced damage
+(46 to 55)% Bonus Elemental Damage to Mark of the Wild
30% Increased Attack Speed
+(111 to 140) to Maximum Damage
(91 to 110)% Duration Bonus to Mark of the Wild
(91 to 110)% Bonus to Attack Rating
+(46 to 55) to Strength
Socketed: 4



Vipercast
Serpent Bow (4)
Two-Hand Damage: (130-147) to (278-330)
(Druid Only)
Required Strength: 222
Required Level: 34
40% Chance to cast level 25 Venomous Spirit when you Kill an Enemy
+(121 to 150)% Enhanced damage
+(111 to 140) to Maximum Damage
(15 to 18)% Life stolen per Hit
+(36 to 40)% to Poison Spell Damage
Slows Target by (12 to 14)%
(21 to 25)% Bonus to Strength
(19 to 22)% Chance of Uninterruptable Attack
Socketed: 4



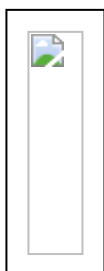
Wasp Sting
Maple Bow (4)
Two-Hand Damage: (148-167) to (194-220)
(Druid Only)
Required Strength: 255
Required Level: 35
13% Chance to cast level 1 Arrow on Striking
+(121 to 150)% Enhanced damage
30% Increased Attack Speed
Adds (100-200)-(200-400) poison damage over 4 seconds
(21 to 25)% Chance of Open Wounds
Poison Length Reduced by (19 to 22)%
Socketed: 4



Salamander's Breath
Viper Bow (4)
Two-Hand Damage: (249-287) to (336-389)
(Druid Only)
Required Strength: 289
Required Level: 38
100% Chance to cast level 24 Fire Splash when you Kill an Enemy
20% Chance to cast level 8 Rune of Fire on Striking
+(161 to 200)% Enhanced damage
55% Faster Hit Recovery
Adds (56-65)-(81-95) damage
(19 to 22)% Chance of Crushing Blow
Fire Resist +(61 to 70)%
Socketed: 4



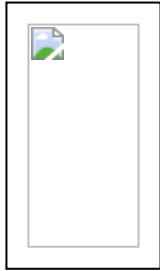
Thorn Branch
Recurve Bow (4)
Two-Hand Damage: (208-240) to (281-324)
(Druid Only)
Required Strength: 322
Required Level: 40
8% Chance to cast level 7 Barrage when you Kill an Enemy
+(1 to 3) to Druid Skill Levels
+(161 to 200)% Enhanced damage
(36 to 40)% Chance of Open Wounds
Attacker Flees after Striking (10 to 11)%
Regenerate Mana +(36 to 40)%
Total Character Defense Plus (26 to 30)%
Slows Attacker by (17 to 19)%
Socketed: 4



Naiad King
Flamen Staff (4)
Two-Hand Damage: 36 to 44
Durability: 77
(Druid Only)
Required Strength: 68
Required Level: 35
+(2 to 4) to Druid Skill Levels
+(26 to 30)% Bonus Elemental Damage to Mark of the Wild
(51 to 60)% Duration Bonus to Mark of the Wild
+(13 to 16) to Charm
-(26 to 30)% to Enemy Fire Resistance
-(26 to 30)% to Enemy Cold Resistance
Fire Resist +(41 to 50)%

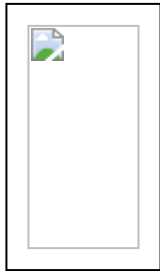
Lightning Resist +(41 to 50)%
Poison Resist +(41 to 50)%
Socketed: 3

Tier 4 Necromancer Weapons



**Cane of Juris Khan
Raptor Scythe (4)**
Two-Hand Damage: (73-86) to (97-113)
Durability: 26
(Necromancer Only)
Required Strength: 48
Required Level: 29

Mega Impact
14% Chance to cast level 16 Venomous Spirit on Striking
+(131 to 170)% Enhanced damage
+(26 to 30)% to Poison Spell Damage
(36 to 40)% Chance of Open Wounds
(12 to 14)% Bonus to Strength
Total Character Defense Plus (26 to 30)%
Socketed: 4



**Talon's Reach
Bonesplitter (4)**
Two-Hand Damage: (75-87) to (351-418)
Durability: 96
(Necromancer Only)
Required Strength: 178
Required Level: 36

Mega Impact
40% Chance to cast level 27 Hunting Banshee when you Kill an Enemy
+(151 to 190)% Enhanced damage
+(111 to 140) to Maximum Damage
-(36 to 40)% to Enemy Cold Resistance
(14 to 17)% Chance of Crushing Blow
+(26 to 30)% Bonus to Summoned Minion Damage
(12 to 14)% Chance to Avoid Damage
Socketed: 4



**Lord of Thorns
Marrow Staff (4)**
Two-Hand Damage: 40 to 52
Durability: 106
(Necromancer Only)
Required Strength: 114
Required Level: 41

5% Chance to cast level 11 Spike Nova when Struck by a Missile
+(2 to 4) to Necromancer Skill Levels
60% Faster Cast Rate
Hit Causes Monster to Flee +(7 to 8)%
+(36 to 40)% Bonus to Summoned Minion Damage
+(36 to 40)% Bonus to Summoned Minion Life
+(46 to 55) to Energy
All Resists +(26 to 30)%
Socketed: 4



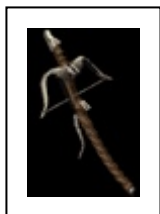
**Mendeln's Companion
Hexblade (4)**
One-Hand Damage: (37-43) to (67-76)
Durability: 15
(Necromancer Only)
Required Dexterity: 113
Required Level: 34

+(111 to 140)% Enhanced damage
20% Increased Attack Speed
20% Faster Cast Rate
Stun Attack
(12 to 14) to Strength
+(111 to 140) to Life
Socketed: 2



**Compass of Souls
Spirit Edge (4)**
One-Hand Damage: (60-67) to (106-119)
Durability: 28
(Necromancer Only)
Required Dexterity: 211
Required Level: 41

+(131 to 160)% Enhanced damage
Adds (101-200)-(201-400) fire damage
Adds (101-200)-(201-400) cold damage
+(10 to 12) to Whirlpool
(16 to 19)% Mana stolen per Hit
Regenerate Mana +(36 to 40)%
(12 to 14)% Chance of Uninterruptable Attack
Socketed: 2



Deathwind

Needle Crossbow (4)

Two-Hand Damage: (109-124) to (126-144)

(Necromancer Only)

Required Strength: 100

Required Level: 32

9% Chance to cast level 5 Time Strike on Striking

3% Chance to cast level 24 Lorenado on Striking

+(111 to 140)% Enhanced damage

+(251 to 300)% Damage to Undead

Adds 160-320 poison damage over 6 seconds

+(19 to 22) to Strength

Socketed: 4



The Khalim Organ

Dart Thrower (4)

Two-Hand Damage: 62 to 77

(Necromancer Only)

Required Strength: 144

Required Level: 34

30% Increased Attack Speed

Adds (141-280)-(321-640) fire damage

Adds (141-280)-(321-640) lightning damage

-(12 to 14)% to Enemy Fire Resistance

-(12 to 14)% to Enemy Lightning Resistance

Fire Resist +(26 to 30)%

Lightning Resist +(26 to 30)%

Socketed: 4



Starkiller

Stinger Crossbow (4)

Two-Hand Damage: (269-310) to (386-453)

(Necromancer Only)

Required Strength: 187

Required Level: 38

11% Chance to cast level 23 Abyss when you Kill an Enemy

+(1 to 3) to Necromancer Skill Levels

+(146 to 180)% Enhanced damage

20% Increased Attack Speed

Adds (41-50)-(111-140) damage

Increase Maximum Mana (26 to 30)%

All Resists +(26 to 30)%

Socketed: 4



Corpsefling

Trebuchet (4)

Two-Hand Damage: (252-288) to (446-514)

(Necromancer Only)

Required Strength: 209

Required Level: 40

8% Chance to cast level 18 Plague Avatar when you Kill an Enemy

+(181 to 220)% Enhanced damage

-10% Decreased Attack Speed

+(126 to 150) to Maximum Damage

(15 to 18)% Life stolen per Hit

-(21 to 25)% to Enemy Poison Resistance

(17 to 19)% Chance of Crushing Blow

+(251 to 300) to Life

Socketed: 4



The Square Peg

Wand (4)

One-Hand Damage: 16 to 19

Durability: 12

(Necromancer Only)

Required Dexterity: 11

Required Level: 27

+(14 to 17) to Strength

+(14 to 17) to Dexterity

+(14 to 17) to Vitality

Damage Reduced by (7 to 8)

Total Character Defense Plus (12 to 14)%

(46 to 55)% Better Chance of Getting Magic Items

Socketed: 2



Drake Cigar

Yew Wand (4)

One-Hand Damage: 19 to 26

Durability: 36

(Necromancer Only)

Required Dexterity: 25

Required Level: 31

1% Chance to cast level 13 Flamefront when you Take Damage

+(1 to 3) to Necromancer Skill Levels

+(12 to 14)% to Fire Spell Damage

+(12 to 14)% to Cold Spell Damage



Regenerate Mana +(26 to 30)%
Fire Absorb (12 to 14)%
Socketed: 2

**Fateweaver
Bone Wand (4)**

One-Hand Damage: 22 to 32
Durability: 60
(Necromancer Only)
Required Dexterity: 32
Required Level: 33

100% Chance to cast level 28 Hunting Banshee when you Die
24% Chance to cast level 24 Frozen Soul when Struck
25% Faster Cast Rate
+4 to Maximum Necromancer Minions
Increase Maximum Mana (12 to 14)%
Slows Attacker by (12 to 14)%
Socketed: 2

**Blackheart
Grim Wand (4)**

One-Hand Damage: 27 to 43
Durability: 108
(Necromancer Only)
Required Dexterity: 47
Required Level: 38

1% Chance to cast level 12 Gift of Inner Fire when Attacked
+(1 to 3) to Necromancer Skill Levels
30% Faster Cast Rate
30% Faster Hit Recovery
+(7 to 8) to Dark Power
+(14 to 17) to Summon Darklings
+(31 to 35)% Bonus to Summoned Minion Damage
Replenish Life +(1.25 per level) (Based on Character Level)
Socketed: 2



Tier 4 Paladin Weapons

**Auto Da Fe
Bonebreaker (4)**

One-Hand Damage: (57-62) to (72-79)
Durability: 37
(Paladin Only)
Required Strength: 131
Required Level: 32

+(56 to 70) Energy Factor to Spell Damage
8% Chance to cast level 19 Cataclysm on Attack
+(91 to 110)% Enhanced damage
20% Increased Attack Speed
20% Faster Cast Rate
-(12 to 14)% to Enemy Fire Resistance
+(11 to 13) to Apocalypse
Socketed: 2



**Dies Metus
Goedendag (4)**

One-Hand Damage: (90-104) to (176-209)
Durability: 53
(Paladin Only)
Required Strength: 169
Required Level: 34

8% Chance to cast level 7 Cold Fear on Attack
+(151 to 190)% Enhanced damage
20% Increased Attack Speed
+(56 to 70) to Maximum Damage
Stun Attack
(12 to 14)% Chance of Crushing Blow
Slows Target by (12 to 14)%
Socketed: 2



**Vindicatress
Angel Star (4)**

One-Hand Damage: 41 to 58
Durability: 69
(Paladin Only)
Required Strength: (164-156)
Required Level: 36

2% Chance to cast level 8 Celerity when Struck
+(1 to 3) to Paladin Skill Levels
40% Faster Cast Rate
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Physical/Magic Spell Damage
+(51 to 60) to Energy
Magic Resist +(12 to 14)%
Fire Resist +(51 to 60)%
(26 to 30)% Reanimate as: Broken Soul





Requirements (-21 to -25)%
Socketed: 2

Faithshaker
Hand of God (4)

Two-Hand Damage: (195-225) to (345-410)
Durability: 151
(Paladin Only)
Required Strength: 436
Required Level: 39

Amazing Grace

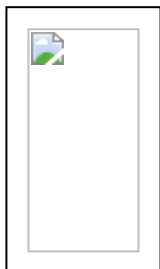
4% Chance to cast level 16 Thunder Slam on Attack
+(161 to 200)% Enhanced damage
+(111 to 140) to Maximum Damage
+(201 to 250)% Damage to Demons
Stun Attack
+(46 to 55) to Strength
Fire Resist +(46 to 55)%
Cold Resist +(46 to 55)%
Socketed: 4



The Crucifier
Holy Lance (4)

Two-Hand Damage: (64-72) to (267-317)
Durability: 52
(Paladin Only)
Required Strength: 135
Required Level: 33

14% Chance to cast level 4 Arrow on Striking
+(1 to 3) to Paladin Skill Levels
+(121 to 150)% Enhanced damage
-10% Decreased Attack Speed
+(111 to 140) to Maximum Damage
(26 to 30)% Chance of Crushing Blow
(26 to 30)% Bonus to Strength
Socketed: 4



The Angiris Pike
Tepoztopilli (4)

Two-Hand Damage: (95-104) to (171-188)
Durability: 96
(Paladin Only)
Required Strength: 334
Required Level: 41

+(111 to 140) Energy Factor to Spell Damage
+(1 to 3) to Paladin Skill Levels
+(91 to 110)% Enhanced damage
+(46 to 55)% to Fire Spell Damage
+(46 to 55)% to Cold Spell Damage
Slows Target by (12 to 14)%
Damage Reduced by (12 to 14)%
(12 to 14)% Reanimate as: Daystar
Socketed: 4

Tier 4 Sorceress Weapons



The Watcher

Eagle Orb (4)

One-Hand Damage: 17 to 18

Durability: 14

(Sorceress Only)

Required Dexterity: 44

Required Level: 27

+(1 to 2) to All Skills

20% Faster Run/Walk

20% Faster Cast Rate

(131 to 160)% Extra Gold from Monsters

+2 to Light Radius

Socketed: 2



Lunarsong

Sacred Globe (4)

One-Hand Damage: 21 to 24

Durability: 30

(Sorceress Only)

Required Dexterity: 42

Required Level: 30

+(56 to 70) Energy Factor to Spell Damage

+(1 to 2) to Sorceress Skill Levels

-(12 to 14)% to Enemy Cold Resistance

Regenerate Mana +(26 to 30)%

Lightning Resist +(26 to 30)%

Cold Resist +(26 to 30)%

+2 to Light Radius

Socketed: 2



Narlant Dream

Smoked Sphere (4)

One-Hand Damage: 25 to 30

Durability: 46

(Sorceress Only)

Required Dexterity: 79

Required Level: 32

1% Chance to cast level 12 Charm when Struck

+(1 to 3) to Sorceress Skill Levels

40% Faster Cast Rate

+(111 to 140) Defense vs. Melee

Increase Maximum Mana (12 to 14)%

Slows Attacker by (12 to 14)%

Socketed: 2



Thunderball

Clasp Orb (4)

One-Hand Damage: 27 to 35

Durability: 62

(Sorceress Only)

Required Dexterity: 32

Required Level: 34

6% Chance to cast level 11 Flash when Attacked

+(12 to 14)% Bonus to Energy Factor

+(1 to 2) to Sorceress Skill Levels

Nova Charge Scatter Increased by (111 to 140)%

+(26 to 30)% to Lightning Spell Damage

+(26 to 30) to Energy

Lightning Resist +(36 to 40)%

Socketed: 2



Dragonstone

Jared's Stone (4)

One-Hand Damage: 30 to 39

Durability: 78

(Sorceress Only)

Required Dexterity: 103

Required Level: 38

+(51 to 60) Energy Factor to Spell Damage

1% Chance to cast level 11 Blast Wave when Attacked

+(1 to 3) to Sorceress Skill Levels

30% Faster Cast Rate

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

Fire Absorb (10 to 11)%

+(36 to 45) Life after each Kill

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

Socketed: 2



The Warped Blade

Warp Blade (4)

One-Hand Damage: (101-117) to (388-466)

Durability: 44

(Sorceress Only)

Required Dexterity: (105-100)

Required Level: 42

24% Chance to cast level 16 Energy Beam on Attack

+(161 to 200)% Enhanced damage

30% Increased Attack Speed
 +(201 to 250) to Maximum Damage
 +(46 to 55) to Dexterity
 (26 to 30)% Reanimate as: Soul Flyer
 Requirements (-26 to -30)%
 Socketed: 4

Tier 4 Body Armour



The War Cloak **Quilted Armor (4)**

Defense: (233-365)
 Durability: 27
 Required Strength: 40
 Required Level: 26
 (8 to 9)% Life stolen per Hit
 (36 to 40)% Chance of Open Wounds
 Enhanced Weapon Damage +(46 to 55)%
 +(91 to 110)% Enhanced Defense
 +(12 to 14)% Increased Healing Rate from Apples
 Socketed: 4



Acidblood **Leather Armor (4)**

Defense: (324-580)
 Durability: 33
 Required Strength: 58
 Required Level: 27
 Attacker Flees after Striking (10 to 11)%
 (-56 to -70) to Monster Defense per Hit
 +(111 to 140)% Enhanced Defense
 +(56 to 70)% Damage when using a Healing Potion
 Fire Resist +(26 to 30)%
 Poison Resist +(26 to 30)%
 Attacker Takes Fire Damage of (46 to 55)
 Socketed: 4



Leather of Aut **Hard Leather Armor (4)**

Defense: (417-770)
 Durability: 39
 Required Strength: 76
 Required Level: 28
 8% Chance to cast level 1 Arrow when you Take Damage
 +(121 to 150)% Enhanced Defense
 (12 to 14)% Bonus to Dexterity
 (12 to 14)% Bonus to Vitality
 Damage Reduced by (12 to 14)
 (26 to 30)% Chance of Uninterruptable Attack
 Socketed: 4



Carmen Arvale **Studded Leather (4)**

Defense: (490-945)
 Durability: 45
 Required Strength: 95
 Required Level: 29
 8% Chance to cast level 12 Gift of the Wild when you Kill an Enemy
 (12 to 14)% Bonus to Buff/Debuff/Cold Skill Duration
 +(121 to 150)% Enhanced Defense
 Lightning Resist +(26 to 30)%
 Cold Resist +(26 to 30)%
 Poison Resist +(26 to 30)%
 (251 to 300)% Extra Gold from Monsters
 Socketed: 4

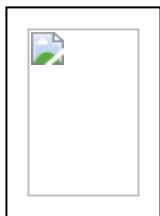


Sharkbaiter **Ring Mail (4)**

Defense: (591-1157)
 Durability: 51
 Required Strength: 113
 Required Level: 30
 1% Chance to cast level 24 Bloodlust when you Take Damage
 +(56 to 70)% Bonus Damage to Bloodlust
 20% Increased Attack Speed
 (10 to 11)% Chance of Crushing Blow
 +(131 to 160)% Enhanced Defense
 +(26 to 30) to Strength
 +(12 to 14) Life on Striking in Melee
 Socketed: 4

Robe of Leaves **Scale Mail (4)**

Defense: (713-1433)
 Durability: 57
 Required Strength: 131



Required Level: 30
+(46 to 55)% Bonus Elemental Damage to Mark of the Wild
-(12 to 14)% to Enemy Fire Resistance
-(12 to 14)% to Enemy Cold Resistance
-(12 to 14)% to Enemy Poison Resistance
+(146 to 180)% Enhanced Defense
Increase Maximum Life (12 to 14)%
Fire Resist (-12 to -14)%
Poison Resist +(36 to 40)%
Socketed: 4



Albrecht's Revenge
Chain Mail (4)
Defense: (618-1218)
Durability: 63
Required Strength: (110-104)
Required Level: 31
8% Chance to cast level 1 Arrow on Striking
Adds (101-200)-(201-400) cold damage
+(91 to 110)% Enhanced Defense
Cold Resist +(36 to 40)%
(17 to 19)% Reanimate as: Returned Archer
+(34 to 42) Life after each Demon Kill
Requirements (-26 to -30)%
Socketed: 4



Werecat
Breast Plate (4)
Defense: (829-1687)
Durability: 69
Required Strength: 168
Required Level: 31
8% Chance to cast level 10 Claw Tornado on Attack
20% Increased Attack Speed
(36 to 40)% Chance of Open Wounds
+(131 to 160)% Enhanced Defense
+(26 to 30) to Strength
+(26 to 30) to Dexterity
+(26 to 30) to Vitality
Socketed: 4



Jitan's Kamon
Splint Mail (4)
Defense: (905-1861)
Durability: 75
Required Strength: 186
Required Level: 32
100% Chance to cast level 28 Singularity when you Die
8% Chance to cast level 13 Guard Tower when you Kill an Enemy
Adds (61-120)-(121-240) fire damage
Adds (61-120)-(121-240) lightning damage
Adds (61-120)-(121-240) cold damage
+(131 to 160)% Enhanced Defense
Damage Reduced by 8%
Socketed: 4



Iceshell
Plate Mail (4)
Defense: (979-2043)
Durability: 81
Required Strength: 204
Required Level: 32
3% Chance to cast level 20 Glacial Nova when Attacked
11% Chance to cast level 13 Ice Bolt Nova when Attacked
25% Faster Hit Recovery
+(26 to 30)% to Cold Spell Damage
+(131 to 160)% Enhanced Defense
+8% to Maximum Cold Resist
Cold Resist +(36 to 40)%
(26 to 30)% Chance of Uninterruptable Attack
Socketed: 4



Fauztin's Visage
Field Plate (4)
Defense: (1016-2125)
Durability: 87
Required Strength: 223
Required Level: 33
25% Faster Cast Rate
+(19 to 22)% Bonus to Summoned Minion Life
+(26 to 30)% Bonus to Summoned Minion Damage
+(121 to 150)% Enhanced Defense
Cold Resist +(36 to 40)%
Poison Resist +(36 to 40)%
Level 4 Death's Fury Totem (30 Charges)
Socketed: 4



Dragon's Blood

Light Plate (4)

Defense: (1289-2760)

Durability: 93

Required Strength: 241

Required Level: 34

11% Chance to cast level 19 Wrath on Attack

30% Faster Cast Rate

+(91 to 110)% Damage to Demons

+(26 to 30)% to Fire Spell Damage

+(26 to 30)% to Physical/Magic Spell Damage

+(161 to 200)% Enhanced Defense

+(46 to 50) to Vitality

+(46 to 55) Life after each Demon Kill

Socketed: 4



Steel Golem

Gothic Plate (4)

Defense: (1480-3158)

Durability: 124

Required Strength: (308-315)

Required Level: 35

55% Faster Hit Recovery

Stun Attack

8% Chance of Crushing Blow

+(181 to 220)% Enhanced Defense

(19 to 22)% Bonus to Strength

(19 to 22)% Bonus to Vitality

Increase Maximum Durability (26 to 30)%

Requirements +(19 to 22)%

Socketed: 4



Shroud Royal

Full Plate Mail (4)

Defense: (1573-3379)

Durability: 105

Required Strength: 277

Required Level: 37

Strength Bonus to Weapon Damage

+(7 to 8) to Vanquish

(12 to 14)% Bonus to All Attributes

+(181 to 220)% Enhanced Defense

Damage Reduced by (19 to 22)

(101 to 125)% Extra Gold from Monsters

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

Socketed: 4



Queen of Glass

Ancient Armor (4)

Defense: (1134-2364)

Durability: 11

Required Strength: (219-207)

Required Level: 38

20% Faster Run/Walk

30% Faster Cast Rate

-(26 to 30)% to Enemy Fire Resistance

-(26 to 30)% to Enemy Lightning Resistance

-(26 to 30)% to Enemy Cold Resistance

-(26 to 30)% to Enemy Poison Resistance

+(91 to 110)% Enhanced Defense

+(451 to 550) to Mana

Lightning Resist +(36 to 40)%

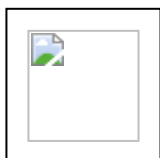
Cold Resist +(36 to 40)%

Decrease Maximum Durability -90%

Socketed: 4

Requirements (-26 to -30)%

Tier 4 Helms



The Jester

Cap (4)

Defense: (98-109)

Durability: 27

Required Strength: 34

Required Level: 26

10% Faster Run/Walk

+(12 to 14)% to Spell Damage

Random Resistance Bonus

Socketed: 3

Topspin

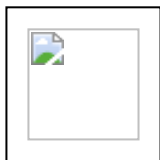
Skull Cap (4)

Defense: (301-422)

Durability: 33

Required Strength: 76

Required Level: 29



11% Chance to cast level 8 Starburst when Attacked
 20% Increased Attack Speed
 Enhanced Weapon Damage +(26 to 30)%
 +(111 to 140)% Enhanced Defense
 (12 to 14)% Bonus to Dexterity
 (12 to 14)% Bonus to Energy
 Socketed: 3

Lavadome

Helm (4)

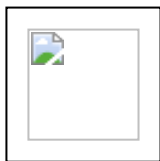
Defense: (360-516)

Durability: 39

Required Strength: 119

Required Level: 30

1% Chance to cast level 19 Lava Pit on Attack
 1% Chance to cast level 19 Fire Fountain on Attack
 1% Chance to cast level 19 Tremor on Attack
 +(12 to 14)% to Fire Spell Damage
 (-111 to -140) to Monster Defense per Hit
 +(91 to 110)% Enhanced Defense
 +(19 to 22) to Strength
 Socketed: 3



Farnham's Flowerpot

Full Helm (4)

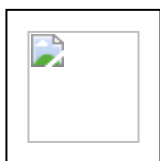
Defense: (445-657)

Durability: 45

Required Strength: 162

Required Level: 32

1% Chance to cast level 8 Dire Charm when you Take Damage
 10% Faster Run/Walk
 15% Faster Hit Recovery
 +(91 to 110)% Enhanced Defense
 Regenerate Mana +(19 to 22)%
 Magic Damage Reduced by (12 to 14)
 Socketed: 3



Lanterne Rouge

Great Helm (4)

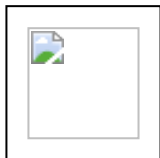
Defense: (584-912)

Durability: 51

Required Strength: 204

Required Level: 34

11% Chance to cast level 10 Flamefront on Attack
 -10% Slower Run/Walk
 10% Increased Attack Speed
 -(12 to 14)% to Enemy Fire Resistance
 +(111 to 140)% Enhanced Defense
 Replenish Life +(46 to 55)
 Socketed: 3



Glowskull

Crown (4)

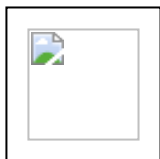
Defense: (716-1120)

Durability: 77

Required Strength: 247

Required Level: 37

1% Chance to cast level 8 Unholy Armor on Attack
 +(26 to 30)% Bonus to Poison Skill Duration
 -(12 to 14)% to Enemy Poison Resistance
 +(121 to 150)% Enhanced Defense
 Poison Resist +(46 to 55)%
 Total Character Defense Plus (19 to 22)%
 (12 to 14)% Chance of Uninterruptable Attack
 Increase Maximum Durability (36 to 40)%
 Socketed: 3



Tier 4 Circlets

The Celestial Crown

Circlet (4)

Defense: (64-116)

Durability: 10

Required Dexterity: 64

Required Level: 30

1% Chance to cast level 14 Rapture on Attack
 +(36 to 40)% Damage to Undead
 +(19 to 22) to Energy
 +(19 to 22) to Dexterity
 Poison Resist +(46 to 55)%
 Socketed: 3

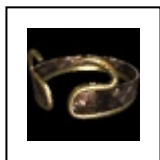


The Allseeing Eye

Coronet (4)

Defense: (167-249)

Durability: 15



Required Dexterity: 80
 Required Level: 32
 1% Chance to cast level 12 Blink when you Take Damage
 10% Increased Attack Speed
 (91 to 110)% Bonus to Attack Rating
 (10 to 11)% Bonus to Dexterity
 +(91 to 110) Defense
 Socketed: 3



Auriel's Halo
Tiara (4)
 Defense: (91-166)
 Durability: 20
 Required Dexterity: (84-82)
 Required Level: 34
 +(1 to 2) to Paladin Skill Levels
 Adds (61-120)-(141-280) fire damage
 Adds (61-120)-(141-280) cold damage
 Fire Resist +(26 to 30)%
 Cold Resist +(26 to 30)%
 Requirements (-12 to -14)%
 Socketed: 3



Haareis
Diadem (4)
 Defense: (109-199)
 Durability: 25
 Required Dexterity: 128
 Required Level: 37
 3% Chance to cast level 7 Shackles of Ice on Attack
 (10 to 11)% Bonus to Buff/Debuff/Cold Skill Duration
 (11 to 13)% Life stolen per Hit
 (19 to 22)% Chance of Open Wounds
 (10 to 11)% Bonus to Vitality
 Cold Resist +(46 to 55)%
 Socketed: 3

Tier 4 Special Helms

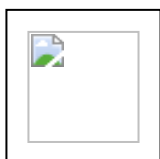


Umbaru's Jinx
Mask (4)
 Defense: (176-227)
 Durability: 26
 Required Strength: 152
 Required Level: 33
 +(12 to 14)% to Fire Spell Damage
 +(12 to 14)% to Poison Spell Damage
 +(26 to 30)% Bonus to Summoned Minion Damage
 +(10 to 11)% Bonus to Summoned Minion Resistances
 Poison Length Reduced by (17 to 19)%
 (10 to 11)% Reanimate as: Acid Beast
 Level 11 Diseased Cattle (30 Charges)
 Socketed: 3



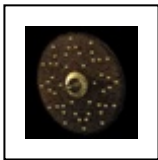
Stillwater
Bone Helm (4)
 Defense: (422-628)
 Durability: 32
 Required Strength: 186
 Required Level: 36
 +(26 to 30) Energy Factor to Spell Damage
 1% Chance to cast level 16 Mana Sweep when Attacked
 +(111 to 140)% Enhanced Defense
 +(251 to 300) to Mana
 Regenerate Mana +(26 to 30)%
 +(46 to 55) Mana after each Kill
 Socketed: 3

Tier 4 Shields

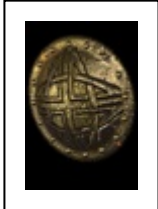


Razordisk
Buckler (4)
 Defense: (118-149)
 Durability: 32
 Required Strength: 18
 Required Dexterity: 52
 Required Level: 26
 +(1.25 per level) to Maximum Damage (Based on Character Level)
 (12 to 14) to Strength
 (26 to 30)% Chance of Open Wounds
 (-111 to -140) to Monster Defense per Hit
 Socketed: 3

Destroying Angel
Small Shield (4)



Defense: (334-572)
Durability: 42
Required Strength: 43
Required Dexterity: 95
Required Level: 29
Adds 128-192 poison damage over 5 seconds
+(26 to 30)% to Poison Spell Damage
Attacker Flees after Striking (10 to 11)%
+(81 to 100)% Enhanced Defense
Poison Resist +(36 to 40)%
Socketed: 3



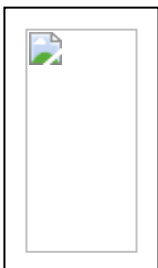
Wheel of Fortune
Large Shield (4)
Defense: (254-420)
Durability: 52
Required Strength: 67
Required Dexterity: 137
Required Level: 30
1% Chance to cast level 36 Ice Whirl on Attack
+(12 to 14)% to Cold Spell Damage
+(19 to 22) to Strength
+(19 to 22) to Dexterity
(17 to 19)% Chance of Uninterruptable Attack
(91 to 110)% Extra Gold from Monsters
(46 to 55)% Better Chance of Getting Magic Items
Socketed: 3



Banner of Duncraig
Kite Shield (4)
Defense: (711-1390)
Durability: 62
Required Strength: 91
Required Dexterity: 180
Required Level: 32
3% Chance to cast level 7 Bloodlust on Attack
3% Chance to cast level 7 Fortress on Attack
+(121 to 150)% Enhanced Defense
+(30 to 36) to Strength
+(30 to 36) to Dexterity
Lightning Resist +(46 to 55)%
Cold Resist +(46 to 55)%
Socketed: 3



The Ivory Tower
Tower Shield (4)
Defense: (741-1451)
Durability: 72
Required Strength: (85-81)
Required Dexterity: (165-156)
Required Level: 34
+(10 to 11)% Bonus to Energy Factor
10% Faster Cast Rate
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Lightning Spell Damage
+(91 to 110)% Enhanced Defense
Increase Maximum Mana (12 to 14)%
Requirements (-26 to -30)%
Socketed: 3



Doomfall
Gothic Shield (4)
Defense: (1053-2152)
Durability: 81
Required Strength: 140
Required Dexterity: 265
Required Level: 36
3% Chance to cast level 17 Abyss when Attacked
20% Faster Block Rate
-(12 to 14)% to Enemy Cold Resistance
Enhanced Weapon Damage +(36 to 40)%
+(131 to 160)% Enhanced Defense
+(46 to 55) to Strength
Slows Attacker by (10 to 11)%
Socketed: 3

Tier 4 Special Shields

The Wailing Wall
Bone Shield (4)
Defense: (437-787)
Durability: 51
Required Dexterity: 134
Required Level: 31
11% Chance to cast level 10 Hunting Banshee on Attack
Adds (61-120)-(101-200) cold damage



+(121 to 150)% Enhanced Defense
+(19 to 22) to Dexterity
Magic Resist +(12 to 14)%
Cold Resist +(26 to 30)%
Socketed: 4



**Cloudladder
Spiked Shield (4)**

Defense: (510-955)
Durability: 59
Required Dexterity: 168
Required Level: 33
1% Chance to cast level 27 Frozen Crown when you Take Damage
+(91 to 110)% Damage to Undead
+(121 to 150)% Enhanced Defense
+(19 to 22) to all Attributes
Replenish Life +(46 to 55)
+(14 to 17) Cold Absorb
+(14 to 17) Lightning Absorb
Socketed: 4

Tier 4 Belts



**Moonwrap
Sash (4)**

Defense: (187-228)
Durability: 25
Required Strength: 27
Required Level: 26
20% Faster Cast Rate
+(91 to 110)% Enhanced Defense
Regenerate Mana +(36 to 40)%
Lightning Resist +(26 to 30)%
Cold Resist +(26 to 30)%
Socketed: 2



**Wormtongue
Light Belt (4)**

Defense: (317-419)
Durability: 34
Required Strength: 82
Required Level: 29
(91 to 110)% Bonus to Attack Rating
Adds (50-100)-(100-200) poison damage over 4 seconds
(11 to 13)% Life stolen per Hit
+(91 to 110)% Enhanced Defense
+(26 to 30) to Dexterity
Socketed: 2



**Aerin Orbiter
Belt (4)**

Defense: (445-609)
Durability: 43
Required Strength: 137
Required Level: 31
20% Faster Cast Rate
+(19 to 22)% to Fire Spell Damage
+(19 to 22)% to Lightning Spell Damage
+(19 to 22)% to Cold Spell Damage
+(91 to 110)% Enhanced Defense
+(26 to 30) to Energy
All Resists +(12 to 14)%
Magic Damage Reduced by (12 to 14)
Socketed: 2



**Deadfall
Heavy Belt (4)**

Defense: (783-1140)
Durability: 52
Required Strength: 192
Required Level: 33
8% Chance to cast level 9 Shower of Rocks when you Kill an Enemy
8% Chance of Crushing Blow
+(161 to 200)% Enhanced Defense
+(46 to 55) to Strength
Lightning Resist +(26 to 30)%
(12 to 14)% Chance of Uninterruptable Attack
Socketed: 2

**Dragon Tail
Plated Belt (4)**

Defense: (854-1222)



Durability: 61
 Required Strength: 247
 Required Level: 36
 8% Chance to cast level 9 Seal of Fire on Attack
 20% Faster Run/Walk
 30% Increased Attack Speed
 Adds (61-120)-(161-320) fire damage
 Stun Attack
 +(131 to 160)% Enhanced Defense
 Fire Resist +(46 to 55)%
 Socketed: 2

Tier 4 Gloves



Vilehand
Leather Gloves (4)
 Defense: (84-90)
 Durability: 25
 Required Strength: 30
 Required Level: 26
 +(12 to 14)% Bonus to Poison Skill Duration
 Adds (38-75)-(76-150) poison damage over 6 seconds
 +(12 to 14)% to Poison Spell Damage
 Poison Length Reduced by (14 to 17)%
 Socketed: 3



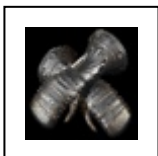
Toorc's Gift
Heavy Gloves (4)
 Defense: (213-297)
 Durability: 32
 Required Strength: 73
 Required Level: 29
 4% Chance to cast level 2 Glacial Nova on Attack
 20% Increased Attack Speed
 Adds (61-120)-(101-200) cold damage
 Stun Attack
 +(111 to 140)% Enhanced Defense
 Cold Resist +(26 to 30)%
 Socketed: 3



Featherclaw
Chain Gloves (4)
 Defense: (225-331)
 Durability: 39
 Required Strength: 116
 Required Level: 31
 30% Faster Run/Walk
 20% Increased Attack Speed
 (111 to 140)% Bonus to Attack Rating
 (12 to 14)% Chance of Open Wounds
 +(91 to 110)% Enhanced Defense
 +(21 to 25) to Dexterity
 +(251 to 300) Maximum Stamina
 Socketed: 3



Visegrip
Light Gauntlets (4)
 Defense: (134-191)
 Durability: 46
 Required Strength: 159
 Required Level: 33
 8% Chance to cast level 7 Crucify on Attack
 +(26 to 30) to Maximum Damage
 (19 to 22)% Chance of Open Wounds
 (-111 to -140) to Monster Defense per Hit
 (10 to 11)% Bonus to Strength
 Socketed: 3



Pollice Verso
Gauntlets (4)
 Defense: (355-590)
 Durability: 53
 Required Strength: 201
 Required Level: 36
 10% Chance to cast level 6 Time Strike when Attacked
 +(12 to 14) to Strength
 +(131 to 160)% Enhanced Defense
 +(56 to 70) Mana after each Kill
 +(21 to 25) Life after each Kill
 Socketed: 3

Tier 4 Boots

Rabbit's Foot Boots (4)



Defense: (90-103)
Durability: 29
Required Strength: 37
Required Level: 25
30% Faster Run/Walk
+(251 to 300) Maximum Stamina
(10 to 11)% Chance of Uninterruptable Attack
(251 to 300)% Extra Gold from Monsters
(46 to 55)% Better Chance of Getting Magic Items
Socketed: 3



Death Spur
Heavy Boots (4)
Defense: (124-154)
Durability: 42
Required Strength: 85
Required Level: 28
1% Chance to cast level 12 Spike Nova when you Take Damage
+(0.75 per level) to Maximum Damage (Based on Character Level)
(36 to 40)% Chance of Open Wounds
+(26 to 30) to Strength
+(26 to 30) to Dexterity
Socketed: 3



Lionpaw
Chain Boots (4)
Defense: (301-428)
Durability: 55
Required Strength: 134
Required Level: 31
+(91 to 110)% Enhanced Defense
+(19 to 22) to all Attributes
+(91 to 110) to Life
+(91 to 110) to Mana
Total Character Defense Plus (12 to 14)%
(146 to 180)% Extra Gold from Monsters
Socketed: 3



Zealot Rush
Light Plated Boots (4)
Defense: (364-537)
Durability: 68
Required Strength: 183
Required Level: 32
10% Faster Run/Walk
10% Increased Attack Speed
(56 to 70)% Bonus to Attack Rating
+(91 to 110)% Enhanced Defense
(12 to 14)% Bonus to Dexterity
(7 to 8)% Reanimate as: Dark Templar
Socketed: 3



Wake of Destruction
Greaves (4)
Defense: (524-795)
Durability: 81
Required Strength: (183-174)
Required Level: 36
100% Chance to cast level 38 Meteor Shower when you Level-Up
+(12 to 14)% Bonus to Energy Factor
+(12 to 14)% to Fire Spell Damage
+(12 to 14)% to Poison Spell Damage
+(131 to 160)% Enhanced Defense
Fire Resist +(21 to 25)%
Poison Resist +(21 to 25)%
Socketed: 3
Requirements (-21 to -25)%

Tier 4 Amazon Armour



Zerae's Veil

Morion (4)

Defense: (147-187)

Durability: 32

(Amazon Only)

Required Strength: 34

Required Level: 27

8% Chance to cast level 15 Lightning Cascade on Attack
100% Chance to cast level 38 Supernova when you Level-Up

Adds 1-50 lightning damage

+(111 to 140)% Enhanced Defense

Lightning Resist +(46 to 55)%

Total Character Defense Plus (12 to 14)%

Socketed: 3



Snakehair

Cervelliere (4)

Defense: (286-424)

Durability: 44

(Amazon Only)

Required Strength: 119

Required Level: 31

8% Chance to cast level 15 Venomous Spirit on Striking

(11 to 13)% Life stolen per Hit

-(26 to 30)% to Enemy Poison Resistance

+(111 to 140)% Enhanced Defense

+(26 to 30) to Strength

+(26 to 30) to Dexterity

Socketed: 3



Wildhunt

Einherjar Helm (4)

Defense: (385-585)

Durability: 50

(Amazon Only)

Required Dexterity: 162

Required Level: 33

+(26 to 30)% to Fire Spell Damage

+(26 to 30)% to Physical/Magic Spell Damage

+(11 to 13) to Raven Flight

+(131 to 160)% Enhanced Defense

Total Character Defense Plus (10 to 11)%

(10 to 11)% Reanimate as: Ghost Wolf

+(27 to 34) Life after each Kill

Socketed: 3



Titan's Burden

Spangenhelm (4)

Defense: (654-1030)

Durability: 62

(Amazon Only)

Required Strength: (360-382)

Required Level: 38

14% Chance to cast level 12 Shower of Rocks on Attack

Stun Attack

8% Chance of Crushing Blow

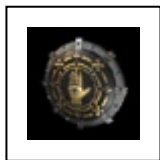
(19 to 22)% Bonus to Strength

+(181 to 220)% Enhanced Defense

Damage Reduced by 8%

Socketed: 3

Requirements +(46 to 55)%



The Sightless Eye

Athulua's Hand (4)

Defense: (249-428)

Durability: 29

(Amazon Only)

Required Dexterity: 66

Required Level: 28

+(46 to 55) to Maximum Damage

(56 to 70)% Bonus to Attack Rating

Slows Target by 8%

+(81 to 100)% Enhanced Defense

(14 to 17)% Bonus to Dexterity

Socketed: 3



Dragonfire

Phoenix Shield (4)

Defense: (381-708)

Durability: 70

(Amazon Only)

Required Strength: 90

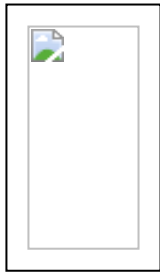
Required Level: 34

10% Faster Cast Rate

+(26 to 30)% to Fire Spell Damage

+(31 to 35)% Bonus to Summoned Minion Life

+(101 to 125)% Enhanced Defense



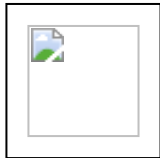
+(46 to 55) to Energy
 +(46 to 55) to Vitality
 +(126 to 150) to Life
 Socketed: 3

**Chargebreaker
 Setzschild (4)**

Defense: (2725-5526)
 Durability: 90
 (Amazon Only)
 Required Strength: 145
 Required Level: 39

8% Chance to cast level 12 Guard Tower when you Kill an Enemy
 +(46 to 55)% Bonus to Summoned Minion Damage
 +(26 to 30)% Bonus to Summoned Minion Resistances
 +(181 to 220)% Enhanced Defense
 (17 to 19)% Bonus to Strength
 (17 to 19)% Bonus to Dexterity
 Damage Reduced by (12 to 14)
 Damage Reduced by 8%
 Total Character Defense Plus (17 to 19)%
 Socketed: 4

Tier 4 Assassin Armour



**Astrogha's Eye
 Parma (4)**

Defense: (384-724)
 Durability: 57
 (Assassin Only)
 Required Strength: 67
 Required Dexterity: 137
 Required Level: 31

+(46 to 55)% Damage to Demons
 Slows Ranged Attacker by (12 to 14)%
 +(111 to 140)% Enhanced Defense
 +(12 to 14) Life on Striking in Melee
 (10 to 11)% Reanimate as: Soul Spider
 Socketed: 3

**Bathos
 Aspis (4)**

Defense: (231-400)
 Durability: 67
 (Assassin Only)
 Required Strength: 91
 Required Dexterity: 180
 Required Level: 33

(11 to 13)% Life stolen per Hit
 +(21 to 25)% Bonus to Summoned Minion Life
 +(46 to 55)% Bonus to Summoned Minion Damage
 +(17 to 19) to Dexterity
 Fire Resist +(26 to 30)%
 (17 to 19)% Chance of Uninterruptable Attack
 Socketed: 3



**Black Sheep Wall
 Totem Shield (4)**

Defense: (257-452)
 Durability: 56
 (Assassin Only)
 Required Dexterity: 134
 Required Level: 32

4% Chance to cast level 1 Charm on Attack
 100% Chance to cast level 24 Beacon when you Level-Up
 +(81 to 100)% Enhanced Defense
 Fire Resist +(26 to 30)%
 Poison Resist +(26 to 30)%
 (251 to 300)% Extra Gold from Monsters
 +(2 to 4) to Light Radius
 Socketed: 4



**Leoric's Legion
 Bladed Shield (4)**

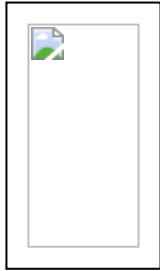
Defense: (383-715)
 Durability: 64
 (Assassin Only)
 Required Dexterity: 168
 Required Level: 34

+(26 to 30)% Bonus to Poison Skill Duration
 -(17 to 19)% to Enemy Poison Resistance
 +(131 to 160)% Enhanced Defense
 +(26 to 30) to Vitality
 (10 to 11)% Reanimate as: Horror Sorcerer
 (10 to 11)% Reanimate as: Burning Dead Sorcerer



(10 to 11)% Reanimate as: Bone Sorcerer
Socketed: 4

Tier 4 Barbarian Armour



Golden Fleece

Bull Shield (4)

Defense: (291-513)

Durability: 31

(Barbarian Only)

Required Strength: 32

Required Dexterity: 71

Required Level: 30

40% Chance to cast level 8 Arrow when Struck by a Missile

+(1 to 3) to Barbarian Skill Levels

+(111 to 140)% Enhanced Defense

+(26 to 30) to Strength

Increase Maximum Life (12 to 14)%

+(91 to 110)% Damage when using a Healing Potion

Lightning Resist +(26 to 30)%

(51 to 60)% Better Chance of Getting Magic Items

Socketed: 3



The Breaking Wheel

Bronze Shield (4)

Defense: (732-1365)

Durability: 59

(Barbarian Only)

Required Strength: 77

Required Level: 33

(12 to 14)% Chance of Crushing Blow

Enhanced Weapon Damage +(46 to 55)%

(19 to 22)% Bonus to Strength

(19 to 22)% Bonus to Dexterity

+(131 to 160)% Enhanced Defense

Fire Resist +(36 to 40)%

Poison Resist +(36 to 40)%

Socketed: 3



Invictus

Gilded Shield (4)

Defense: (2200-4593)

Durability: 67

(Barbarian Only)

Required Strength: 136

Required Level: 39

3% Chance to cast level 9 Gift of the Wild when you Kill an Enemy

Lion Stance Damage Bonus (111 to 140)%

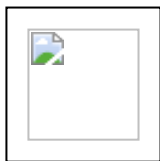
+(161 to 200)% Enhanced Defense

+(26 to 30) to all Attributes

Damage Reduced by (7 to 8)%

Total Character Defense Plus (26 to 30)%

Socketed: 3



Slimedrool

Jawbone Cap (4)

Defense: (236-321)

Durability: 34

(Barbarian Only)

Required Strength: 79

Required Level: 29

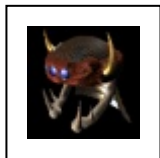
Adds (38-75)-(75-150) poison damage over 4 seconds

-(19 to 22)% to Enemy Poison Resistance

Attacker Flees after Striking 8%

+(91 to 110)% Enhanced Defense

Socketed: 3



Bonechewer

Fanged Helm (4)

Defense: (362-532)

Durability: 40

(Barbarian Only)

Required Strength: 124

Required Level: 30

10% Increased Attack Speed

+(11 to 13) to Hamstring

+(121 to 150)% Enhanced Defense

+(19 to 22) to Strength

(10 to 11)% Reanimate as: Hungry Dead

Socketed: 3

Cornucopia

Horned Helm (4)

Defense: (385-571)

Durability: 47

(Barbarian Only)



Required Strength: 170
 Required Level: 32
 +(91 to 110)% Enhanced Defense
 Replenish Life +(91 to 110)
 (201 to 250)% Extra Gold from Monsters
 (51 to 60)% Better Chance of Getting Magic Items
 Reduces all Vendor Prices (12 to 14)%
 Socketed: 3

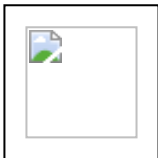


Thunderdome
Assault Helmet (4)
 Defense: (554-857)
 Durability: 53
 (Barbarian Only)
 Required Strength: 214
 Required Level: 34
 22% Chance to cast level 19 Flash on Attack
 100% Chance to cast level 35 Lightning Cascade when you Level-Up
 Adds 1-(121-240) lightning damage
 +(12 to 14) to Lightning Shield
 (19 to 22)% Bonus to Strength
 +(131 to 160)% Enhanced Defense
 Socketed: 3



Spirit Teacher's Headdress
Avenger Guard (4)
 Defense: (691-1089)
 Durability: 59
 (Barbarian Only)
 Required Strength: (191-181)
 Required Level: 37
 +(10 to 11) Enhanced Stance Radius
 +(31 to 35)% Bonus to Summoned Minion Life
 +(31 to 35)% Bonus to Summoned Minion Damage
 +(146 to 180)% Enhanced Defense
 Regenerate Mana +(36 to 40)%
 All Resists +(26 to 30)%
 Socketed: 3
 Requirements (-26 to -30)%

Tier 4 Druid Armour



Big Bad
Wolf Head (4)
 Defense: (217-294)
 Durability: 31
 (Druid Only)
 Required Strength: 72
 Required Level: 29
 100% Chance to cast level 25 Fire Cascade when you Level-Up
 +(91 to 110)% Enhanced Defense
 (14 to 17)% Bonus to Strength
 (14 to 17)% Bonus to Vitality
 Total Character Defense Plus (12 to 14)%
 +(10 to 11)% to Experience Gained
 Socketed: 3



Earth Song
Hawk Helm (4)
 Defense: (288-411)
 Durability: 37
 (Druid Only)
 Required Strength: 113
 Required Level: 30
 1% Chance to cast level 19 Chronofield when you Take Damage
 10% Faster Cast Rate
 +(21 to 25)% to Fire Spell Damage
 +(21 to 25)% to Cold Spell Damage
 +(21 to 25)% to Poison Spell Damage
 +(91 to 110)% Enhanced Defense
 Fire Resist +(26 to 30)%
 Cold Resist +(26 to 30)%
 Poison Resist +(26 to 30)%
 +(46 to 55) Mana after each Kill
 Socketed: 3



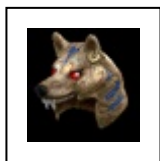
Nymph's Grace
Antlers (4)
 Defense: (429-650)
 Durability: 42
 (Druid Only)
 Required Strength: 154
 Required Level: 32
 11% Chance to cast level 1 Arrow when Struck by a Missile
 +(131 to 160)% Enhanced Defense
 Slows Ranged Attacker by (17 to 19)%



(17 to 19)% Bonus to Dexterity
(17 to 19)% Bonus to Vitality
8% Chance to Avoid Damage
Socketed: 3

**Skyguard
Falcon Mask (4)**

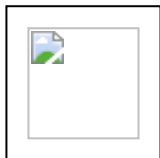
Defense: (532-820)
Durability: 48
(Druid Only)
Required Strength: 194
Required Level: 34
20% Faster Run/Walk
-(19 to 22)% to Enemy Lightning Resistance
-(19 to 22)% to Enemy Cold Resistance
+(13 to 16) to Forked Lightning
+(141 to 170)% Enhanced Defense
Lightning Resist +(41 to 45)%
Cold Resist +(41 to 45)%
Damage Reduced by 8%
+(19 to 22) Mana after each Kill
Socketed: 3



**Grimsprite
Spirit Mask (4)**

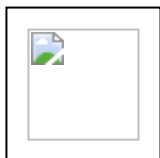
Defense: (598-930)
Durability: 54
(Druid Only)
Required Strength: 235
Required Level: 37
+(13 to 16) to Summon Thunder Bear
Enhanced Weapon Damage +(46 to 55)%
Slows Target by 8%
+(131 to 160)% Enhanced Defense
+(31 to 35) to Strength
(10 to 11)% Reanimate as: Shrieker
Socketed: 3

Tier 4 Necromancer Armour



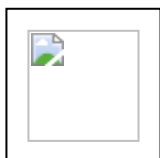
**Albrecht's Heirloom
Preserved Head (4)**

Defense: (123-190)
Durability: 36
(Necromancer Only)
Required Dexterity: 34
Required Level: 29
Adds (21-40)-(61-120) cold damage
Enhanced Weapon Damage +(46 to 55)%
Cold Resist +(56 to 70)%
(12 to 14)% Reanimate as: Skeleton Archer
(126 to 150)% Extra Gold from Monsters
Socketed: 3



**Shadowchild
Zombie Head (4)**

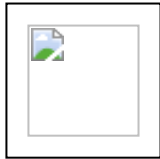
Defense: (356-672)
Durability: 45
(Necromancer Only)
Required Dexterity: (39-37)
Required Level: 30
+(36 to 40)% Bonus to Summoned Minion Damage
+(111 to 140)% Enhanced Defense
(26 to 30)% Bonus to Energy
Cold Absorb (12 to 14)%
Lightning Absorb (12 to 14)%
Fire Absorb (12 to 14)%
Socketed: 3
Requirements (-26 to -30)%



**Darkflesh
Unraveller Head (4)**

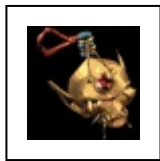
Defense: (451-888)
Durability: 53
(Necromancer Only)
Required Dexterity: 72
Required Level: 32
+(46 to 55) Energy Factor to Spell Damage
20% Faster Cast Rate
20% Faster Hit Recovery
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Lightning Spell Damage
+(111 to 140)% Enhanced Defense
Fire Resist +(19 to 22)%
Lightning Resist +(19 to 22)%

(12 to 14)% Reanimate as: Crystal Witch
Socketed: 3



**Graven Image
Gargoyle Head (4)**

Defense: (570-1150)
Durability: 62
(Necromancer Only)
Required Dexterity: 92
Required Level: 34
+(8 to 9) Extra Shadow Minions
20% Faster Cast Rate
+(26 to 30)% Bonus to Summoned Minion Life
+(31 to 35)% Bonus to Summoned Minion Resistances
+(121 to 150)% Enhanced Defense
+(31 to 35) to Strength
+(251 to 300) to Mana
Lightning Resist +(26 to 30)%
Damage Reduced by 8%
Socketed: 3



**Hellspeak
Demon Head (4)**

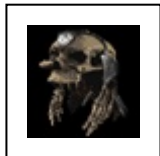
Defense: (671-1380)
Durability: 70
(Necromancer Only)
Required Dexterity: 112
Required Level: 36
24% Chance to cast level 16 Fire Splash when you Kill an Enemy
24% Chance to cast level 8 Doom when you Kill an Enemy
+(111 to 140) to Maximum Damage
-(26 to 30)% to Enemy Fire Resistance
Stun Attack
+(7 to 8) to Devil's Fang Totem
(17 to 19)% Chance of Crushing Blow
(26 to 30)% Bonus to Dexterity
+(121 to 150)% Enhanced Defense
Fire Absorb (12 to 14)%
Socketed: 3

Tier 4 Paladin Armour



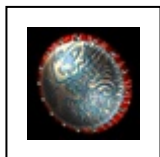
**Godhead
Hundsgugel (4)**

Defense: (464-705)
Durability: 24
(Paladin Only)
Required Strength: 54
Required Level: 28
+(91 to 110)% Damage to Demons
8% Chance of Crushing Blow
Hit Causes Monster to Flee +(8 to 9)%
+(91 to 110)% Enhanced Defense
+(26 to 30) to Strength
+(12 to 14)% Increased Healing Rate from Apples
(12 to 14)% Chance of Uninterruptable Attack
Socketed: 3



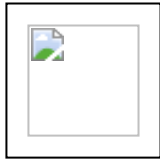
**Skull Lord
Blackguard Helm (4)**

Defense: (269-386)
Durability: 29
(Paladin Only)
Required Dexterity: 89
Required Level: 32
+(46 to 55) Energy Factor to Spell Damage
10% Faster Cast Rate
+(26 to 30)% to Lightning Spell Damage
+(26 to 30)% to Physical/Magic Spell Damage
+(91 to 110)% Enhanced Defense
(10 to 11)% Reanimate as: Knight of Famine
(17 to 19)% Curse Length Reduction
Socketed: 3



**Grail of Tears
Targe (4)**

Defense: (312-547)
Durability: 40
(Paladin Only)
Required Dexterity: 40
Required Level: 29
10% Faster Cast Rate
-(12 to 14)% to Enemy Fire Resistance
-(12 to 14)% to Enemy Lightning Resistance
-(12 to 14)% to Enemy Cold Resistance
-(12 to 14)% to Enemy Poison Resistance

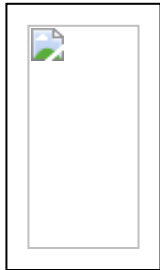


Attacker Flees after Striking (12 to 14)%
 +(111 to 140)% Enhanced Defense
 +(251 to 300) to Mana
 Socketed: 3

Oreichalcos

Rondache (4)

Defense: (428-806)
 Durability: 66
 (Paladin Only)
 Required Dexterity: 63
 Required Level: 30
 +(56 to 70)% Damage to Demons
 Slows Target by 8%
 +(111 to 140)% Enhanced Defense
 Total Character Defense Plus (12 to 14)%
 (251 to 300)% Extra Gold from Monsters
 Reduces all Vendor Prices 8%
 Increase Maximum Durability (36 to 40)%
 Socketed: 3



Thunderhead

Heraldic Shield (4)

Defense: (567-1110)
 Durability: 59
 (Paladin Only)
 Required Strength: 86
 Required Level: 32
 8% Chance to cast level 19 Static Lance when you Take Damage
 10% Faster Run/Walk
 10% Increased Attack Speed
 20% Faster Block Rate
 +(121 to 150)% Enhanced Defense
 +(12 to 14) to Strength
 +(12 to 14) to Dexterity
 +(12 to 14) to Vitality
 Socketed: 3



Catechumen

Aerin Shield (4)

Defense: (654-1324)
 Durability: 68
 (Paladin Only)
 Required Strength: (81-77)
 Required Level: 34
 11% Chance to cast level 24 Flamefront on Attack
 Adds (46-55)-(91-110) damage
 +(91 to 110)% Damage to Undead
 +(111 to 140)% Enhanced Defense
 Fire Resist +(22 to 24)%
 Lightning Resist +(22 to 24)%
 Cold Resist +(22 to 24)%
 Poison Resist +(46 to 55)%
 (12 to 14)% Reanimate as: Blood Templar
 Requirements (-26 to -30)%
 Socketed: 3



Shadowmoon

Crown Shield (4)

Defense: (804-1655)
 Durability: 77
 (Paladin Only)
 Required Dexterity: 133
 Required Level: 36
 10% Increased Attack Speed
 10% Faster Cast Rate
 +(19 to 22)% to Lightning Spell Damage
 +(19 to 22)% to Cold Spell Damage
 +(19 to 22)% to Poison Spell Damage
 +(17 to 19)% Bonus to Summoned Minion Life
 +(121 to 150)% Enhanced Defense
 Cold Absorb (12 to 14)%
 Lightning Absorb (12 to 14)%
 Fire Absorb (12 to 14)%
 Socketed: 3

Tier 4 Sorceress Armour

Serenthia's Disguise

Gambeson (4)

Defense: (573-1059)
 Durability: 44
 (Sorceress Only)
 Required Dexterity: 76
 Required Level: 29
 3% Chance to cast level 9 Charm when Attacked



+ (12 to 14)% Bonus to Energy Factor
 + (181 to 220)% Enhanced Defense
 Magic Damage Reduced by (12 to 14)
 + (56 to 70) Mana when Struck by an Enemy
 (91 to 110)% Extra Gold from Monsters
 (26 to 30)% Better Chance of Getting Magic Items
 Socketed: 4



**Ennead's Bane
 Kazarghand (4)**

Defense: (1010-2100)
 Durability: 74
 (Sorceress Only)
 Required Dexterity: (124-117)
 Required Level: 32
 + (2 to 3) to Sorceress Skill Levels
 20% Faster Cast Rate
 - (26 to 30)% to Enemy Lightning Resistance
 + (10 to 12) to Static Lance
 + (161 to 200)% Enhanced Defense
 + (26 to 30) to Energy
 + (26 to 30) to Dexterity
 Lightning Resist + (26 to 30)%
 Requirements (-26 to -30)%
 Socketed: 4



**Nightscape
 Lamellar Armor (4)**

Defense: (430-816)
 Durability: 50
 (Sorceress Only)
 Required Dexterity: 95
 Required Level: 30
 1% Chance to cast level 15 Banish when you Take Damage
 30% Faster Cast Rate
 20% Faster Hit Recovery
 + (26 to 30)% to Cold Spell Damage
 + (26 to 30)% Bonus to Summoned Minion Damage
 + (26 to 30)% Bonus to Summoned Minion Life
 + (81 to 100)% Enhanced Defense
 + (251 to 300) to Mana
 Socketed: 4



**Wisdom's Wrap
 Banded Plate (4)**

Defense: (604-1140)
 Durability: 110
 (Sorceress Only)
 Required Dexterity: (218-207)
 Required Level: 38
 + (2 to 3) to Sorceress Skill Levels
 + (31 to 35)% to Fire Spell Damage
 Regenerate Mana + (26 to 30)%
 Fire Resist + (51 to 60)%
 Slows Attacker by (12 to 14)%
 -2 to Light Radius
 Level 12 Summon Shadows (40 Charges)
 Requirements (-21 to -25)%
 Socketed: 4



**Wedding Dress of the Zann
 Ceremonial Armor (4)**

Defense: (1798-3888)
 Durability: 116
 (Sorceress Only)
 Required Dexterity: 296
 Required Level: 39
 + (5 to 6) to Moon Queen
 + (5 to 6) to Spiral Dance
 Slows Target by (12 to 14)%
 + (181 to 220)% Enhanced Defense
 + (46 to 55) to Strength
 + (46 to 55) to Dexterity
 + (111 to 140)% Enhanced Damage to Moonstrike
 Socketed: 4

Tier 5 One-Handed Swords

**Grim Fang
 Short Sword (5)**

One-Hand Damage: (56-62) to (63-69)
 Durability: 16
 Required Strength: 70
 Required Level: 37



+(111 to 130)% Enhanced damage
(15 to 17)% Life stolen per Hit
+(18 to 21) to Strength
Poison Resist +(31 to 35)%
Target Takes Additional Damage of (15 to 17)
Socketed: 3



**Al Nath
Scimitar (5)**

One-Hand Damage: (82-92) to (95-106)
Durability: 30
Required Strength: 149
Required Level: 39
+(151 to 180)% Enhanced damage
25% Increased Attack Speed
(61 to 70)% Bonus to Attack Rating
Adds (121-240)-(241-480) fire damage
Slows Target by (15 to 17)%
(15 to 17)% Bonus to Dexterity
Socketed: 3



**Wardance
Saber (5)**

One-Hand Damage: (101-113) to (117-130)
Durability: 44
Required Strength: 189
Required Level: 41
13% Chance to cast level 14 Blink when you Kill an Enemy
+(161 to 190)% Enhanced damage
25% Faster Run/Walk
35% Increased Attack Speed
+(141 to 170) Defense vs. Missile
+(15 to 17) to Dexterity
Socketed: 3



**Finis Terra
Falchion (5)**

One-Hand Damage: (114-127) to (135-150)
Durability: 58
Required Strength: 229
Required Level: 42
11% Chance to cast level 10 Shower of Rocks on Attack
1% Chance to cast level 21 Meteor Shower when you Kill an Enemy
+(161 to 190)% Enhanced damage
-(15 to 17)% to Enemy Fire Resistance
-(15 to 17)% to Enemy Poison Resistance
Fire Resist +(31 to 35)%
Poison Resist +(31 to 35)%
Socketed: 3



**Raptor Beak
Broad Sword (5)**

One-Hand Damage: (130-145) to (151-168)
Durability: 72
Required Strength: 269
Required Level: 44
45% Chance to cast level 15 Time Strike when Struck by a Missile
+(161 to 190)% Enhanced damage
25% Increased Attack Speed
+(31 to 35) to Vitality
+(31 to 35) Life on Striking in Melee
+(15 to 17) Life when Struck by an Enemy
(111 to 130)% Extra Gold from Monsters
Socketed: 5



**Herr Donner
Long Sword (5)**

One-Hand Damage: (121-132) to (143-156)
Durability: 86
Required Strength: 309
Required Level: 45
27% Chance to cast level 20 Flash on Attack
+(121 to 140)% Enhanced damage
35% Increased Attack Speed
Adds 1-(311-380) lightning damage
Stun Attack
+(31 to 35)% to Lightning Spell Damage
Socketed: 5

**Lachdanan's Avenger
War Sword (5)**

One-Hand Damage: (153-171) to (182-203)
Durability: 100
Required Strength: 349



Required Level: 49
7% Chance to cast level 19 Spike Nova when Struck
+(1 to 3) to Paladin Skill Levels
+(161 to 190)% Enhanced damage
+(151 to 175)% Damage to Demons
+(151 to 175)% Damage to Undead
(15 to 17)% Chance of Crushing Blow
+(56 to 65) to Strength
All Resists +(31 to 35)%
Socketed: 3

Tier 5 Crystal Swords



Iceflayer
Crystal Sword (5)
One-Hand Damage: (91-102) to (106-118)
Durability: 40
Required Dexterity: 309
Required Level: 48
+(141 to 170)% Enhanced damage
35% Faster Hit Recovery
Adds (201-400)-(601-1200) cold damage
(31 to 35)% Chance of Open Wounds
(15 to 17)% Bonus to Dexterity
+(111 to 130)% Enhanced Damage to Moonstrike
Socketed: 5

Tier 5 Two-Handed Swords



The Overlord
Two-Handed Sword (5)
One-Hand Damage: (56-61) to (64-70)
Two-Hand Damage: (82-90) to (88-96)
Durability: 28
Required Strength: 149
Required Level: 37
1% Chance to cast level 5 Unholy Armor on Attack
+(101 to 120)% Enhanced damage
(41 to 45)% Chance of Open Wounds
Slows Target by (23 to 26)%
(18 to 21)% Bonus to Strength
(41 to 45)% Chance of Uninterruptable Attack
Socketed: 4



Jared's Fragmentor
Claymore (5)
One-Hand Damage: (86-97) to (101-113)
Two-Hand Damage: (139-156) to (151-170)
Durability: 42
Required Strength: 203
Required Level: 39
23% Chance to cast level 12 Spike Nova on Attack
100% Chance to cast level 41 Immolation Bomb when you Die
+(141 to 170)% Enhanced damage
(23 to 26)% Chance of Crushing Blow
(41 to 45)% Chance of Open Wounds
+(26 to 30) to Strength
Socketed: 4



Hellreaper
Giant Sword (5)
One-Hand Damage: (110-123) to (130-145)
Two-Hand Damage: (190-212) to (200-224)
Durability: 56
Required Strength: 256
Required Level: 41
5% Chance to cast level 10 Death Coil on Attack
+(151 to 180)% Enhanced damage
25% Increased Attack Speed
(15 to 17)% Life stolen per Hit
Enhanced Weapon Damage +(56 to 65)%
+(141 to 170) Defense
Increase Maximum Life (15 to 17)%
Socketed: 4

Addertongue
Bastard Sword (5)
One-Hand Damage: 52 to 62
Two-Hand Damage: 92 to 98
Durability: 70
Required Strength: 309
Required Level: 43
45% Chance to cast level 26 Venomous Spirit on Attack
+(2 to 3) to Paladin Skill Levels
+(31 to 35)% to Cold Spell Damage



(15 to 17)% Bonus to Strength
(15 to 17)% Bonus to Energy
Total Character Defense Plus (15 to 17)%
Socketed: 4



Frostbringer
Flamberge (5)
One-Hand Damage: (148-165) to (291-331)
Two-Hand Damage: (273-305) to (402-454)
Durability: 84
Required Strength: 362
Required Level: 45
45% Chance to cast level 25 Ice Lance on Attack
+(1 to 3) to All Skills
+(151 to 180)% Enhanced damage
+(111 to 130) to Maximum Damage
+(31 to 35)% to Cold Spell Damage
Cold Resist +(41 to 45)%
(15 to 17)% Chance of Uninterruptable Attack
Socketed: 5



The Dao of Xiansai
Great Sword (5)
One-Hand Damage: (160-179) to (336-388)
Two-Hand Damage: (306-341) to (464-531)
Durability: 98
Required Strength: 415
Required Level: 49
+(2 to 3) to All Skills
+(151 to 180)% Enhanced damage
35% Increased Attack Speed
35% Faster Hit Recovery
+(141 to 170) to Maximum Damage
(151 to 175)% Bonus to Attack Rating
+(301 to 350) Defense
+(15 to 17)% to Experience Gained
Socketed: 5

Tier 5 One-Handed Axes



Brainhack
Hand Axe (5)
One-Hand Damage: (65-72) to (80-89)
Durability: 22
Required Strength: 70
Required Level: 37
7% Chance to cast level 14 Banish when you Kill an Enemy
+(151 to 180)% Enhanced damage
Slows Target by (15 to 17)%
+(15 to 17) to Strength
(-15 to -17) to Energy
Socketed: 3



The Lumberjack
Axe (5)
One-Hand Damage: (71-78) to (240-278)
Durability: 36
Required Strength: 169
Required Level: 40
100% Chance to cast level 11 Call Treewarden when you Level-Up
+3 to Druid Skill Levels
+(111 to 130)% Enhanced damage
25% Increased Attack Speed
+(141 to 170) to Maximum Damage
+(141 to 170)% Damage to Undead
(15 to 17)% Chance of Crushing Blow
+(111 to 130) Defense
Socketed: 5



Anthem De Frost
Double Axe (5)
One-Hand Damage: (141-158) to (271-312)
Durability: 50
Required Strength: 229
Required Level: 42
3% Chance to cast level 21 Glacial Nova on Attack
45% Chance to cast level 19 Shackles of Ice when you Kill an Enemy
+(111 to 130)% Enhanced damage
Adds (51-60)-(141-170) damage

Adds (321-640)-(481-960) cold damage
+(31 to 35)% to Cold Spell Damage
(15 to 17)% Chance of Uninterruptable Attack
Socketed: 5



The Prospector's Pick
Military Pick (5)

One-Hand Damage: (133-147) to (200-223)
Durability: 64
Required Strength: 289
Required Level: 44
+(161 to 190)% Enhanced damage
+(31 to 35) to Strength
+(31 to 35) to Dexterity
(111 to 130)% Extra Gold from Monsters
(56 to 65)% Better Chance of Getting Magic Items
Socketed: 5

Rainbowcleave
War Axe (5)

One-Hand Damage: (139-156) to (216-242)
Durability: 78
Required Strength: 349
Required Level: 48
+(1 to 3) to All Skills
+(141 to 170)% Enhanced damage
35% Increased Attack Speed
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Lightning Spell Damage
+(31 to 35)% to Cold Spell Damage
Fire Resist +(41 to 45)%
Lightning Resist +(41 to 45)%
Cold Resist +(41 to 45)%
Magic Damage Reduced by (15 to 17)
Socketed: 5



Tier 5 Two-Handed Axes

Heartrend
Large Axe (5)

Two-Hand Damage: (84-92) to (97-105)
Durability: 28
Required Strength: 126
Required Level: 37
+(111 to 130)% Enhanced damage
(14 to 16)% Life stolen per Hit
(15 to 17)% Chance of Crushing Blow
Fire Resist +(31 to 35)%
+(15 to 17)% Increased Healing Rate from Apples
Level 10 Blood Flash (35 Charges)
Socketed: 5



Jackal's Hunger
Broad Axe (5)

Two-Hand Damage: (140-156) to (271-310)
Durability: 44
Required Strength: 196
Required Level: 40
13% Chance to cast level 10 Lifeblood when you Kill an Enemy
+(1 to 3) to All Skills
+(151 to 180)% Enhanced damage
25% Increased Attack Speed
+(101 to 120) to Maximum Damage
+(26 to 30) to Strength
(171 to 200)% Extra Gold from Monsters
Socketed: 5



Skullhammer
Battle Axe (5)

Two-Hand Damage: (206-234) to (261-297)
Durability: 60
Required Strength: 266
Required Level: 42
+(191 to 230)% Enhanced damage
35% Increased Attack Speed
Stun Attack
(31 to 35)% Chance of Crushing Blow
(15 to 17)% Bonus to Strength
Decrease Maximum Mana (-15 to -17)%
Socketed: 5



Norrec's Topor
Great Axe (5)

Two-Hand Damage: (264-299) to (511-584)
Durability: 76
Required Strength: 335



Required Level: 44
+(201 to 240)% Enhanced damage
+(171 to 200) to Maximum Damage
+(56 to 65) to Strength
Replenish Life +(61 to 70)
Damage Reduced by (15 to 17)
+(31 to 35)% to Fire Spell Damage
-(31 to 35)% to Enemy Fire Resistance
(15 to 17)% Reanimate as: Infernal Lord
Target Takes Additional Damage of (31 to 35)
Socketed: 5

Edge of Extinction

Giant Axe (5)

Two-Hand Damage: (301-340) to (394-445)
Durability: 92

Required Strength: 405

Required Level: 48

27% Chance to cast level 30 Gamma Field when you Kill an Enemy

+(3 to 4) to Druid Skill Levels

+(201 to 240)% Enhanced damage

+(111 to 130)% Damage to Undead

-(31 to 35)% to Enemy Poison Resistance

Slows Ranged Attacker by (15 to 17)%

Poison Resist +(61 to 70)%

(15 to 17)% Reanimate as: Zombie

Socketed: 5



Tier 5 Maces



Gnarled Root

Club (5)

One-Hand Damage: (78-88) to (93-105)

Durability: 8

Required Strength: 70

Required Level: 37

9% Chance to cast level 22 Poison Flash on Attack

+(31 to 35)% Bonus Damage to Mark of the Wild

+(201 to 240)% Enhanced damage

65% Increased Attack Speed

(111 to 130)% Bonus to Attack Rating

(31 to 35)% Bonus to Dexterity

Socketed: 3



Greiz' Slapjack

Spiked Club (5)

One-Hand Damage: (77-86) to (101-113)

Durability: 24

Required Strength: 146

Required Level: 40

+(141 to 170)% Enhanced damage

25% Increased Attack Speed

Adds 1-(201-400) lightning damage

(31 to 35)% Chance of Crushing Blow

(15 to 17)% Bonus to Strength

(15 to 17)% Bonus to Dexterity

Socketed: 3



Koth's Lesson

Mace (5)

One-Hand Damage: (92-103) to (135-151)

Durability: 40

Required Strength: 186

Required Level: 42

27% Chance to cast level 20 Bloodlust when you Kill an Enemy

+(1 to 3) to Barbarian Skill Levels

+(111 to 130)% Bonus Damage to Bloodlust

+(151 to 180)% Enhanced damage

+(301 to 360)% Damage to Undead

+(251 to 300) Defense

+(31 to 35) to Strength

Increase Maximum Life (15 to 17)%

Socketed: 3



Magnet Rock

Morning Star (5)

One-Hand Damage: 42 to (257-296)

Durability: 56

Required Strength: 226

Required Level: 44

+(191 to 230) to Maximum Damage

Slows Target by (15 to 17)%

Damage Reduced by (18 to 21)

(171 to 200)% Damage Reflected

(301 to 350)% Extra Gold from Monsters

(61 to 70)% Better Chance of Getting Magic Items
Socketed: 3



**Ravenflock
Flail (5)**

One-Hand Damage: (120-133) to (193-214)
Durability: 42
Required Strength: 266
Required Level: 47
7% Chance to cast level 25 Doom on Attack
+(161 to 190)% Enhanced damage
35% Increased Attack Speed
(31 to 35)% Chance of Open Wounds
+(31 to 35) to all Attributes
Decrease Maximum Durability (-41 to -45)%
Socketed: 5

Tier 5 One-Handed Hammers



**Archon's Wrath
War Hammer (5)**

One-Hand Damage: (95-107) to (275-321)
Durability: 75
Required Strength: 263
Required Level: 42
9% Chance to cast level 33 Apocalypse on Attack
+(181 to 215)% Enhanced damage
+(141 to 170) to Maximum Damage
+(301 to 350)% Damage to Demons
+(301 to 350)% Damage to Undead
Adds (201-400)-(281-560) fire damage
(23 to 26)% Bonus to Strength
Socketed: 5

Tier 5 Two-Handed Hammers



**Bonerattler
Maul (5)**

Two-Hand Damage: (188-211) to (392-450)
Durability: 114
Required Strength: 385
Required Level: 44
+(1 to 3) to Paladin Skill Levels
+(181 to 215)% Enhanced damage
+(151 to 180) to Maximum Damage
+(221 to 260)% Damage to Undead
(15 to 17)% Chance of Crushing Blow
(12 to 13)% Reanimate as: Bone Archer
(12 to 13)% Reanimate as: Burning Dead Archer
(12 to 13)% Reanimate as: Horror Archer
Socketed: 5



**The Flying Anvil
Great Maul (5)**

Two-Hand Damage: (213-239) to (281-315)
Durability: 138
Required Strength: 465
Required Level: 48
+(111 to 130) Crafting Points
27% Chance to cast level 16 Flamestrike on Attack
+(181 to 215)% Enhanced damage
Stun Attack
+(56 to 65) to Strength
Total Character Defense Plus (31 to 35)%
Socketed: 5

Tier 5 Sceptres



**Sunbearer
Scepter (5)**

One-Hand Damage: 26 to 30
Durability: 14
Required Dexterity: 119
Required Level: 37
13% Chance to cast level 14 Gift of Vanquishing when Struck
+(1 to 3) to Amazon Skill Levels
25% Faster Cast Rate
-(15 to 17)% to Enemy Fire Resistance
Fire Resist +(31 to 35)%
(111 to 130)% Extra Gold from Monsters
Socketed: 3

**Voidstream
Grand Scepter (5)**



One-Hand Damage: 38 to 49
Durability: 30
Required Dexterity: 199
Required Level: 41
+(2 to 3) to Paladin Skill Levels
25% Faster Cast Rate
+(31 to 35)% to Lightning Spell Damage
+(31 to 35)% to Physical/Magic Spell Damage
Regenerate Mana +(41 to 45)%
Damage Reduced by (15 to 17)
Slows Attacker by (15 to 17)%
Socketed: 3



Dreamswayer
War Scepter (5)
One-Hand Damage: (101-110) to (145-158)
Durability: 46
Required Dexterity: 279
Required Level: 44
+(111 to 130) Energy Factor to Spell Damage
1% Chance to cast level 13 Charm on Attack
13% Chance to cast level 10 Nightmare on Attack
+(1 to 3) to Paladin Skill Levels
+(111 to 130)% Enhanced damage
35% Increased Attack Speed
-(31 to 35)% to Enemy Fire Resistance
-(31 to 35)% to Enemy Cold Resistance
Regenerate Mana +(41 to 45)%
Socketed: 5

Tier 5 Javelins



Devil's Flight
Javelin (5)
Throw Damage: (74-83) to (93-105)
One-Hand Damage: (53-59) to (62-70)
Durability: 32
Required Dexterity: 70
Required Level: 36
45% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 50 Pentagram when you Level-Up
+(141 to 170)% Enhanced damage
25% Increased Attack Speed
Fire Resist +(31 to 35)%
(15 to 17)% Reanimate as: Stone Clan
Socketed: 3



Shadowstrike
Pilum (5)
Throw Damage: (104-116) to (212-239)
One-Hand Damage: (67-75) to (147-166)
Durability: 56
Required Dexterity: 163
Required Level: 40
100% Chance to cast level 43 Dark Power when you Level-Up
35% Chance to cast level 29 Punisher when you Kill an Enemy
+(161 to 190)% Enhanced damage
+(56 to 65) to Maximum Damage
+(15 to 17) to all Attributes
Fire Resist +(41 to 45)%
Cold Resist +(41 to 45)%
Socketed: 3



Icepick
Short Spear (5)
Throw Damage: (103-112) to (234-264)
One-Hand Damage: (63-69) to (160-183)
Durability: 80
Required Dexterity: 222
Required Level: 42
13% Chance to cast level 26 Shatter the Flesh when you Kill an Enemy
+(1 to 3) to Amazon Skill Levels
+(111 to 130)% Enhanced damage
35% Faster Hit Recovery
+(66 to 80) to Maximum Damage
-(15 to 17)% to Enemy Cold Resistance Cold Resist +(41 to 45)%
Socketed: 3

Sudis Murale
Glaive (5)
Throw Damage: (151-168) to (369-417)
One-Hand Damage: (88-98) to (251-286)
Durability: 104
Required Dexterity: 282
Required Level: 44
9% Chance to cast level 16 Fortress when you Kill an Enemy



+(161 to 190)% Enhanced damage
+(111 to 130) to Maximum Damage
(15 to 17)% Chance of Crushing Blow
+(41 to 45) to Strength
+(31 to 35) to Dexterity
Total Character Defense Plus (31 to 35)%
Socketed: 4



Dwaallicht
Throwing Spear (5)
Throw Damage: (179-201) to (434-492)
One-Hand Damage: (106-119) to (285-325)
Durability: 126
Required Dexterity: 342
Required Level: 47
45% Chance to cast level 15 Time Strike when you Kill an Enemy
+(181 to 215)% Enhanced damage
35% Increased Attack Speed
+(111 to 130) to Maximum Damage
(111 to 130)% Bonus to Attack Rating
Adds (281-560)-(601-1200) magic damage
(19 to 22)% Mana stolen per Hit
Enhanced Weapon Damage +(81 to 90)%
Socketed: 4

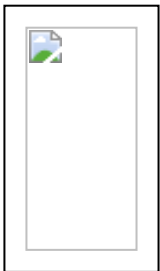
Tier 5 Spears



Ravenbeak
Spear (5)
Two-Hand Damage: (90-100) to (115-128)
Durability: 24
Required Strength: 70
Required Dexterity: 70
Required Level: 36
45% Chance to cast level 26 Flamefront on Attack
+(151 to 180)% Enhanced damage
(14 to 16)% Life stolen per Hit
+(71 to 80) to Strength
+(31 to 35) to Dexterity
(61 to 70)% Better Chance of Getting Magic Items
Socketed: 5



Sea Summoner
Trident (5)
Two-Hand Damage: (104-116) to (172-191)
Durability: 48
Required Strength: 126
Required Dexterity: 163
Required Level: 40
9% Chance to cast level 10 Glacial Nova on Attack
+(161 to 190)% Enhanced damage
Adds (281-560)-(401-800) cold damage
Slows Target by (15 to 17)%
+(56 to 65) to Dexterity
Replenish Life +(56 to 65)
Total Character Defense Plus (31 to 35)%
Socketed: 5

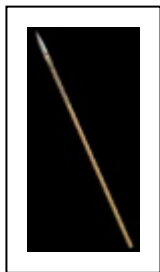


Shieldcracker
Brandistock (5)
Two-Hand Damage: (119-132) to (381-435)
Durability: 72
Required Strength: 166
Required Dexterity: 219
Required Level: 42
+(171 to 200)% Enhanced damage
+(151 to 180) to Maximum Damage
-(31 to 35)% Target Defense
(111 to 130)% Bonus to Attack Rating
(-301 to -350) to Monster Defense per Hit
(31 to 35)% Bonus to Strength
(31 to 35)% Bonus to Dexterity
Socketed: 5

Fangspears
Spetum (5)
Two-Hand Damage: (198-221) to (432-487)
Durability: 96
Required Strength: 206
Required Dexterity: 276
Required Level: 44
27% Chance to cast level 13 Miasma on Attack



45% Chance to cast level 34 Venomous Spirit on Attack
+(2 to 3) to Amazon Skill Levels
+(171 to 200)% Enhanced damage
Adds (71-80)-(151-175) damage
(221 to 260)% Bonus to Miasma Haunt Duration
+(31 to 35) Life after each Kill
Socketed: 5

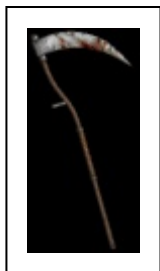


Death Pit Stake

Pike (5)

Two-Hand Damage: (160-180) to (385-432)
Durability: 120
Required Strength: (169-159)
Required Dexterity: (229-215)
Required Level: 47
35% Chance to cast level 20 Carpet of Spiders on Attack
+(2 to 3) to Paladin Skill Levels
+(221 to 260)% Enhanced damage
35% Increased Attack Speed
Adds (350-700)-(700-1400) poison damage over 7 seconds
+(41 to 45)% to Poison Spell Damage
Poison Length Reduced by (41 to 45)%
Socketed: 5
Requirements (-31 to -35)%

Tier 5 Scythes



Bonefiend

Scythe (5)

Two-Hand Damage: (88-98) to (382-431)
Durability: 74
Required Strength: 229
Required Dexterity: 229
Required Level: 43
+(161 to 190)% Enhanced damage
+(111 to 130) to Maximum Damage
+(301 to 350)% Damage to Undead
+(14 to 16) to Razor Spines
(23 to 26)% Bonus to Strength
(15 to 17)% Reanimate as: Returned Archer
(111 to 130)% Extra Gold from Monsters
Socketed: 5

Tier 5 Daggers



The Shanker

Dagger (5)

One-Hand Damage: (73-83) to (75-86)
Durability: 8
Required Dexterity: 70
Required Level: 36
+(181 to 220)% Enhanced damage
25% Increased Attack Speed
(41 to 45)% Chance of Open Wounds
+(11 to 12) to Hamstring
Slows Target by (15 to 17)%
Socketed: 2



Quov Tsin's Fall

Dirk (5)

One-Hand Damage: 30 to 32
Durability: 14
Required Dexterity: 149
Required Level: 41
+(2 to 3) to Necromancer Skill Levels
35% Faster Cast Rate
Fire Resist +(41 to 45)%
Poison Resist +(41 to 45)%
(23 to 26)% Reanimate as: Dark Magistrate
(23 to 26)% Reanimate as: Succubus
Socketed: 2



Acidburn

Kriss (5)

One-Hand Damage: (88-98) to (99-110)
Durability: 20
Required Dexterity: 209
Required Level: 43
+(2 to 3) to Druid Skill Levels
+(161 to 190)% Enhanced damage
35% Faster Hit Recovery

Adds (250-500)-(500-1000) poison damage over 5 seconds
 -(36 to 40)% to Enemy Poison Resistance
 Poison Resist +(41 to 45)%
 Socketed: 3



Clawscratch Blade (5)

One-Hand Damage: (111-125) to (327-382)
 Durability: 26
 Required Dexterity: 269
 Required Level: 47
 +(2 to 3) to Druid Skill Levels
 +(201 to 240)% Enhanced damage
 +(31 to 35)% Bonus Damage to Mark of the Wild
 35% Increased Attack Speed
 35% Faster Hit Recovery
 +(201 to 240) to Maximum Damage
 (71 to 85)% Duration Bonus to Mark of the Wild
 +(23 to 26) to Vitality
 Socketed: 3

Tier 5 Throwing Knives



Death Touch Throwing Knife (5)

Throw Damage: 34 to 36
 One-Hand Damage: 23 to 24
 Durability: 8
 Required Dexterity: 116
 Required Level: 36
 9% Chance to cast level 24 Scorpion Blade when you Kill an Enemy
 +(1 to 3) to Assassin Skill Levels
 25% Faster Run/Walk
 (141 to 170)% Bonus to Attack Rating
 Adds 18-20 poison damage over 6 seconds
 -(31 to 35)% to Enemy Fire Resistance
 -(31 to 35)% to Enemy Poison Resistance
 Socketed: 2



Icebird Flying Knife (5)

Throw Damage: (157-178) to (177-201)
 One-Hand Damage: (93-105) to (104-118)
 Durability: 12
 Required Dexterity: 242
 Required Level: 41
 1% Chance to cast level 10 Shackles of Ice on Striking
 +(191 to 230)% Enhanced damage
 Adds (201-400)-(521-1040) cold damage
 -(15 to 17)% to Enemy Cold Resistance
 Cold Absorb (12 to 13)%
 35% Better Chance of Getting Magic Items
 Socketed: 2



Ironsleet Balanced Knife (5)

Throw Damage: (219-248) to (423-490)
 One-Hand Damage: (126-142) to (312-364)
 Durability: 16
 Required Dexterity: 369
 Required Level: 44
 9% Chance to cast level 11 Knife Throw on Striking
 100% Chance to cast level 51 Cold Fear when you Level-Up
 +(201 to 240)% Enhanced damage
 +(171 to 205) to Maximum Damage
 -(23 to 26)% Target Defense
 (20 to 23)% Stamina stolen per Hit
 Cold Resist +(41 to 45)%
 Socketed: 2

Tier 5 Throwing Axes



Sterrenvogel Throwing Axe (5)

Throw Damage: 32 to 36
 One-Hand Damage: 22 to 24
 Durability: 12
 Required Strength: 116
 Required Level: 36
 +(1 to 3) to Barbarian Skill Levels
 25% Increased Attack Speed
 Adds (81-160)-(161-320) fire damage
 Adds (81-160)-(161-320) lightning damage
 Adds (81-160)-(161-320) cold damage
 -(31 to 35)% to Enemy Fire Resistance



-(31 to 35)% to Enemy Lightning Resistance
 -(31 to 35)% to Enemy Cold Resistance
 -(31 to 35)% to Enemy Poison Resistance
 Socketed: 2

Rockshatter

Balanced Axe (5)

Throw Damage: (128-145) to (454-519)
 One-Hand Damage: (78-89) to (294-337)
 Durability: 20
 Required Strength: 322
 Required Level: 43
 4% Chance to cast level 31 Blast Wave when you Kill an Enemy
 +(191 to 230)% Enhanced damage
 +(111 to 130) to Maximum Damage
 (23 to 26)% Chance of Crushing Blow
 Enhanced Weapon Damage +(111 to 130)%
 +(56 to 65) to Strength
 +(31 to 35) Life after each Kill
 Socketed: 5

Tier 5 Staves



Demoncall

Short Staff (5)

Two-Hand Damage: 36 to 40
 Durability: 22
 Required Dexterity: 35
 Required Level: 36
 +(111 to 130) Energy Factor to Spell Damage
 +(2 to 3) to All Skills
 25% Faster Cast Rate
 +(18 to 21) to Rune of Fire
 Fire Resist +(31 to 35)%
 Poison Resist +(31 to 35)%
 Socketed: 3



The Magister

Long Staff (5)

Two-Hand Damage: 44 to 52
 Durability: 46
 Required Dexterity: 61
 Required Level: 40
 +(3 to 5) to All Skills
 +(41 to 45)% to Fire Spell Damage
 +(41 to 45)% to Lightning Spell Damage
 +(17 to 20) to Flash
 +(17 to 20) to Apocalypse
 Fire Resist +(56 to 65)%
 Lightning Resist +(56 to 65)%
 Total Character Defense Plus (31 to 35)%
 Socketed: 4



Dubhdroiacht

Gnarled Staff (5)

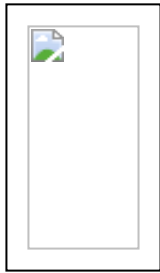
Two-Hand Damage: 52 to 65
 Durability: 70
 Required Dexterity: 89
 Required Level: 42
 +(136 to 160) Energy Factor to Spell Damage
 +(3 to 5) to All Skills
 +(141 to 170)% Bonus to Poison Skill Duration
 -(31 to 35)% to Enemy Poison Resistance
 +(21 to 25) to Pyroclastic Flow
 +(31 to 35)% Bonus to Summoned Minion Life
 Increase Maximum Life (15 to 17)%
 Total Character Defense Plus (31 to 35)%
 Poison Length Reduced by (41 to 45)%
 Socketed: 4



The Covenant

Battle Staff (5)

Two-Hand Damage: 61 to 78
 Durability: 94
 Required Dexterity: 118
 Required Level: 43
 +(141 to 170) Crafting Points
 9% Chance to cast level 11 Doom when you Take Damage
 +(3 to 5) to Paladin Skill Levels
 35% Faster Run/Walk
 35% Faster Cast Rate
 +(61 to 70)% to Fire Spell Damage
 +(61 to 70)% to Physical/Magic Spell Damage
 Replenish Life +(141 to 170)
 +(15 to 17)% Increased Healing Rate from Apples
 Socketed: 4



Staff of Roses

War Staff (5)

Two-Hand Damage: 68 to 88

Durability: 118

Required Dexterity: 146

Required Level: 47

+(3 to 5) to All Skills

+(41 to 45)% Bonus to Energy Factor

50% Faster Cast Rate

+(9 to 10) to Blood Flash

Regenerate Mana +(56 to 65)%

Fire Resist +(41 to 45)%

Lightning Resist +(41 to 45)%

(20 to 22)% Reanimate as: Knight of Death

+(56 to 65) Life after each Kill

Socketed: 5

Tier 5 Bows



The Rift Bow

Short Bow (5)

Two-Hand Damage: 31 to 35

Required Dexterity: 116

Required Level: 36

9% Chance to cast level 1 Teleport on Striking

55% Increased Attack Speed

(151 to 175)% Bonus to Attack Rating

Adds (121-240)-(241-480) magic damage

(15 to 17)% Bonus to Dexterity

Socketed: 5



Deadly Hunter

Hunter's Bow (5)

Two-Hand Damage: (127-142) to (151-169)

Required Dexterity: 156

Required Level: 39

25% Chance to cast level 31 Pain Spirit when you Kill an Enemy

+(141 to 170)% Enhanced damage

30% Faster Run/Walk

Adds (31-35)-(36-40) damage

+(301 to 350)% Damage to Undead

+(31 to 35) to Dexterity

Socketed: 5



Magebane

Long Bow (5)

Two-Hand Damage: (101-110) to (130-142)

Required Dexterity: 196

Required Level: 40

+(2 to 3) to All Skills

+(111 to 130)% Enhanced damage

+200 fire damage

+200 lightning damage

+200 cold damage

-(18 to 21)% to Enemy Fire Resistance

-(18 to 21)% to Enemy Lightning Resistance

-(18 to 21)% to Enemy Cold Resistance

(-31 to -35) to Energy

Fire Resist +(31 to 35)%

Lightning Resist +(31 to 35)%

Cold Resist +(31 to 35)%

+(26 to 30) Mana on Striking

Socketed: 5



Soulraider

Composite Bow (5)

Two-Hand Damage: (145-162) to (261-297)

Required Dexterity: 236

Required Level: 41

+(151 to 180)% Enhanced damage

+(71 to 85) to Maximum Damage

-(18 to 21)% Target Defense

Slows Target by (15 to 17)%

Drains 2% Life per Second

+(9 to 10) Life on Striking

+(9 to 10) Mana on Striking

Socketed: 5

Buriza-Do Tsuru

Short Battle Bow (5)

Two-Hand Damage: (174-194) to (413-478)

Required Dexterity: 276

Required Level: 42

27% Chance to cast level 17 Countdown when you Kill an Enemy

+(161 to 190)% Enhanced damage



35% Increased Attack Speed
+(181 to 220) to Maximum Damage
Adds (201-400)-(281-560) cold damage
-(41 to 45)% to Enemy Cold Resistance
Socketed: 5



Darkplague

Long Battle Bow (5)

Two-Hand Damage: (205-228) to (276-306)

Required Dexterity: (233-220)

Required Level: 43

18% Chance to cast level 10 Time Strike on Striking

9% Chance to cast level 30 Death Star on Striking

+(171 to 200)% Enhanced damage

(19 to 22)% Stamina stolen per Hit

-(41 to 45)% to Enemy Poison Resistance

Enhanced Weapon Damage +(111 to 130)%

Poison Resist +(41 to 45)%

Socketed: 5

Requirements (-26 to -30)%

Webspinner

Short War Bow (5)

Two-Hand Damage: (205-229) to (392-443)

Required Dexterity: (244-230)

Required Level: 47

7% Chance to cast level 16 Miasma on Striking

9% Chance to cast level 11 Carpet of Spiders when you Kill an Enemy

+(151 to 180)% Enhanced damage

+(111 to 130) to Maximum Damage

+(15 to 17)% to Poison Spell Damage

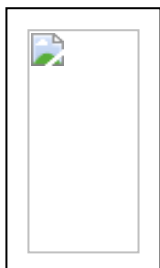
Slows Ranged Attacker by (31 to 35)%

Increase Maximum Life (15 to 17)%

Miasma Effect Duration: +2 seconds

Requirements (-31 to -35)%

Socketed: 5



The Black Dame

Long War Bow (5)

Two-Hand Damage: (285-320) to (505-572)

Required Dexterity: 395

Required Level: 48

9% Chance to cast level 14 Hunting Banshee when you Kill an Enemy

+(221 to 260)% Enhanced damage

65% Increased Attack Speed

+(111 to 130) to Maximum Damage

(23 to 27)% Mana stolen per Hit

Slows Target by (15 to 17)%

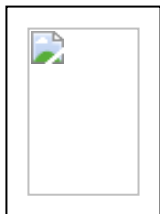
Total Character Defense Plus (41 to 45)%

(12 to 13)% Reanimate as: Dark Huntress

+(15 to 17)% to Experience Gained

Socketed: 5

Tier 5 Crossbows



Runeshatter

Light Crossbow (5)

Two-Hand Damage: (120-131) to (154-169)

Required Strength: 205

Required Level: 40

4% Chance to cast level 30 Mana Sweep when you Kill an Enemy

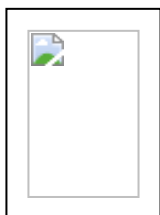
+(101 to 120)% Enhanced damage

+(151 to 175)% Damage to Demons

+(31 to 35) to Strength

(41 to 45)% Curse Length Reduction

Socketed: 5



The Barracuda

Crossbow (5)

Two-Hand Damage: (185-207) to (301-339)

Required Strength: 289

Required Level: 42

8% Chance to cast level 15 Bloodlust when you Kill an Enemy

+(151 to 180)% Enhanced damage

+(56 to 65)% Bonus Damage to Bloodlust

25% Increased Attack Speed

+(56 to 65) to Maximum Damage

(15 to 17)% Chance of Crushing Blow

Socketed: 5

Fallentooth

Heavy Crossbow (5)



Two-Hand Damage: (297-333) to (498-564)

Required Strength: 372

Required Level: 47

+(181 to 215)% Enhanced damage
+(111 to 130) to Maximum Damage
(15 to 17)% Life stolen per Hit
(41 to 45)% Chance of Open Wounds
+(22 to 26) to Summon Fallen
(23 to 26)% Bonus to Strength
Fire Resist +(41 to 45)%
Lightning Resist +(41 to 45)%
Socketed: 5

Embershot

Repeating Crossbow (5)

Two-Hand Damage: (276-306) to (382-423)

Required Strength: 414

Required Level: 48

27% Chance to cast level 25 Flamefront when you Kill an Enemy
+(171 to 200)% Enhanced damage
Adds (281-560)-(601-1200) fire damage
-(31 to 35)% to Enemy Fire Resistance
+(41 to 45) to Strength
+(41 to 45) to Vitality
Fire Absorb (15 to 17)%
Socketed: 5



Tier 5 Amazon Weapons

Flowerspring

Stag Bow (5)

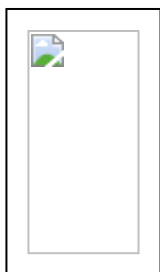
Two-Hand Damage: (236-264) to (311-346)

(Amazon Only)

Required Dexterity: 330

Required Level: 43

35% Chance to cast level 26 Death Blossom when you Kill an Enemy
4% Chance to cast level 18 Lifeblood when you Kill an Enemy
+(151 to 180)% Enhanced damage
Adds (71-80)-(91-100) damage
Adds 120-150 fire damage
(23 to 26)% Bonus to Dexterity
Replenish Life +(56 to 65)
+(71 to 85)% Damage when using a Healing Potion
All Resists +(31 to 35)%
Socketed: 5



Herald of Skartara

Reflex Bow (5)

Two-Hand Damage: (358-407) to (524-595)

(Amazon Only)

Required Dexterity: 414

Required Level: 48

4% Chance to cast level 11 Phalanx when you Kill an Enemy
4% Chance to cast level 11 Celerity when you Kill an Enemy
+(221 to 260)% Enhanced damage
35% Increased Attack Speed
Adds (111-130)-(181-210) damage
+(9 to 10) to Elfin Arrows
(31 to 35)% Chance of Uninterruptable Attack
(111 to 130)% Extra Gold from Monsters
Socketed: 5



Sundial Spire

Maiden Spear (5)

Two-Hand Damage: (105-117) to (225-252)

Durability: 64

(Amazon Only)

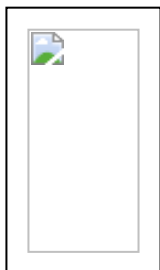
Required Strength: 145

Required Dexterity: 290

Required Level: 44

Mega Impact

+(61 to 70) Energy Factor to Spell Damage
100% Chance to cast level 30 Chronofield when you Level-Up
+(151 to 180)% Enhanced damage
50% Increased Attack Speed
-(31 to 35)% to Enemy Fire Resistance
+(9 to 10) to Sunburn
(31 to 35)% Bonus to Energy
Socketed: 5



Terra Indiges

Maiden Pike (5)

Two-Hand Damage: (132-149) to (477-547)

Durability: 80

(Amazon Only)

Required Strength: 175



Required Dexterity: 351

Required Level: 47

Mega Impact

35% Chance to cast level 15 Elemental on Attack

5% Chance to cast level 15 Bloodlust on Attack

+(71 to 85)% Bonus Damage to Bloodlust

+(201 to 240)% Enhanced damage

20% Faster Hit Recovery

+(161 to 190) to Maximum Damage

All Resists +(61 to 70)%

Damage Reduced by (15 to 17)%

Total Character Defense Plus (31 to 35)%

Socketed: 5

Mooncurse

Maiden Javelin (5)

Throw Damage: (138-154) to (372-420)

One-Hand Damage: (82-92) to (259-294)

Durability: 84

(Amazon Only)

Required Strength: 179

Required Dexterity: 359

Required Level: 47

13% Chance to cast level 20 Frog Prince when you Kill an Enemy

13% Chance to cast level 20 Banish when you Kill an Enemy

+(151 to 180)% Enhanced damage

+(121 to 140) to Maximum Damage

Adds (201-400)-(601-1200) fire damage

Adds (201-400)-(601-1200) cold damage

Cold Resist +(41 to 45)%

(61 to 70)% Better Chance of Getting Magic Items

Socketed: 2



Tier 5 Assassin Weapons

The Nutcracker

Katar (5)

One-Hand Damage: (60-67) to (65-72)

Durability: 10

(Assassin Only)

Required Dexterity: 56

Required Level: 37

+(141 to 170)% Enhanced damage

(18 to 21)% Chance of Crushing Blow

(15 to 17) to Strength

(-141 to -170) to Monster Defense per Hit

(15 to 17)% Bonus to Dexterity

Socketed: 2



Spellgrip

Wrist Blade (5)

One-Hand Damage: 29 to 34

Durability: 20

(Assassin Only)

Required Dexterity: 119

Required Level: 39

31% Chance to cast level 19 Hunting Banshee on Attack

+(2 to 3) to Assassin Skill Levels

25% Faster Cast Rate

-(15 to 17)% to Enemy Fire Resistance

-(15 to 17)% to Enemy Lightning Resistance

-(15 to 17)% to Enemy Cold Resistance

+(9 to 10) to Ice Whirl

+(31 to 35) to Energy

All Resists +(15 to 17)%

Socketed: 2



Sawfish

Hatchet Hands (5)

One-Hand Damage: (87-98) to (100-112)

Durability: 29

(Assassin Only)

Required Dexterity: 151

Required Level: 41

7% Chance to cast level 14 Bloodlust on Attack

+(151 to 180)% Enhanced damage

35% Increased Attack Speed

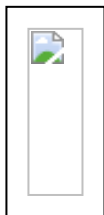
(111 to 130)% Bonus to Attack Rating

Stun Attack

+(9 to 10) to Blade Barrier

(23 to 26)% Bonus to Dexterity

Socketed: 2



Hellfeast

Cestus (5)

One-Hand Damage: (142-158) to (206-233)



Durability: 38
 (Assassin Only)
 Required Dexterity: 183
 Required Level: 42
 31% Chance to cast level 19 Flamefront on Attack
 45% Chance to cast level 20 Bloodstorm when you Kill an Enemy
 +(161 to 190)% Enhanced damage
 Adds (41-45)-(86-100) damage
 -(31 to 35)% to Enemy Fire Resistance
 (19 to 22)% Life stolen per Hit
 (31 to 35)% Chance of Uninterruptable Attack
 Socketed: 2



Gold Digger
Claws (5)
 One-Hand Damage: (110-123) to (130-145)
 Durability: 48
 (Assassin Only)
 Required Dexterity: 215
 Required Level: 44
 +(151 to 180)% Enhanced damage
 Stun Attack
 (15 to 17)% Chance of Crushing Blow
 (301 to 350)% Extra Gold from Monsters
 (61 to 70)% Better Chance of Getting Magic Items
 +5 to Light Radius
 Socketed: 2



Arihan's End
Blade Talons (5)
 One-Hand Damage: (148-165) to (321-370)
 Durability: 65
 (Assassin Only)
 Required Dexterity: 332
 Required Level: 49
 27% Chance to cast level 24 Fire Splash on Attack
 +(161 to 190)% Enhanced damage
 25% Increased Attack Speed
 +(141 to 170) to Maximum Damage
 +(301 to 350)% Damage to Demons
 +(141 to 170) to Life
 Fire Resist +(41 to 45)%
 Socketed: 2



Circuit Breaker
Scissors Katar (5)
 One-Hand Damage: (156-176) to (186-210)
 Durability: 66
 (Assassin Only)
 Required Dexterity: 279
 Required Level: 49
 23% Chance to cast level 20 Flash on Attack
 +(201 to 240)% Enhanced damage
 35% Increased Attack Speed
 25% Faster Hit Recovery
 Adds 1-(401-800) lightning damage
 +(9 to 10) to Shock Flower
 Lightning Resist +(61 to 70)%
 250% Enhanced Damage vs. Necrobots
 Socketed: 2



Na-Krul's Spine
Naginata (5)
 Two-Hand Damage: (488-548) to (594-675)
 Durability: 88
 (Assassin Only)
 Required Dexterity: 274
 Required Level: 47
 9% Chance to cast level 14 Bloodlust on Attack
 40% Chance to cast level 20 Flamefront on Attack
 +(81 to 90)% Bonus Damage to Bloodlust
 +(221 to 260)% Enhanced damage
 35% Increased Attack Speed
 Adds (71-80)-(171-200) damage
 All Resists +(41 to 45)%
 Damage Reduced by (15 to 17)%
 Socketed: 5

Tier 5 Barbarian Weapons

Warmonger
Spatha (5)
 One-Hand Damage: (106-118) to (122-137)
 Durability: 66
 (Barbarian Only)
 Required Strength: 213



Required Level: 42
 +(141 to 170)% Enhanced damage
 (71 to 85)% Bonus to Attack Rating
 +(201 to 240)% Damage to Undead
 (15 to 17)% Chance of Crushing Blow
 +(26 to 30) to Strength
 +(26 to 30) to Dexterity
 (15 to 17)% Reanimate as: Defiler
 Socketed: 3



**Wolfpack
Backsword (5)**
 One-Hand Damage: (120-134) to (300-346)
 Durability: 87
 (Barbarian Only)
 Required Strength: 258
 Required Level: 43
 +(141 to 170)% Enhanced damage
 25% Increased Attack Speed
 +(161 to 190) to Maximum Damage
 (15 to 17)% Life stolen per Hit
 (15 to 17)% Chance of Crushing Blow
 +(31 to 35)% Bonus to Summoned Minion Life
 +(31 to 35) to Strength
 +(31 to 35) to Vitality
 (31 to 35)% Reanimate as: Ghost Wolf
 Socketed: 3



**Icehunter's Fang
Ida (5)**
 One-Hand Damage: (143-159) to (165-184)
 Durability: 108
 (Barbarian Only)
 Required Strength: 303
 Required Level: 45
 13% Chance to cast level 15 Winter Avatar on Attack
 7% Chance to cast level 14 Rune of Ice on Attack
 22% Chance to cast level 20 Ice Lance on Attack
 +(151 to 180)% Enhanced damage
 Adds (201-400)-(361-720) cold damage
 +(71 to 85) to Dexterity
 Cold Resist +(61 to 70)%
 Socketed: 5



**Uldyssian's Legion
Bronze Sword (5)**
 One-Hand Damage: (161-179) to (193-214)
 Durability: 122
 (Barbarian Only)
 Required Strength: 349
 Required Level: 46
 +(161 to 190)% Enhanced damage
 35% Increased Attack Speed
 35% Faster Cast Rate
 +3 to Barbarian Skill Levels
 +(31 to 35)% Bonus to Summoned Minion Damage
 +(15 to 17)% Bonus to Summoned Minion Life
 Increase Maximum Mana (41 to 45)%
 All Resists +(23 to 26)%
 Socketed: 5



**Bul Kathos' Teaching
Kriegsmesser (5)**
 One-Hand Damage: (174-194) to (345-562)
 Durability: 126
 (Barbarian Only)
 Required Strength: 394
 Required Level: 50
 9% Chance to cast level 12 Spike Nova on Attack
 +(1 to 3) to Barbarian Skill Levels
 +(161 to 190)% Enhanced damage
 +(2.75 per level) to Maximum Damage (Based on Character Level)
 +(201 to 240)% Damage to Demons
 +(9 to 10) to Inner Fire
 +(301 to 350) to Life
 +(26 to 30) Life on Striking in Melee
 Total Character Defense Plus (15 to 17)%
 Socketed: 5

**King of the Dreadlands
Mammen Axe (5)**
 One-Hand Damage: (78-85) to (82-89)
 Durability: 24
 (Barbarian Only)
 Required Strength: 84
 Required Level: 40
 +(13 to 14) Enhanced Stance Radius



7% Chance to cast level 20 Crater when you Kill an Enemy
 +(111 to 130)% Enhanced damage
 65% Increased Attack Speed
 +(111 to 130)% Damage to Undead
 +(15 to 17)% to Experience Gained
 Socketed: 3



**Gift of the Spiritbeast
 Hammerhead Axe (5)**

One-Hand Damage: (170-190) to (344-396)
 Durability: 85
 (Barbarian Only)
 Required Strength: 383
 Required Level: 52

4% Chance to cast level 30 Mark of the Wild on Attack
 +(151 to 180)% Enhanced damage
 30% Increased Attack Speed
 +(141 to 170) to Maximum Damage
 Adds (321-640)-(481-960) fire damage
 Adds (321-640)-(481-960) lightning damage
 Increase Maximum Mana (31 to 35)%
 Socketed: 5



**Oni no Ona
 Ono (5)**

Two-Hand Damage: (113-126) to (134-151)
 Durability: 30
 (Barbarian Only)
 Required Strength: 151
 Required Level: 40

Thunderfury

25% Chance to cast level 10 Glacial Nova when you Kill an Enemy
 35% Chance to cast level 13 Frozen Crown on Attack
 +(141 to 170)% Enhanced damage
 Adds (121-240)-(241-480) cold damage
 +(31 to 35)% to Cold Spell Damage
 Cold Resist +(31 to 35)%
 +(31 to 35) Mana on Striking in Melee
 Socketed: 5



**Bergkaiser
 Valaska (5)**

Two-Hand Damage: (297-336) to (606-695)
 Durability: 91
 (Barbarian Only)
 Required Strength: 368
 Required Level: 48

Thunderfury

35% Chance to cast level 20 Shadowstorm on Attack
 +(201 to 240)% Enhanced damage
 +(221 to 260) to Maximum Damage
 (151 to 175)% Bonus to Attack Rating
 Stun Attack
 +(9 to 11) to Balance
 +(56 to 65) to all Attributes
 All Resists +(31 to 35)%
 Socketed: 5



**Wrathchild
 Labrys (5)**

Two-Hand Damage: (370-418) to (695-805)
 Durability: 101
 (Barbarian Only)
 Required Strength: 506
 Required Level: 52

Thunderfury

+(2 to 3) to Barbarian Skill Levels
 +(201 to 240)% Enhanced damage
 -25% Decreased Attack Speed
 +(301 to 360) to Maximum Damage
 (15 to 17)% Chance of Crushing Blow
 Enhanced Weapon Damage +(41 to 45)%
 Slows Target by (15 to 17)%
 (111 to 130)% Extra Gold from Monsters
 Socketed: 5

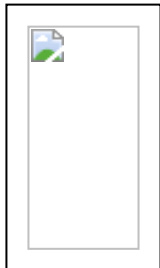
Tier 5 Druid Weapons

**Sagespirit
 Compound Bow (5)**

Two-Hand Damage: (165-184) to (346-399)
 (Druid Only)
 Required Strength: 266



Required Level: 42
9% Chance to cast level 1 Arcane Fury when you Kill an Enemy
+ (2 to 3) to Druid Skill Levels
+ (151 to 180)% Enhanced damage
+ (56 to 65)% Bonus Elemental Damage to Mark of the Wild
35% Increased Attack Speed
+ (141 to 170) to Maximum Damage
 (111 to 130)% Duration Bonus to Mark of the Wild
 (111 to 130)% Bonus to Attack Rating
+ (56 to 65) to Strength
Socketed: 5



Vipercast
Serpent Bow (5)
Two-Hand Damage: (190-212) to (381-438)
(Druid Only)
Required Strength: 311
Required Level: 43
45% Chance to cast level 30 Venomous Spirit when you Kill an Enemy
+ (151 to 180)% Enhanced damage
+ (141 to 170) to Maximum Damage
 (19 to 22)% Life stolen per Hit
+ (41 to 45)% to Poison Spell Damage
Slows Target by (15 to 17)%
 (26 to 30)% Bonus to Strength
 (23 to 26)% Chance of Uninterruptable Attack
Socketed: 5



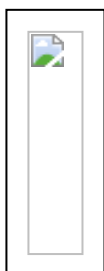
Wasp Sting
Maple Bow (5)
Two-Hand Damage: (213-238) to (276-308)
(Druid Only)
Required Strength: 355
Required Level: 44
14% Chance to cast level 1 Arrow on Striking
+ (151 to 180)% Enhanced damage
35% Increased Attack Speed
Adds (250-500)-(500-1000) poison damage over 5 seconds
 (26 to 30)% Chance of Open Wounds
Poison Length Reduced by (23 to 26)%
Socketed: 5



Salamander's Breath
Viper Bow (5)
Two-Hand Damage: (342-387) to (457-517)
(Druid Only)
Required Strength: 401
Required Level: 48
100% Chance to cast level 30 Fire Splash when you Kill an Enemy
25% Chance to cast level 9 Rune of Fire on Striking
+ (201 to 240)% Enhanced damage
65% Faster Hit Recovery
Adds (66-75)-(96-110) damage
 (23 to 26)% Chance of Crushing Blow
Fire Resist + (71 to 80)%
Socketed: 5



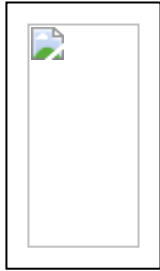
Thorn Branch
Recurve Bow (5)
Two-Hand Damage: (301-340) to (397-448)
(Druid Only)
Required Strength: 446
Required Level: 49
9% Chance to cast level 9 Barrage when you Kill an Enemy
+ (2 to 3) to Druid Skill Levels
+ (201 to 240)% Enhanced damage
 (41 to 45)% Chance of Open Wounds
Attacker Flees after Striking (12 to 13)%
Regenerate Mana + (41 to 45)%
Total Character Defense Plus (31 to 35)%
Slows Attacker by (20 to 22)%
Socketed: 5



Naiad King
Flamen Staff (5)
Two-Hand Damage: 43 to 54
Durability: 77
(Druid Only)
Required Strength: 98
Required Level: 46
+ (2 to 5) to Druid Skill Levels
+ (31 to 35)% Bonus Elemental Damage to Mark of the Wild
 (61 to 70)% Duration Bonus to Mark of the Wild
+ (17 to 20) to Charm
- (31 to 35)% to Enemy Fire Resistance
- (31 to 35)% to Enemy Cold Resistance
Fire Resist + (51 to 60)%

Lightning Resist +(51 to 60)%
Poison Resist +(51 to 60)%
Socketed: 4

Tier 5 Necromancer Weapons



Cane of Juris Khan

Raptor Scythe (5)

Two-Hand Damage: (108-124) to (140-161)

Durability: 26

(Necromancer Only)

Required Strength: 77

Required Level: 39

Mega Impact

17% Chance to cast level 20 Venomous Spirit on Striking

+(171 to 210)% Enhanced damage

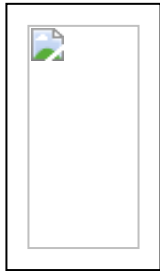
+(31 to 35)% to Poison Spell Damage

(41 to 45)% Chance of Open Wounds

(15 to 17)% Bonus to Strength

Total Character Defense Plus (31 to 35)%

Socketed: 5



Talon's Reach

Bonesplitter (5)

Two-Hand Damage: (110-125) to (484-559)

Durability: 96

(Necromancer Only)

Required Strength: 251

Required Level: 47

Mega Impact

45% Chance to cast level 33 Hunting Banshee when you Kill an Enemy

+(191 to 230)% Enhanced damage

+(141 to 170) to Maximum Damage

-(41 to 45)% to Enemy Cold Resistance

(18 to 21)% Chance of Crushing Blow

+(31 to 35)% Bonus to Summoned Minion Damage

(15 to 17)% Chance to Avoid Damage

Socketed: 5



Lord of Thorns

Marrow Staff (5)

Two-Hand Damage: 49 to 63

Durability: 106

(Necromancer Only)

Required Strength: 160

Required Level: 51

6% Chance to cast level 13 Spike Nova when Struck by a Missile

+(3 to 5) to Necromancer Skill Levels

70% Faster Cast Rate

Hit Causes Monster to Flee +(9 to 10)%

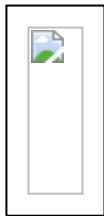
+(41 to 45)% Bonus to Summoned Minion Damage

+(41 to 45)% Bonus to Summoned Minion Life

+(56 to 65) to Energy

All Resists +(31 to 35)%

Socketed: 5



Mendeln's Companion

Hexblade (5)

One-Hand Damage: (53-59) to (96-107)

Durability: 15

(Necromancer Only)

Required Dexterity: 163

Required Level: 45

+(141 to 170)% Enhanced damage

25% Increased Attack Speed

25% Faster Cast Rate

Stun Attack

(15 to 17) to Strength

+(141 to 170) to Life

Socketed: 2



Compass of Souls

Spirit Edge (5)

One-Hand Damage: (78-87) to (148-165)

Durability: 28

(Necromancer Only)

Required Dexterity: 295

Required Level: 51

+(161 to 190)% Enhanced damage

Adds (201-400)-(401-800) fire damage

Adds (201-400)-(401-800) cold damage

+(13 to 15) to Whirlpool

(20 to 23)% Mana stolen per Hit

Regenerate Mana +(41 to 45)%

(15 to 17)% Chance of Uninterruptable Attack

Socketed: 3



Deathwind

Needle Crossbow (5)

Two-Hand Damage: (159-178) to (183-205)

(Necromancer Only)

Required Strength: 143

Required Level: 41

11% Chance to cast level 6 Time Strike on Striking

3% Chance to cast level 30 Lorenado on Striking

+(141 to 170)% Enhanced damage

+(301 to 350)% Damage to Undead

Adds 384-768 poison damage over 8 seconds

+(23 to 26) to Strength

Socketed: 5



The Khalim Organ

Dart Thrower (5)

Two-Hand Damage: 81 to 97

(Necromancer Only)

Required Strength: 202

Required Level: 43

35% Increased Attack Speed

Adds (281-560)-(641-1280) fire damage

Adds (281-560)-(641-1280) lightning damage

-(15 to 17)% to Enemy Fire Resistance

-(15 to 17)% to Enemy Lightning Resistance

Fire Resist +(31 to 35)%

Lightning Resist +(31 to 35)%

Socketed: 5



Starkiller

Stinger Crossbow (5)

Two-Hand Damage: (376-425) to (528-604)

(Necromancer Only)

Required Strength: 260

Required Level: 48

13% Chance to cast level 28 Abyss when you Kill an Enemy

+(2 to 3) to Necromancer Skill Levels

+(181 to 215)% Enhanced damage

25% Increased Attack Speed

Adds (51-60)-(141-170) damage

Increase Maximum Mana (31 to 35)%

All Resists +(31 to 35)%

Socketed: 5



Corpsefling

Trebuchet (5)

Two-Hand Damage: (359-403) to (600-679)

(Necromancer Only)

Required Strength: 289

Required Level: 49

9% Chance to cast level 23 Plague Avatar when you Kill an Enemy

+(221 to 260)% Enhanced damage

-15% Decreased Attack Speed

+(151 to 175) to Maximum Damage

(19 to 22)% Life stolen per Hit

-(26 to 30)% to Enemy Poison Resistance

(20 to 22)% Chance of Crushing Blow

+(301 to 350) to Life

Socketed: 5



The Square Peg

Wand (5)

One-Hand Damage: 20 to 23

Durability: 12

(Necromancer Only)

Required Dexterity: 17

Required Level: 37

+(18 to 21) to Strength

+(18 to 21) to Dexterity

+(18 to 21) to Vitality

Damage Reduced by (9 to 10)

Total Character Defense Plus (15 to 17)%

(56 to 65)% Better Chance of Getting Magic Items

Socketed: 2



Drake Cigar

Yew Wand (5)

One-Hand Damage: 24 to 30

Durability: 36

(Necromancer Only)

Required Dexterity: 36

Required Level: 40

1% Chance to cast level 16 Flamefront when you Take Damage

+(2 to 3) to Necromancer Skill Levels

+(15 to 17)% to Fire Spell Damage

+(15 to 17)% to Cold Spell Damage



Regenerate Mana +(31 to 35)%
Fire Absorb (15 to 17)%
Socketed: 2

**Fateweaver
Bone Wand (5)**

One-Hand Damage: 26 to 38
Durability: 60
(Necromancer Only)
Required Dexterity: 46
Required Level: 42

100% Chance to cast level 35 Hunting Banshee when you Die
27% Chance to cast level 30 Frozen Soul when Struck
30% Faster Cast Rate
+5 to Maximum Necromancer Minions
Increase Maximum Mana (15 to 17)%
Slows Attacker by (15 to 17)%
Socketed: 2

**Blackheart
Grim Wand (5)**

One-Hand Damage: 33 to 52
Durability: 108
(Necromancer Only)
Required Dexterity: 66
Required Level: 47

1% Chance to cast level 15 Gift of Inner Fire when Attacked
+(2 to 3) to Necromancer Skill Levels
35% Faster Cast Rate
35% Faster Hit Recovery
+(9 to 10) to Dark Power
+(18 to 21) to Summon Darklings
+(36 to 40)% Bonus to Summoned Minion Damage
Replenish Life +(1.375 per level) (Based on Character Level)
Socketed: 2



Tier 5 Paladin Weapons

**Auto Da Fe
Bonebreaker (5)**

One-Hand Damage: (80-87) to (97-105)
Durability: 37
(Paladin Only)
Required Strength: 189
Required Level: 41

+(71 to 85) Energy Factor to Spell Damage
10% Chance to cast level 24 Cataclysm on Attack
+(111 to 130)% Enhanced damage
25% Increased Attack Speed
25% Faster Cast Rate
-(15 to 17)% to Enemy Fire Resistance
+(14 to 16) to Apocalypse
Socketed: 3



**Dies Metus
Goedendag (5)**

One-Hand Damage: (128-145) to (242-279)
Durability: 53
(Paladin Only)
Required Strength: 241
Required Level: 43

9% Chance to cast level 9 Cold Fear on Attack
+(191 to 230)% Enhanced damage
25% Increased Attack Speed
+(71 to 85) to Maximum Damage
Stun Attack
(15 to 17)% Chance of Crushing Blow
Slows Target by (15 to 17)%
Socketed: 3



**Vindicatress
Angel Star (5)**

One-Hand Damage: 52 to 71
Durability: 69
(Paladin Only)
Required Strength: (216-205)
Required Level: 45

3% Chance to cast level 10 Celerity when Struck
+(2 to 3) to Paladin Skill Levels
50% Faster Cast Rate
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Physical/Magic Spell Damage
+(61 to 70) to Energy
Magic Resist +(15 to 17)%
Fire Resist +(61 to 70)%
(31 to 35)% Reanimate as: Broken Soul





Requirements (-26 to -30)%
Socketed: 3

Faithshaker
Hand of God (5)

Two-Hand Damage: (279-316) to (466-537)
Durability: 151
(Paladin Only)
Required Strength: 604
Required Level: 49

Amazing Grace

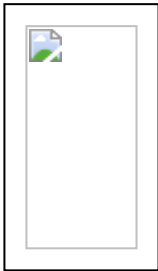
5% Chance to cast level 20 Thunder Slam on Attack
+(201 to 240)% Enhanced damage
+(141 to 170) to Maximum Damage
+(251 to 300)% Damage to Demons
Stun Attack
+(56 to 65) to Strength
Fire Resist +(56 to 65)%
Cold Resist +(56 to 65)%
Socketed: 5



The Crucifier
Holy Lance (5)

Two-Hand Damage: (90-100) to (361-416)
Durability: 52
(Paladin Only)
Required Strength: 195
Required Level: 44

17% Chance to cast level 5 Arrow on Striking
+(2 to 3) to Paladin Skill Levels
+(151 to 180)% Enhanced damage
-15% Decreased Attack Speed
+(141 to 170) to Maximum Damage
(31 to 35)% Chance of Crushing Blow
(31 to 35)% Bonus to Strength
Socketed: 5



The Angiris Pike
Tepoztopilli (5)

Two-Hand Damage: (132-144) to (227-248)
Durability: 96
(Paladin Only)
Required Strength: 464
Required Level: 51

+(141 to 170) Energy Factor to Spell Damage
+(2 to 3) to Paladin Skill Levels
+(111 to 130)% Enhanced damage
+(56 to 65)% to Fire Spell Damage
+(56 to 65)% to Cold Spell Damage
Slows Target by (15 to 17)%
Damage Reduced by (15 to 17)%
(15 to 17)% Reanimate as: Daystar
Socketed: 5

Tier 5 Sorceress Weapons



The Watcher

Eagle Orb (5)

One-Hand Damage: 21 to 24

Durability: 14

(Sorceress Only)

Required Dexterity: 70

Required Level: 36

+(1 to 3) to All Skills

25% Faster Run/Walk

25% Faster Cast Rate

(161 to 190)% Extra Gold from Monsters

+3 to Light Radius

Socketed: 2



Lunarsong

Sacred Globe (5)

One-Hand Damage: 26 to 28

Durability: 30

(Sorceress Only)

Required Dexterity: 61

Required Level: 40

+(71 to 85) Energy Factor to Spell Damage

+(1 to 3) to Sorceress Skill Levels

-(15 to 17)% to Enemy Cold Resistance

Regenerate Mana +(31 to 35)%

Lightning Resist +(31 to 35)%

Cold Resist +(31 to 35)%

+3 to Light Radius

Socketed: 2



Narlant Dream

Smoked Sphere (5)

One-Hand Damage: 29 to 36

Durability: 46

(Sorceress Only)

Required Dexterity: 116

Required Level: 42

1% Chance to cast level 15 Charm when Struck

+(2 to 3) to Sorceress Skill Levels

50% Faster Cast Rate

+(141 to 170) Defense vs. Melee

Increase Maximum Mana (15 to 17)%

Slows Attacker by (15 to 17)%

Socketed: 2



Thunderball

Clasp Orb (5)

One-Hand Damage: 34 to 42

Durability: 62

(Sorceress Only)

Required Dexterity: 46

Required Level: 43

7% Chance to cast level 14 Flash when Attacked

+(15 to 17)% Bonus to Energy Factor

+(1 to 3) to Sorceress Skill Levels

Nova Charge Scatter Increased by (141 to 170)%

+(31 to 35)% to Lightning Spell Damage

+(31 to 35) to Energy

Lightning Resist +(41 to 45)%

Socketed: 2



Dragonstone

Jared's Stone (5)

One-Hand Damage: 37 to 46

Durability: 78

(Sorceress Only)

Required Dexterity: 149

Required Level: 47

+(61 to 70) Energy Factor to Spell Damage

1% Chance to cast level 14 Blast Wave when Attacked

+(2 to 3) to Sorceress Skill Levels

35% Faster Cast Rate

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

Fire Absorb (12 to 13)%

+(46 to 55) Life after each Kill

(41 to 45)% Better Chance of Getting Magic Items

Socketed: 2



The Warped Blade

Warp Blade (5)

One-Hand Damage: (138-156) to (512-595)

Durability: 44

(Sorceress Only)

Required Dexterity: (138-130)

Required Level: 52

27% Chance to cast level 20 Energy Beam on Attack

+(201 to 240)% Enhanced damage

35% Increased Attack Speed
 +(251 to 300) to Maximum Damage
 +(56 to 65) to Dexterity
 (31 to 35)% Reanimate as: Soul Flyer
 Requirements (-31 to -35)%
 Socketed: 5

Tier 5 Body Armour



The War Cloak Quilted Armor (5)

Defense: (371-575)
 Durability: 27
 Required Strength: 57
 Required Level: 35
 (10 to 11)% Life stolen per Hit
 (41 to 45)% Chance of Open Wounds
 Enhanced Weapon Damage +(56 to 65)%
 +(111 to 130)% Enhanced Defense
 +(15 to 17)% Increased Healing Rate from Apples
 Socketed: 5



Acidblood Leather Armor (5)

Defense: (535-923)
 Durability: 33
 Required Strength: 84
 Required Level: 35
 Attacker Flees after Striking (12 to 13)%
 (-71 to -85) to Monster Defense per Hit
 +(141 to 170)% Enhanced Defense
 +(71 to 85)% Damage when using a Healing Potion
 Fire Resist +(31 to 35)%
 Poison Resist +(31 to 35)%
 Attacker Takes Fire Damage of (56 to 65)
 Socketed: 5



Leather of Aut Hard Leather Armor (5)

Defense: (675-1215)
 Durability: 39
 Required Strength: 111
 Required Level: 37
 9% Chance to cast level 1 Arrow when you Take Damage
 +(151 to 180)% Enhanced Defense
 (15 to 17)% Bonus to Dexterity
 (15 to 17)% Bonus to Vitality
 Damage Reduced by (15 to 17)
 (31 to 35)% Chance of Uninterruptable Attack
 Socketed: 5



Carmen Arvale Studded Leather (5)

Defense: (790-1481)
 Durability: 45
 Required Strength: 137
 Required Level: 38
 9% Chance to cast level 15 Gift of the Wild when you Kill an Enemy
 (15 to 17)% Bonus to Buff/Debuff/Cold Skill Duration
 +(151 to 180)% Enhanced Defense
 Lightning Resist +(31 to 35)%
 Cold Resist +(31 to 35)%
 Poison Resist +(31 to 35)%
 (301 to 350)% Extra Gold from Monsters
 Socketed: 5



Sharkbaiter Ring Mail (5)

Defense: (950-1803)
 Durability: 51
 Required Strength: 164
 Required Level: 39
 1% Chance to cast level 30 Bloodlust when you Take Damage
 +(71 to 85)% Bonus Damage to Bloodlust
 25% Increased Attack Speed
 (12 to 13)% Chance of Crushing Blow
 +(161 to 190)% Enhanced Defense
 +(31 to 35) to Strength
 +(15 to 17) Life on Striking in Melee
 Socketed: 5

Robe of Leaves Scale Mail (5)

Defense: (1152-2249)
 Durability: 57
 Required Strength: 190



Required Level: 39
 +(56 to 65)% Bonus Elemental Damage to Mark of the Wild
 -(15 to 17)% to Enemy Fire Resistance
 -(15 to 17)% to Enemy Cold Resistance
 -(15 to 17)% to Enemy Poison Resistance
 +(181 to 215)% Enhanced Defense
 Increase Maximum Life (15 to 17)%
 Fire Resist (-15 to -17)%
 Poison Resist +(41 to 45)%
 Socketed: 5



Albrecht's Revenge
Chain Mail (5)
 Defense: (957-1853)
 Durability: 63
 Required Strength: (149-141)
 Required Level: 39
 9% Chance to cast level 1 Arrow on Striking
 Adds (201-400)-(401-800) cold damage
 +(111 to 130)% Enhanced Defense
 Cold Resist +(41 to 45)%
 (20 to 22)% Reanimate as: Returned Archer
 +(43 to 51) Life after each Demon Kill
 Requirements (-31 to -35)%
 Socketed: 5



Werecat
Breast Plate (5)
 Defense: (1305-2612)
 Durability: 69
 Required Strength: 243
 Required Level: 40
 9% Chance to cast level 13 Claw Tornado on Attack
 25% Increased Attack Speed
 (41 to 45)% Chance of Open Wounds
 +(161 to 190)% Enhanced Defense
 +(31 to 35) to Strength
 +(31 to 35) to Dexterity
 +(31 to 35) to Vitality
 Socketed: 5



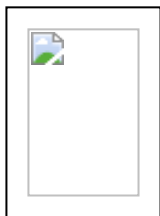
Jitan's Kamon
Splint Mail (5)
 Defense: (1430-2882)
 Durability: 75
 Required Strength: 270
 Required Level: 41
 100% Chance to cast level 35 Singularity when you Die
 9% Chance to cast level 16 Guard Tower when you Kill an Enemy
 Adds (121-240)-(241-480) fire damage
 Adds (121-240)-(241-480) lightning damage
 Adds (121-240)-(241-480) cold damage
 +(161 to 190)% Enhanced Defense
 Damage Reduced by 9%
 Socketed: 5



Iceshell
Plate Mail (5)
 Defense: (1550-3149)
 Durability: 81
 Required Strength: 296
 Required Level: 42
 4% Chance to cast level 25 Glacial Nova when Attacked
 13% Chance to cast level 16 Ice Bolt Nova when Attacked
 30% Faster Hit Recovery
 +(31 to 35)% to Cold Spell Damage
 +(161 to 190)% Enhanced Defense
 +9% to Maximum Cold Resist
 Cold Resist +(41 to 45)%
 (31 to 35)% Chance of Uninterruptable Attack
 Socketed: 5



Fauztin's Visage
Field Plate (5)
 Defense: (1606-3298)
 Durability: 87
 Required Strength: 323
 Required Level: 42
 30% Faster Cast Rate
 +(23 to 26)% Bonus to Summoned Minion Life
 +(31 to 35)% Bonus to Summoned Minion Damage
 +(151 to 180)% Enhanced Defense
 Cold Resist +(41 to 45)%
 Poison Resist +(41 to 45)%
 Level 5 Death's Fury Totem (35 Charges)
 Socketed: 5



Dragon's Blood

Light Plate (5)

Defense: (2064-4318)

Durability: 93

Required Strength: 349

Required Level: 43

13% Chance to cast level 24 Wrath on Attack

35% Faster Cast Rate

+(111 to 130)% Damage to Demons

+(31 to 35)% to Fire Spell Damage

+(31 to 35)% to Physical/Magic Spell Damage

+(201 to 240)% Enhanced Defense

+(51 to 55) to Vitality

+(56 to 65) Life after each Demon Kill

Socketed: 5



Steel Golem

Gothic Plate (5)

Defense: (2352-4914)

Durability: 129

Required Strength: (462-473)

Required Level: 45

65% Faster Hit Recovery

Stun Attack

9% Chance of Crushing Blow

+(221 to 260)% Enhanced Defense

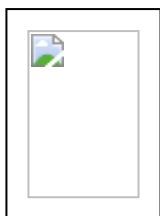
(23 to 26)% Bonus to Strength

(23 to 26)% Bonus to Vitality

Increase Maximum Durability (31 to 35)%

Requirements +(23 to 26)%

Socketed: 5



Shroud Royal

Full Plate Mail (5)

Defense: (2507-5248)

Durability: 105

Required Strength: 402

Required Level: 46

Strength Bonus to Weapon Damage

+(9 to 10) to Vanquish

(15 to 17)% Bonus to All Attributes

+(221 to 260)% Enhanced Defense

Damage Reduced by (23 to 26)

(126 to 150)% Extra Gold from Monsters

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

Socketed: 5



Queen of Glass

Ancient Armor (5)

Defense: (1747-3574)

Durability: 11

Required Strength: (296-278)

Required Level: 47

25% Faster Run/Walk

35% Faster Cast Rate

-(31 to 35)% to Enemy Fire Resistance

-(31 to 35)% to Enemy Lightning Resistance

-(31 to 35)% to Enemy Cold Resistance

-(31 to 35)% to Enemy Poison Resistance

+(111 to 130)% Enhanced Defense

+(551 to 650) to Mana

Lightning Resist +(41 to 45)%

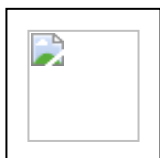
Cold Resist +(41 to 45)%

Decrease Maximum Durability -90%

Socketed: 5

Requirements (-31 to -35)%

Tier 5 Helms



The Jester

Cap (5)

Defense: (145-162)

Durability: 27

Required Strength: 49

Required Level: 35

15% Faster Run/Walk

+(15 to 17)% to Spell Damage

Random Resistance Bonus

Socketed: 4

Topspin

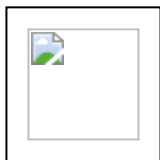
Skull Cap (5)

Defense: (501-685)

Durability: 33

Required Strength: 111

Required Level: 37



13% Chance to cast level 10 Starburst when Attacked
 25% Increased Attack Speed
 Enhanced Weapon Damage +(31 to 35)%
 +(141 to 170)% Enhanced Defense
 (15 to 17)% Bonus to Dexterity
 (15 to 17)% Bonus to Energy
 Socketed: 4

Lavadome

Helm (5)

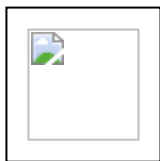
Defense: (567-795)

Durability: 39

Required Strength: 172

Required Level: 39

1% Chance to cast level 24 Lava Pit on Attack
 1% Chance to cast level 24 Fire Fountain on Attack
 1% Chance to cast level 24 Tremor on Attack
 +(15 to 17)% to Fire Spell Damage
 (-141 to -170) to Monster Defense per Hit
 +(111 to 130)% Enhanced Defense
 +(23 to 26) to Strength
 Socketed: 4



Farnham's Flowerpot

Full Helm (5)

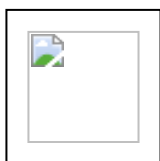
Defense: (696-1009)

Durability: 45

Required Strength: 234

Required Level: 41

1% Chance to cast level 10 Dire Charm when you Take Damage
 15% Faster Run/Walk
 20% Faster Hit Recovery
 +(111 to 130)% Enhanced Defense
 Regenerate Mana +(23 to 26)%
 Magic Damage Reduced by (15 to 17)
 Socketed: 4



Lanterne Rouge

Great Helm (5)

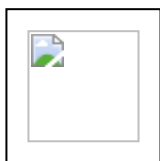
Defense: (944-1436)

Durability: 51

Required Strength: 296

Required Level: 43

13% Chance to cast level 12 Flamefront on Attack
 -15% Slower Run/Walk
 15% Increased Attack Speed
 -(15 to 17)% to Enemy Fire Resistance
 +(141 to 170)% Enhanced Defense
 Replenish Life +(56 to 65)
 Socketed: 4



Glowskull

Crown (5)

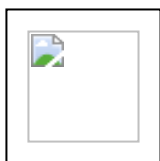
Defense: (1139-1752)

Durability: 80

Required Strength: 358

Required Level: 46

1% Chance to cast level 10 Unholy Armor on Attack
 +(31 to 35)% Bonus to Poison Skill Duration
 -(15 to 17)% to Enemy Poison Resistance
 +(151 to 180)% Enhanced Defense
 Poison Resist +(56 to 65)%
 Total Character Defense Plus (23 to 26)%
 (15 to 17)% Chance of Uninterruptable Attack
 Increase Maximum Durability (41 to 45)%
 Socketed: 4



Tier 5 Circlets

The Celestial Crown

Circlet (5)

Defense: (90-161)

Durability: 10

Required Dexterity: 98

Required Level: 39

1% Chance to cast level 18 Rapture on Attack
 +(41 to 45)% Damage to Undead
 +(23 to 26) to Energy
 +(23 to 26) to Dexterity
 Poison Resist +(56 to 65)%
 Socketed: 3



The Allseeing Eye

Coronet (5)

Defense: (219-323)

Durability: 15



Required Dexterity: 122
Required Level: 41
1% Chance to cast level 15 Blink when you Take Damage
15% Increased Attack Speed
(111 to 130)% Bonus to Attack Rating
(12 to 13)% Bonus to Dexterity
+(111 to 130) Defense
Socketed: 3



Auriel's Halo
Tiara (5)
Defense: (129-231)
Durability: 20
Required Dexterity: (124-122)
Required Level: 43
+(1 to 3) to Paladin Skill Levels
Adds (121-240)-(281-560) fire damage
Adds (121-240)-(281-560) cold damage
Fire Resist +(31 to 35)%
Cold Resist +(31 to 35)%
Requirements (-15 to -17)%
Socketed: 3

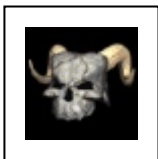


Haareis
Diadem (5)
Defense: (154-277)
Durability: 25
Required Dexterity: 196
Required Level: 46
3% Chance to cast level 9 Shackles of Ice on Attack
(12 to 13)% Bonus to Buff/Debuff/Cold Skill Duration
(14 to 16)% Life stolen per Hit
(23 to 26)% Chance of Open Wounds
(12 to 13)% Bonus to Vitality
Cold Resist +(56 to 65)%
Socketed: 3

Tier 5 Special Helms

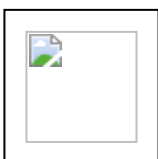


Umbaru's Jinx
Mask (5)
Defense: (254-324)
Durability: 26
Required Strength: 221
Required Level: 42
+(15 to 17)% to Fire Spell Damage
+(15 to 17)% to Poison Spell Damage
+(31 to 35)% Bonus to Summoned Minion Damage
+(12 to 13)% Bonus to Summoned Minion Resistances
Poison Length Reduced by (20 to 22)%
(12 to 13)% Reanimate as: Acid Beast
Level 14 Diseased Cattle (35 Charges)
Socketed: 4



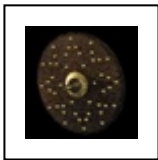
Stillwater
Bone Helm (5)
Defense: (684-998)
Durability: 32
Required Strength: 270
Required Level: 45
+(31 to 35) Energy Factor to Spell Damage
1% Chance to cast level 20 Mana Sweep when Attacked
+(141 to 170)% Enhanced Defense
+(301 to 350) to Mana
Regenerate Mana +(31 to 35)%
+(56 to 65) Mana after each Kill
Socketed: 4

Tier 5 Shields

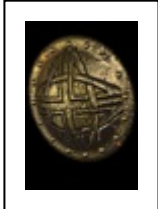


Razordisk
Buckler (5)
Defense: (172-214)
Durability: 32
Required Strength: 27
Required Dexterity: 75
Required Level: 35
+(1.375 per level) to Maximum Damage (Based on Character Level)
(15 to 17) to Strength
(31 to 35)% Chance of Open Wounds
(-141 to -170) to Monster Defense per Hit
Socketed: 4

Destroying Angel
Small Shield (5)



Defense: (530-877)
Durability: 42
Required Strength: 62
Required Dexterity: 137
Required Level: 37
Adds 256-384 poison damage over 5 seconds
+(31 to 35)% to Poison Spell Damage
Attacker Flees after Striking (12 to 13)%
+(101 to 120)% Enhanced Defense
Poison Resist +(41 to 45)%
Socketed: 4



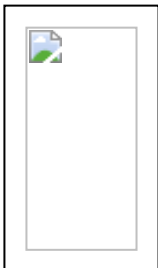
Wheel of Fortune
Large Shield (5)
Defense: (359-586)
Durability: 52
Required Strength: 97
Required Dexterity: 199
Required Level: 39
1% Chance to cast level 45 Ice Whirl on Attack
+(15 to 17)% to Cold Spell Damage
+(23 to 26) to Strength
+(23 to 26) to Dexterity
(20 to 22)% Chance of Uninterruptable Attack
(111 to 130)% Extra Gold from Monsters
(56 to 65)% Better Chance of Getting Magic Items
Socketed: 4



Banner of Duncraig
Kite Shield (5)
Defense: (1129-2164)
Durability: 62
Required Strength: 133
Required Dexterity: 261
Required Level: 40
4% Chance to cast level 9 Bloodlust on Attack
4% Chance to cast level 9 Fortress on Attack
+(151 to 180)% Enhanced Defense
+(37 to 43) to Strength
+(37 to 43) to Dexterity
Lightning Resist +(56 to 65)%
Cold Resist +(56 to 65)%
Socketed: 4



The Ivory Tower
Tower Shield (5)
Defense: (1147-2203)
Durability: 72
Required Strength: (115-109)
Required Dexterity: (222-209)
Required Level: 42
+(12 to 13)% Bonus to Energy Factor
15% Faster Cast Rate
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Lightning Spell Damage
+(111 to 130)% Enhanced Defense
Increase Maximum Mana (15 to 17)%
Requirements (-31 to -35)%
Socketed: 4



Doomfall
Gothic Shield (5)
Defense: (1659-3317)
Durability: 81
Required Strength: 203
Required Dexterity: 385
Required Level: 45
4% Chance to cast level 21 Abyss when Attacked
25% Faster Block Rate
-(15 to 17)% to Enemy Cold Resistance
Enhanced Weapon Damage +(41 to 45)%
+(161 to 190)% Enhanced Defense
+(56 to 65) to Strength
Slows Attacker by (12 to 13)%
Socketed: 4

Tier 5 Special Shields

The Wailing Wall
Bone Shield (5)
Defense: (702-1240)
Durability: 51
Required Dexterity: 195
Required Level: 40
13% Chance to cast level 13 Hunting Banshee on Attack
Adds (121-240)-(201-400) cold damage



+ (151 to 180)% Enhanced Defense
+ (23 to 26) to Dexterity
Magic Resist + (15 to 17)%
Cold Resist + (31 to 35)%
Socketed: 5



**Cloudladder
Spiked Shield (5)**

Defense: (823-1500)
Durability: 59
Required Dexterity: 243
Required Level: 42
1% Chance to cast level 34 Frozen Crown when you Take Damage
+ (111 to 130)% Damage to Undead
+ (151 to 180)% Enhanced Defense
+ (23 to 26) to all Attributes
Replenish Life + (56 to 65)
+ (18 to 21) Cold Absorb
+ (18 to 21) Lightning Absorb
Socketed: 5

Tier 5 Belts



**Moonwrap
Sash (5)**

Defense: (305-372)
Durability: 25
Required Strength: 40
Required Level: 35
25% Faster Cast Rate
+ (111 to 130)% Enhanced Defense
Regenerate Mana + (41 to 45)%
Lightning Resist + (31 to 35)%
Cold Resist + (31 to 35)%
Socketed: 2



**Wormtongue
Light Belt (5)**

Defense: (502-653)
Durability: 34
Required Strength: 119
Required Level: 38
(111 to 130)% Bonus to Attack Rating
Adds (125-250)-(250-500) poison damage over 5 seconds
(14 to 16)% Life stolen per Hit
+ (111 to 130)% Enhanced Defense
+ (31 to 35) to Dexterity
Socketed: 2



**Aerin Orbiter
Belt (5)**

Defense: (696-943)
Durability: 43
Required Strength: 199
Required Level: 40
25% Faster Cast Rate
+ (23 to 26)% to Fire Spell Damage
+ (23 to 26)% to Lightning Spell Damage
+ (23 to 26)% to Cold Spell Damage
+ (111 to 130)% Enhanced Defense
+ (31 to 35) to Energy
All Resists + (15 to 17)%
Magic Damage Reduced by (15 to 17)
Socketed: 2



**Deadfall
Heavy Belt (5)**

Defense: (1276-1808)
Durability: 52
Required Strength: 278
Required Level: 41
9% Chance to cast level 11 Shower of Rocks when you Kill an Enemy
9% Chance of Crushing Blow
+ (201 to 240)% Enhanced Defense
+ (56 to 65) to Strength
Lightning Resist + (31 to 35)%
(15 to 17)% Chance of Uninterruptable Attack
Socketed: 2

**Dragon Tail
Plated Belt (5)**

Defense: (1346-1899)



Durability: 61
Required Strength: 358
Required Level: 44
9% Chance to cast level 11 Seal of Fire on Attack
25% Faster Run/Walk
35% Increased Attack Speed
Adds (121-240)-(321-640) fire damage
Stun Attack
+(161 to 190)% Enhanced Defense
Fire Resist +(56 to 65)%
Socketed: 2

Tier 5 Gloves



Vilehand
Leather Gloves (5)
Defense: (126-132)
Durability: 25
Required Strength: 44
Required Level: 34
+(15 to 17)% Bonus to Poison Skill Duration
Adds (88-175)-(176-350) poison damage over 7 seconds
+(15 to 17)% to Poison Spell Damage
Poison Length Reduced by (18 to 21)%
Socketed: 3



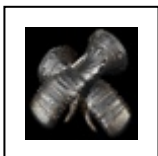
Toorc's Gift
Heavy Gloves (5)
Defense: (359-480)
Durability: 32
Required Strength: 106
Required Level: 38
5% Chance to cast level 3 Glacial Nova on Attack
25% Increased Attack Speed
Adds (121-240)-(201-400) cold damage
Stun Attack
+(141 to 170)% Enhanced Defense
Cold Resist +(31 to 35)%
Socketed: 3



Featherclaw
Chain Gloves (5)
Defense: (362-522)
Durability: 39
Required Strength: 168
Required Level: 40
35% Faster Run/Walk
25% Increased Attack Speed
(141 to 170)% Bonus to Attack Rating
(15 to 17)% Chance of Open Wounds
+(111 to 130)% Enhanced Defense
+(26 to 30) to Dexterity
+(301 to 350) Maximum Stamina
Socketed: 3



Visegrip
Light Gauntlets (5)
Defense: (196-273)
Durability: 46
Required Strength: 230
Required Level: 41
9% Chance to cast level 9 Crucify on Attack
+(31 to 35) to Maximum Damage
(23 to 26)% Chance of Open Wounds
(-141 to -170) to Monster Defense per Hit
(12 to 13)% Bonus to Strength
Socketed: 3



Pollice Verso
Gauntlets (5)
Defense: (568-925)
Durability: 53
Required Strength: 292
Required Level: 44
12% Chance to cast level 7 Time Strike when Attacked
+(15 to 17) to Strength
+(161 to 190)% Enhanced Defense
+(71 to 85) Mana after each Kill
+(26 to 30) Life after each Kill
Socketed: 3

Tier 5 Boots

Rabbit's Foot **Boots (5)**



Defense: (132-154)
Durability: 29
Required Strength: 53
Required Level: 34
35% Faster Run/Walk
+(301 to 350) Maximum Stamina
(12 to 13)% Chance of Uninterruptable Attack
(301 to 350)% Extra Gold from Monsters
(56 to 65)% Better Chance of Getting Magic Items
Socketed: 3



Death Spur
Heavy Boots (5)
Defense: (178-222)
Durability: 42
Required Strength: 124
Required Level: 38
1% Chance to cast level 14 Spike Nova when you Take Damage
+(0.875 per level) to Maximum Damage (Based on Character Level)
(41 to 45)% Chance of Open Wounds
+(31 to 35) to Strength
+(31 to 35) to Dexterity
Socketed: 3



Lionpaw
Chain Boots (5)
Defense: (478-671)
Durability: 55
Required Strength: 195
Required Level: 39
+(111 to 130)% Enhanced Defense
+(23 to 26) to all Attributes
+(111 to 130) to Life
+(111 to 130) to Mana
Total Character Defense Plus (15 to 17)%
(181 to 215)% Extra Gold from Monsters
Socketed: 3



Zealot Rush
Light Plated Boots (5)
Defense: (576-837)
Durability: 68
Required Strength: 265
Required Level: 41
15% Faster Run/Walk
15% Increased Attack Speed
(71 to 85)% Bonus to Attack Rating
+(111 to 130)% Enhanced Defense
(15 to 17)% Bonus to Dexterity
(9 to 10)% Reanimate as: Dark Templar
Socketed: 3



Wake of Destruction
Greaves (5)
Defense: (832-1247)
Durability: 81
Required Strength: (248-235)
Required Level: 44
100% Chance to cast level 46 Meteor Shower when you Level-Up
+(15 to 17)% Bonus to Energy Factor
+(15 to 17)% to Fire Spell Damage
+(15 to 17)% to Poison Spell Damage
+(161 to 190)% Enhanced Defense
Fire Resist +(26 to 30)%
Poison Resist +(26 to 30)%
Socketed: 3
Requirements (-26 to -30)%

Tier 5 Amazon Armour



Zerae's Veil

Morion (5)

Defense: (250-313)

Durability: 32

(Amazon Only)

Required Strength: 49

Required Level: 36

9% Chance to cast level 19 Lightning Cascade on Attack
100% Chance to cast level 47 Supernova when you Level-Up

Adds 1-100 lightning damage

+(141 to 170)% Enhanced Defense

Lightning Resist +(56 to 65)%

Total Character Defense Plus (15 to 17)%

Socketed: 4



Snakehair

Cervelliere (5)

Defense: (465-672)

Durability: 44

(Amazon Only)

Required Strength: 172

Required Level: 40

9% Chance to cast level 19 Venomous Spirit on Striking

(14 to 16)% Life stolen per Hit

-(31 to 35)% to Enemy Poison Resistance

+(141 to 170)% Enhanced Defense

+(31 to 35) to Strength

+(31 to 35) to Dexterity

Socketed: 4



Wildhunt

Einherjar Helm (5)

Defense: (618-916)

Durability: 50

(Amazon Only)

Required Dexterity: 234

Required Level: 42

+(31 to 35)% to Fire Spell Damage

+(31 to 35)% to Physical/Magic Spell Damage

+(14 to 16) to Raven Flight

+(161 to 190)% Enhanced Defense

Total Character Defense Plus (12 to 13)%

(12 to 13)% Reanimate as: Ghost Wolf

+(35 to 42) Life after each Kill

Socketed: 4



Titan's Burden

Spangenhelm (5)

Defense: (1046-1620)

Durability: 62

(Amazon Only)

Required Strength: (558-590)

Required Level: 47

17% Chance to cast level 15 Shower of Rocks on Attack

Stun Attack

9% Chance of Crushing Blow

(23 to 26)% Bonus to Strength

+(221 to 260)% Enhanced Defense

Damage Reduced by 9%

Socketed: 4

Requirements +(56 to 65)%



The Sightless Eye

Athulua's Hand (5)

Defense: (397-657)

Durability: 29

(Amazon Only)

Required Dexterity: 95

Required Level: 36

+(56 to 65) to Maximum Damage

(71 to 85)% Bonus to Attack Rating

Slows Target by 9%

+(101 to 120)% Enhanced Defense

(18 to 21)% Bonus to Dexterity

Socketed: 4



Dragonfire

Phoenix Shield (5)

Defense: (607-1097)

Durability: 70

(Amazon Only)

Required Strength: 130

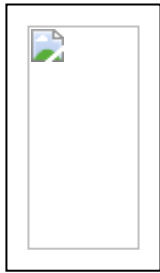
Required Level: 43

15% Faster Cast Rate

+(31 to 35)% to Fire Spell Damage

+(36 to 40)% Bonus to Summoned Minion Life

+(126 to 150)% Enhanced Defense



+(56 to 65) to Energy
+(56 to 65) to Vitality
+(151 to 175) to Life
Socketed: 4

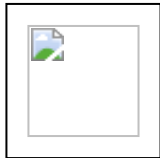
**Chargebreaker
Setzschild (5)**

Defense: (4365-8622)
Durability: 90
(Amazon Only)

Required Strength: 210
Required Level: 47

9% Chance to cast level 15 Guard Tower when you Kill an Enemy
+(56 to 65)% Bonus to Summoned Minion Damage
+(31 to 35)% Bonus to Summoned Minion Resistances
+(221 to 260)% Enhanced Defense
(20 to 22)% Bonus to Strength
(20 to 22)% Bonus to Dexterity
Damage Reduced by (15 to 17)
Damage Reduced by 9%
Total Character Defense Plus (20 to 22)%
Socketed: 5

Tier 5 Assassin Armour



**Astrogha's Eye
Parma (5)**

Defense: (621-1136)
Durability: 57
(Assassin Only)

Required Strength: 97
Required Dexterity: 199
Required Level: 40

+(56 to 65)% Damage to Demons
Slows Ranged Attacker by (15 to 17)%
+(141 to 170)% Enhanced Defense
+(15 to 17) Life on Striking in Melee
(12 to 13)% Reanimate as: Soul Spider
Socketed: 4

**Bathos
Aspis (5)**

Defense: (324-556)
Durability: 67
(Assassin Only)

Required Strength: 133
Required Dexterity: 261
Required Level: 41

(14 to 16)% Life stolen per Hit
+(26 to 30)% Bonus to Summoned Minion Life
+(56 to 65)% Bonus to Summoned Minion Damage
+(20 to 22) to Dexterity
Fire Resist +(31 to 35)%
(20 to 22)% Chance of Uninterruptable Attack
Socketed: 4

**Black Sheep Wall
Totem Shield (5)**

Defense: (404-699)
Durability: 56
(Assassin Only)

Required Dexterity: 195
Required Level: 41

5% Chance to cast level 1 Charm on Attack
100% Chance to cast level 28 Beacon when you Level-Up
+(101 to 120)% Enhanced Defense
Fire Resist +(31 to 35)%
Poison Resist +(31 to 35)%
(301 to 350)% Extra Gold from Monsters
+(3 to 4) to Light Radius
Socketed: 5



**Leoric's Legion
Bladed Shield (5)**

Defense: (615-1116)
Durability: 64
(Assassin Only)

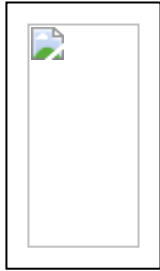
Required Dexterity: 243
Required Level: 43

+(31 to 35)% Bonus to Poison Skill Duration
-(20 to 22)% to Enemy Poison Resistance
+(161 to 190)% Enhanced Defense
+(31 to 35) to Vitality
(12 to 13)% Reanimate as: Horror Sorcerer
(12 to 13)% Reanimate as: Burning Dead Sorcerer



(12 to 13)% Reanimate as: Bone Sorcerer
Socketed: 5

Tier 5 Barbarian Armour



Golden Fleece Bull Shield (5)

Defense: (477-807)
Durability: 31
(Barbarian Only)
Required Strength: 46
Required Dexterity: 102
Required Level: 38
45% Chance to cast level 10 Arrow when Struck by a Missile
+(2 to 3) to Barbarian Skill Levels
+(141 to 170)% Enhanced Defense
+(31 to 35) to Strength
Increase Maximum Life (15 to 17)%
+(111 to 130)% Damage when using a Healing Potion
Lightning Resist +(31 to 35)%
(61 to 70)% Better Chance of Getting Magic Items
Socketed: 4



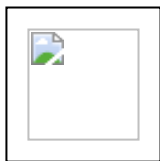
The Breaking Wheel Bronze Shield (5)

Defense: (1169-2122)
Durability: 59
(Barbarian Only)
Required Strength: 111
Required Level: 42
(15 to 17)% Chance of Crushing Blow
Enhanced Weapon Damage +(56 to 65)%
(23 to 26)% Bonus to Strength
(23 to 26)% Bonus to Dexterity
+(161 to 190)% Enhanced Defense
Fire Resist +(41 to 45)%
Poison Resist +(41 to 45)%
Socketed: 4



Invictus Gilded Shield (5)

Defense: (3539-7194)
Durability: 67
(Barbarian Only)
Required Strength: 198
Required Level: 49
4% Chance to cast level 11 Gift of the Wild when you Kill an Enemy
Lion Stance Damage Bonus (141 to 170)%
+(201 to 240)% Enhanced Defense
+(31 to 35) to all Attributes
Damage Reduced by (8 to 9)%
Total Character Defense Plus (31 to 35)%
Socketed: 4



Slimedrool Jawbone Cap (5)

Defense: (379-506)
Durability: 34
(Barbarian Only)
Required Strength: 116
Required Level: 37
Adds (94-188)-(188-375) poison damage over 5 seconds
-(23 to 26)% to Enemy Poison Resistance
Attacker Flees after Striking 9%
+(111 to 130)% Enhanced Defense
Socketed: 3

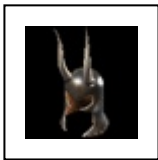


Bonechewer Fanged Helm (5)

Defense: (584-840)
Durability: 40
(Barbarian Only)
Required Strength: 180
Required Level: 39
15% Increased Attack Speed
+(14 to 16) to Hamstring
+(151 to 180)% Enhanced Defense
+(23 to 26) to Strength
(12 to 13)% Reanimate as: Hungry Dead
Socketed: 3

Cornucopia Horned Helm (5)

Defense: (603-876)
Durability: 47
(Barbarian Only)



Required Strength: 245
Required Level: 41
+(111 to 130)% Enhanced Defense
Replenish Life +(111 to 130)
(251 to 300)% Extra Gold from Monsters
(61 to 70)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (15 to 17)%
Socketed: 3

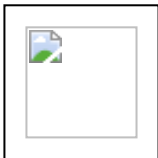


Thunderdome
Assault Helmet (5)
Defense: (887-1339)
Durability: 53
(Barbarian Only)
Required Strength: 310
Required Level: 43
26% Chance to cast level 24 Flash on Attack
100% Chance to cast level 42 Lightning Cascade when you Level-Up
Adds 1-(241-480) lightning damage
+(15 to 17) to Lightning Shield
(23 to 26)% Bonus to Strength
+(161 to 190)% Enhanced Defense
Socketed: 3

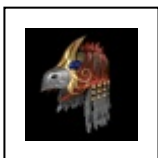


Spirit Teacher's Headdress
Avenger Guard (5)
Defense: (1107-1713)
Durability: 59
(Barbarian Only)
Required Strength: (258-243)
Required Level: 46
+(12 to 13) Enhanced Stance Radius
+(36 to 40)% Bonus to Summoned Minion Life
+(36 to 40)% Bonus to Summoned Minion Damage
+(181 to 215)% Enhanced Defense
Regenerate Mana +(41 to 45)%
All Resists +(31 to 35)%
Socketed: 3
Requirements (-31 to -35)%

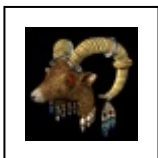
Tier 5 Druid Armour



Big Bad
Wolf Head (5)
Defense: (350-466)
Durability: 31
(Druid Only)
Required Strength: 105
Required Level: 37
100% Chance to cast level 31 Fire Cascade when you Level-Up
+(111 to 130)% Enhanced Defense
(18 to 21)% Bonus to Strength
(18 to 21)% Bonus to Vitality
Total Character Defense Plus (15 to 17)%
+(12 to 13)% to Experience Gained
Socketed: 3



Earth Song
Hawk Helm (5)
Defense: (453-634)
Durability: 37
(Druid Only)
Required Strength: 163
Required Level: 39
1% Chance to cast level 24 Chronofield when you Take Damage
15% Faster Cast Rate
+(26 to 30)% to Fire Spell Damage
+(26 to 30)% to Cold Spell Damage
+(26 to 30)% to Poison Spell Damage
+(111 to 130)% Enhanced Defense
Fire Resist +(31 to 35)%
Cold Resist +(31 to 35)%
Poison Resist +(31 to 35)%
+(56 to 65) Mana after each Kill
Socketed: 3



Nymph's Grace
Antlers (5)
Defense: (689-1017)
Durability: 42
(Druid Only)
Required Strength: 222
Required Level: 41
13% Chance to cast level 1 Arrow when Struck by a Missile
+(161 to 190)% Enhanced Defense
Slows Ranged Attacker by (20 to 22)%



(20 to 22)% Bonus to Dexterity
(20 to 22)% Bonus to Vitality
9% Chance to Avoid Damage
Socketed: 3

Skyguard

Falcon Mask (5)

Defense: (848-1275)
Durability: 48
(Druid Only)

Required Strength: 281

Required Level: 43

25% Faster Run/Walk

-(23 to 26)% to Enemy Lightning Resistance

-(23 to 26)% to Enemy Cold Resistance

+(17 to 20) to Forked Lightning

+(171 to 200)% Enhanced Defense

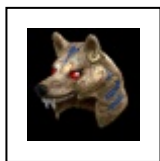
Lightning Resist +(46 to 50)%

Cold Resist +(46 to 50)%

Damage Reduced by 9%

+(23 to 26) Mana after each Kill

Socketed: 3



Grimsprite

Spirit Mask (5)

Defense: (947-1450)
Durability: 54
(Druid Only)

Required Strength: 340

Required Level: 46

+(17 to 20) to Summon Thunder Bear

Enhanced Weapon Damage +(56 to 65)%

Slows Target by 9%

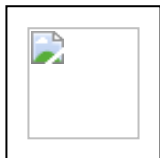
+(161 to 190)% Enhanced Defense

+(36 to 40) to Strength

(12 to 13)% Reanimate as: Shrieker

Socketed: 3

Tier 5 Necromancer Armour



Albrecht's Heirloom

Preserved Head (5)

Defense: (176-266)

Durability: 36

(Necromancer Only)

Required Dexterity: 49

Required Level: 37

Adds (41-80)-(121-240) cold damage

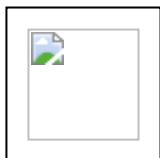
Enhanced Weapon Damage +(56 to 65)%

Cold Resist +(71 to 85)%

(15 to 17)% Reanimate as: Skeleton Archer

(151 to 175)% Extra Gold from Monsters

Socketed: 3



Shadowchild

Zombie Head (5)

Defense: (575-1052)

Durability: 45

(Necromancer Only)

Required Dexterity: (53-50)

Required Level: 39

+(41 to 45)% Bonus to Summoned Minion Damage

+(141 to 170)% Enhanced Defense

(31 to 35)% Bonus to Energy

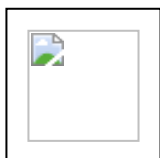
Cold Absorb (15 to 17)%

Lightning Absorb (15 to 17)%

Fire Absorb (15 to 17)%

Socketed: 3

Requirements (-31 to -35)%



Darkflesh

Unraveller Head (5)

Defense: (722-1390)

Durability: 53

(Necromancer Only)

Required Dexterity: 106

Required Level: 40

+(56 to 65) Energy Factor to Spell Damage

25% Faster Cast Rate

25% Faster Hit Recovery

+(31 to 35)% to Fire Spell Damage

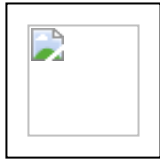
+(31 to 35)% to Lightning Spell Damage

+(141 to 170)% Enhanced Defense

Fire Resist +(23 to 26)%

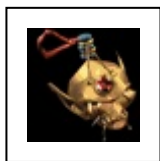
Lightning Resist +(23 to 26)%

(15 to 17)% Reanimate as: Crystal Witch
Socketed: 3



**Graven Image
Gargoyle Head (5)**

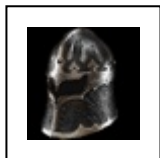
Defense: (908-1786)
Durability: 62
(Necromancer Only)
Required Dexterity: 134
Required Level: 42
+(10 to 11) Extra Shadow Minions
25% Faster Cast Rate
+(31 to 35)% Bonus to Summoned Minion Life
+(36 to 40)% Bonus to Summoned Minion Resistances
+(151 to 180)% Enhanced Defense
+(36 to 40) to Strength
+(301 to 350) to Mana
Lightning Resist +(31 to 35)%
Damage Reduced by 9%
Socketed: 3



**Hellspeak
Demon Head (5)**

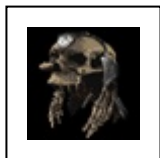
Defense: (1064-2133)
Durability: 70
(Necromancer Only)
Required Dexterity: 162
Required Level: 45
27% Chance to cast level 20 Fire Splash when you Kill an Enemy
27% Chance to cast level 10 Doom when you Kill an Enemy
+(141 to 170) to Maximum Damage
-(31 to 35)% to Enemy Fire Resistance
Stun Attack
+(9 to 10) to Devil's Fang Totem
(20 to 22)% Chance of Crushing Blow
(31 to 35)% Bonus to Dexterity
+(151 to 180)% Enhanced Defense
Fire Absorb (15 to 17)%
Socketed: 3

Tier 5 Paladin Armour



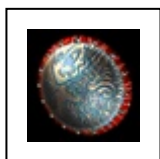
**Godhead
Hundsgugel (5)**

Defense: (717-1078)
Durability: 24
(Paladin Only)
Required Strength: 79
Required Level: 37
+(111 to 130)% Damage to Demons
9% Chance of Crushing Blow
Hit Causes Monster to Flee +10%
+(111 to 130)% Enhanced Defense
+(31 to 35) to Strength
+(15 to 17)% Increased Healing Rate from Apples
(15 to 17)% Chance of Uninterruptable Attack
Socketed: 3



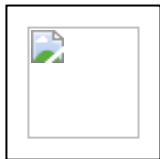
**Skull Lord
Blackguard Helm (5)**

Defense: (424-595)
Durability: 29
(Paladin Only)
Required Dexterity: 129
Required Level: 41
+(56 to 65) Energy Factor to Spell Damage
15% Faster Cast Rate
+(31 to 35)% to Lightning Spell Damage
+(31 to 35)% to Physical/Magic Spell Damage
+(111 to 130)% Enhanced Defense
(12 to 13)% Reanimate as: Knight of Famine
(20 to 22)% Curse Length Reduction
Socketed: 3



**Grail of Tears
Targe (5)**

Defense: (508-861)
Durability: 40
(Paladin Only)
Required Dexterity: 59
Required Level: 37
15% Faster Cast Rate
-(15 to 17)% to Enemy Fire Resistance
-(15 to 17)% to Enemy Lightning Resistance
-(15 to 17)% to Enemy Cold Resistance
-(15 to 17)% to Enemy Poison Resistance

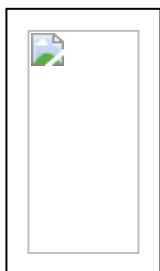


Attacker Flees after Striking (15 to 17)%
 +(141 to 170)% Enhanced Defense
 +(301 to 350) to Mana
 Socketed: 3

Oreichalcos

Rondache (5)

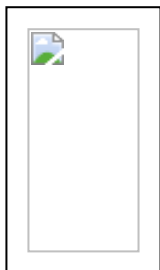
Defense: (691-1263)
 Durability: 69
 (Paladin Only)
 Required Dexterity: 92
 Required Level: 39
 +(71 to 85)% Damage to Demons
 Slows Target by 9%
 +(141 to 170)% Enhanced Defense
 Total Character Defense Plus (15 to 17)%
 (301 to 350)% Extra Gold from Monsters
 Reduces all Vendor Prices 9%
 Increase Maximum Durability (41 to 45)%
 Socketed: 3



Thunderhead

Heraldic Shield (5)

Defense: (903-1730)
 Durability: 59
 (Paladin Only)
 Required Strength: 126
 Required Level: 40
 9% Chance to cast level 24 Static Lance when you Take Damage
 15% Faster Run/Walk
 15% Increased Attack Speed
 25% Faster Block Rate
 +(151 to 180)% Enhanced Defense
 +(15 to 17) to Strength
 +(15 to 17) to Dexterity
 +(15 to 17) to Vitality
 Socketed: 3



Catechumen

Aerin Shield (5)

Defense: (1048-2068)
 Durability: 68
 (Paladin Only)
 Required Strength: (110-104)
 Required Level: 42
 13% Chance to cast level 30 Flamefront on Attack
 Adds (56-65)-(111-130) damage
 +(111 to 130)% Damage to Undead
 +(141 to 170)% Enhanced Defense
 Fire Resist +(25 to 27)%
 Lightning Resist +(25 to 27)%
 Cold Resist +(25 to 27)%
 Poison Resist +(56 to 65)%
 (15 to 17)% Reanimate as: Blood Templar
 Requirements (-31 to -35)%
 Socketed: 3



Shadowmoon

Crown Shield (5)

Defense: (1275-2562)
 Durability: 77
 (Paladin Only)
 Required Dexterity: 193
 Required Level: 45
 15% Increased Attack Speed
 15% Faster Cast Rate
 +(23 to 26)% to Lightning Spell Damage
 +(23 to 26)% to Cold Spell Damage
 +(23 to 26)% to Poison Spell Damage
 +(20 to 22)% Bonus to Summoned Minion Life
 +(151 to 180)% Enhanced Defense
 Cold Absorb (15 to 17)%
 Lightning Absorb (15 to 17)%
 Fire Absorb (15 to 17)%
 Socketed: 3

Tier 5 Sorceress Armour

Serenthia's Disguise

Gambeson (5)

Defense: (927-1684)
 Durability: 44
 (Sorceress Only)
 Required Dexterity: 111
 Required Level: 38
 4% Chance to cast level 11 Charm when Attacked



+(15 to 17)% Bonus to Energy Factor
 +(221 to 260)% Enhanced Defense
 Magic Damage Reduced by (15 to 17)
 +(71 to 85) Mana when Struck by an Enemy
 (111 to 130)% Extra Gold from Monsters
 (31 to 35)% Better Chance of Getting Magic Items
 Socketed: 5



Ennead's Bane
Kazarghand (5)
 Defense: (1625-3304)
 Durability: 74
 (Sorceress Only)
 Required Dexterity: (167-157)
 Required Level: 41
 +(2 to 3) to Sorceress Skill Levels
 25% Faster Cast Rate
 -(31 to 35)% to Enemy Lightning Resistance
 +(13 to 15) to Static Lance
 +(201 to 240)% Enhanced Defense
 +(31 to 35) to Energy
 +(31 to 35) to Dexterity
 Lightning Resist +(31 to 35)%
 Requirements (-31 to -35)%
 Socketed: 5



Nightscape
Lamellar Armor (5)
 Defense: (681-1253)
 Durability: 50
 (Sorceress Only)
 Required Dexterity: 137
 Required Level: 39
 1% Chance to cast level 18 Banish when you Take Damage
 35% Faster Cast Rate
 25% Faster Hit Recovery
 +(31 to 35)% to Cold Spell Damage
 +(31 to 35)% Bonus to Summoned Minion Damage
 +(31 to 35)% Bonus to Summoned Minion Life
 +(101 to 120)% Enhanced Defense
 +(301 to 350) to Mana
 Socketed: 5



Wisdom's Wrap
Banded Plate (5)
 Defense: (843-1573)
 Durability: 110
 (Sorceress Only)
 Required Dexterity: (297-281)
 Required Level: 47
 +(2 to 3) to Sorceress Skill Levels
 +(36 to 40)% to Fire Spell Damage
 Regenerate Mana +(31 to 35)%
 Fire Resist +(61 to 70)%
 Slows Attacker by (15 to 17)%
 -3 to Light Radius
 Level 15 Summon Shadows (45 Charges)
 Requirements (-26 to -30)%
 Socketed: 5



Wedding Dress of the Zann
Ceremonial Armor (5)
 Defense: (2869-6037)
 Durability: 116
 (Sorceress Only)
 Required Dexterity: 429
 Required Level: 48
 +(6 to 7) to Moon Queen
 +(6 to 7) to Spiral Dance
 Slows Target by (15 to 17)%
 +(221 to 260)% Enhanced Defense
 +(56 to 65) to Strength
 +(56 to 65) to Dexterity
 +(141 to 170)% Enhanced Damage to Moonstrike
 Socketed: 5

Tier 6 One-Handed Swords

Grim Fang
Short Sword (6)
 One-Hand Damage: (76-82) to (85-92)
 Durability: 16
 Required Strength: 104
 Required Level: 46



+(131 to 150)% Enhanced damage
(18 to 20)% Life stolen per Hit
+(22 to 25) to Strength
Poison Resist +(36 to 40)%
Target Takes Additional Damage of (18 to 20)
Socketed: 3



**Al Nath
Scimitar (6)**

One-Hand Damage: (112-124) to (126-139)
Durability: 30
Required Strength: 212
Required Level: 48
+(181 to 210)% Enhanced damage
30% Increased Attack Speed
(71 to 80)% Bonus to Attack Rating
Adds (241-480)-(481-960) fire damage
Slows Target by (18 to 20)%
(18 to 20)% Bonus to Dexterity
Socketed: 3



**Wardance
Saber (6)**

One-Hand Damage: (133-147) to (154-169)
Durability: 44
Required Strength: 265
Required Level: 50
15% Chance to cast level 17 Blink when you Kill an Enemy
+(191 to 220)% Enhanced damage
30% Faster Run/Walk
40% Increased Attack Speed
+(171 to 200) Defense vs. Missile
+(18 to 20) to Dexterity
Socketed: 3



**Finis Terra
Falchion (6)**

One-Hand Damage: (151-166) to (177-195)
Durability: 58
Required Strength: 319
Required Level: 52
13% Chance to cast level 12 Shower of Rocks on Attack
1% Chance to cast level 24 Meteor Shower when you Kill an Enemy
+(191 to 220)% Enhanced damage
-(18 to 20)% to Enemy Fire Resistance
-(18 to 20)% to Enemy Poison Resistance
Fire Resist +(36 to 40)%
Poison Resist +(36 to 40)%
Socketed: 3



**Raptor Beak
Broad Sword (6)**

One-Hand Damage: (168-185) to (203-224)
Durability: 72
Required Strength: 373
Required Level: 53
50% Chance to cast level 18 Time Strike when Struck by a Missile
+(191 to 220)% Enhanced damage
30% Increased Attack Speed
+(36 to 40) to Vitality
+(36 to 40) Life on Striking in Melee
+(18 to 20) Life when Struck by an Enemy
(131 to 150)% Extra Gold from Monsters
Socketed: 6



**Herr Donner
Long Sword (6)**

One-Hand Damage: (156-169) to (185-200)
Durability: 86
Required Strength: 427
Required Level: 54
30% Chance to cast level 24 Flash on Attack
+(141 to 160)% Enhanced damage
40% Increased Attack Speed
Adds 1-(381-450) lightning damage
Stun Attack
+(36 to 40)% to Lightning Spell Damage
Socketed: 6

**Lachdanan's Avenger
War Sword (6)**

One-Hand Damage: (203-224) to (241-265)
Durability: 100
Required Strength: 481



Required Level: 57
8% Chance to cast level 23 Spike Nova when Struck
+(2 to 3) to Paladin Skill Levels
+(191 to 220)% Enhanced damage
+(176 to 200)% Damage to Demons
+(176 to 200)% Damage to Undead
(18 to 20)% Chance of Crushing Blow
+(66 to 75) to Strength
All Resists +(36 to 40)%
Socketed: 3

Tier 6 Crystal Swords



Iceflayer
Crystal Sword (6)
One-Hand Damage: (121-135) to (140-156)
Durability: 40
Required Dexterity: 427
Required Level: 57
+(171 to 200)% Enhanced damage
40% Faster Hit Recovery
Adds (401-800)-(1201-2400) cold damage
(36 to 40)% Chance of Open Wounds
(18 to 20)% Bonus to Dexterity
+(131 to 150)% Enhanced Damage to Moonstrike
Socketed: 6

Tier 6 Two-Handed Swords



The Overlord
Two-Handed Sword (6)
One-Hand Damage: (75-81) to (86-93)
Two-Hand Damage: (110-120) to (119-129)
Durability: 28
Required Strength: 212
Required Level: 46
1% Chance to cast level 6 Unholy Armor on Attack
+(121 to 140)% Enhanced damage
(46 to 50)% Chance of Open Wounds
Slows Target by (27 to 30)%
(22 to 25)% Bonus to Strength
(46 to 50)% Chance of Uninterruptable Attack
Socketed: 4



Jared's Fragmentor
Claymore (6)
One-Hand Damage: (113-126) to (135-150)
Two-Hand Damage: (192-213) to (200-222)
Durability: 42
Required Strength: 283
Required Level: 50
25% Chance to cast level 14 Spike Nova on Attack
100% Chance to cast level 49 Immolation Bomb when you Die
+(171 to 200)% Enhanced damage
(27 to 30)% Chance of Crushing Blow
(46 to 50)% Chance of Open Wounds
+(31 to 35) to Strength
Socketed: 4



Hellreaper
Giant Sword (6)
One-Hand Damage: (146-161) to (174-192)
Two-Hand Damage: (252-279) to (269-297)
Durability: 56
Required Strength: 355
Required Level: 51
5% Chance to cast level 12 Death Coil on Attack
+(181 to 210)% Enhanced damage
30% Increased Attack Speed
(18 to 20)% Life stolen per Hit
Enhanced Weapon Damage +(66 to 75)%
+(171 to 200) Defense
Increase Maximum Life (18 to 20)%
Socketed: 4

Addertongue
Bastard Sword (6)
One-Hand Damage: 61 to 74
Two-Hand Damage: 111 to 118
Durability: 70
Required Strength: 427
Required Level: 52
50% Chance to cast level 31 Venomous Spirit on Attack
+(2 to 4) to Paladin Skill Levels
+(36 to 40)% to Cold Spell Damage



(18 to 20)% Bonus to Strength
(18 to 20)% Bonus to Energy
Total Character Defense Plus (18 to 20)%
Socketed: 4



Frostbringer
Flamberge (6)
One-Hand Damage: (196-217) to (367-410)
Two-Hand Damage: (365-403) to (518-577)
Durability: 84
Required Strength: 499
Required Level: 54
50% Chance to cast level 30 Ice Lance on Attack
+(2 to 3) to All Skills
+(181 to 210)% Enhanced damage
+(131 to 150) to Maximum Damage
+(36 to 40)% to Cold Spell Damage
Cold Resist +(46 to 50)%
(18 to 20)% Chance of Uninterruptable Attack
Socketed: 6



The Dao of Xiansai
Great Sword (6)
One-Hand Damage: (213-235) to (432-488)
Two-Hand Damage: (407-449) to (603-677)
Durability: 98
Required Strength: 570
Required Level: 57
+(2 to 4) to All Skills
+(181 to 210)% Enhanced damage
40% Increased Attack Speed
40% Faster Hit Recovery
+(171 to 200) to Maximum Damage
(176 to 200)% Bonus to Attack Rating
+(351 to 400) Defense
+(18 to 20)% to Experience Gained
Socketed: 6

Tier 6 One-Handed Axes



Brainhack
Hand Axe (6)
One-Hand Damage: (87-96) to (109-120)
Durability: 22
Required Strength: 104
Required Level: 46
8% Chance to cast level 17 Banish when you Kill an Enemy
+(181 to 210)% Enhanced damage
Slows Target by (18 to 20)%
+(18 to 20) to Strength
(-18 to -20) to Energy
Socketed: 3



The Lumberjack
Axe (6)
One-Hand Damage: (97-105) to (300-340)
Durability: 36
Required Strength: 239
Required Level: 49
100% Chance to cast level 13 Call Treewarden when you Level-Up
+3 to Druid Skill Levels
+(131 to 150)% Enhanced damage
30% Increased Attack Speed
+(171 to 200) to Maximum Damage
+(171 to 200)% Damage to Undead
(18 to 20)% Chance of Crushing Blow
+(131 to 150) Defense
Socketed: 6



Anthem De Frost
Double Axe (6)
One-Hand Damage: (178-197) to (341-385)
Durability: 50
Required Strength: 319
Required Level: 51
3% Chance to cast level 25 Glacial Nova on Attack
50% Chance to cast level 23 Shackles of Ice when you Kill an Enemy
+(131 to 150)% Enhanced damage
Adds (61-70)-(171-200) damage

Adds (641-1280)-(961-1920) cold damage
+(36 to 40)% to Cold Spell Damage
(18 to 20)% Chance of Uninterruptable Attack
Socketed: 6



The Prospector's Pick
Military Pick (6)

One-Hand Damage: (174-192) to (261-288)
Durability: 64
Required Strength: 400
Required Level: 53
+(191 to 220)% Enhanced damage
+(36 to 40) to Strength
+(36 to 40) to Dexterity
(131 to 150)% Extra Gold from Monsters
(66 to 75)% Better Chance of Getting Magic Items
Socketed: 6

Rainbowcleave
War Axe (6)

One-Hand Damage: (189-210) to (292-324)
Durability: 78
Required Strength: 481
Required Level: 55
+(2 to 3) to All Skills
+(171 to 200)% Enhanced damage
40% Increased Attack Speed
+(36 to 40)% to Fire Spell Damage
+(36 to 40)% to Lightning Spell Damage
+(36 to 40)% to Cold Spell Damage
Fire Resist +(46 to 50)%
Lightning Resist +(46 to 50)%
Cold Resist +(46 to 50)%
Magic Damage Reduced by (18 to 20)
Socketed: 6



Tier 6 Two-Handed Axes

Heartrend
Large Axe (6)

Two-Hand Damage: (110-120) to (127-137)
Durability: 28
Required Strength: 180
Required Level: 46
+(131 to 150)% Enhanced damage
(17 to 19)% Life stolen per Hit
(18 to 20)% Chance of Crushing Blow
Fire Resist +(36 to 40)%
+(18 to 20)% Increased Healing Rate from Apples
Level 12 Blood Flash (40 Charges)
Socketed: 6



Jackal's Hunger
Broad Axe (6)

Two-Hand Damage: (185-204) to (348-391)
Durability: 44
Required Strength: 274
Required Level: 49
15% Chance to cast level 12 Lifeblood when you Kill an Enemy
+(2 to 3) to All Skills
+(181 to 210)% Enhanced damage
30% Increased Attack Speed
+(121 to 140) to Maximum Damage
+(31 to 35) to Strength
(201 to 230)% Extra Gold from Monsters
Socketed: 6



Skullhammer
Battle Axe (6)

Two-Hand Damage: (281-314) to (357-399)
Durability: 60
Required Strength: 369
Required Level: 51
+(231 to 270)% Enhanced damage
40% Increased Attack Speed
Stun Attack
(36 to 40)% Chance of Crushing Blow
(18 to 20)% Bonus to Strength
Decrease Maximum Mana (-18 to -20)%
Socketed: 6



Norrec's Topor
Great Axe (6)

Two-Hand Damage: (354-395) to (654-735)
Durability: 76
Required Strength: 463



Required Level: 53
+(241 to 280)% Enhanced damage
+(201 to 230) to Maximum Damage
+(66 to 75) to Strength
Replenish Life +(71 to 80)
Damage Reduced by (18 to 20)
+(36 to 40)% to Fire Spell Damage
-(36 to 40)% to Enemy Fire Resistance
(18 to 20)% Reanimate as: Infernal Lord
Target Takes Additional Damage of (36 to 40)
Socketed: 6

Edge of Extinction
Giant Axe (6)

Two-Hand Damage: (368-410) to (562-627)
Durability: 92

Required Strength: 557

Required Level: 55

30% Chance to cast level 36 Gamma Field when you Kill an Enemy

+(3 to 5) to Druid Skill Levels

+(241 to 280)% Enhanced damage

+(131 to 150)% Damage to Undead

-(36 to 40)% to Enemy Poison Resistance

Slows Ranged Attacker by (18 to 20)%

Poison Resist +(71 to 80)%

(18 to 20)% Reanimate as: Zombie

Socketed: 6



Tier 6 Maces

Gnarled Root
Club (6)

One-Hand Damage: (105-117) to (129-144)

Durability: 8

Required Strength: 104

Required Level: 46

10% Chance to cast level 26 Poison Flash on Attack

+(36 to 40)% Bonus Damage to Mark of the Wild

+(241 to 280)% Enhanced damage

75% Increased Attack Speed

(131 to 150)% Bonus to Attack Rating

(36 to 40)% Bonus to Dexterity

Socketed: 3



Greiz' Slapjack
Spiked Club (6)

One-Hand Damage: (102-114) to (138-153)

Durability: 24

Required Strength: 207

Required Level: 49

+(171 to 200)% Enhanced damage

30% Increased Attack Speed

Adds 1-(401-800) lightning damage

(36 to 40)% Chance of Crushing Blow

(18 to 20)% Bonus to Strength

(18 to 20)% Bonus to Dexterity

Socketed: 3



Koth's Lesson
Mace (6)

One-Hand Damage: (123-136) to (179-198)

Durability: 40

Required Strength: 261

Required Level: 51

30% Chance to cast level 24 Bloodlust when you Kill an Enemy

+(2 to 3) to Barbarian Skill Levels

+(131 to 150)% Bonus Damage to Bloodlust

+(181 to 210)% Enhanced damage

+(361 to 420)% Damage to Undead

+(301 to 350) Defense

+(36 to 40) to Strength

Increase Maximum Life (18 to 20)%

Socketed: 3



Magnet Rock
Morning Star (6)

One-Hand Damage: 50 to (308-347)

Durability: 56

Required Strength: 315

Required Level: 53

+(231 to 270) to Maximum Damage

Slows Target by (18 to 20)%

Damage Reduced by (22 to 25)

(201 to 230)% Damage Reflected

(351 to 400)% Extra Gold from Monsters



(71 to 80)% Better Chance of Getting Magic Items
Socketed: 3



**Ravenflock
Flail (6)**

One-Hand Damage: (162-179) to (258-284)
Durability: 38
Required Strength: 369
Required Level: 55
8% Chance to cast level 30 Doom on Attack
+(191 to 220)% Enhanced damage
40% Increased Attack Speed
(36 to 40)% Chance of Open Wounds
+(36 to 40) to all Attributes
Decrease Maximum Durability (-46 to -50)%
Socketed: 6

Tier 6 One-Handed Hammers



**Archon's Wrath
War Hammer (6)**

One-Hand Damage: (126-140) to (351-399)
Durability: 75
Required Strength: 366
Required Level: 51
10% Chance to cast level 40 Apocalypse on Attack
+(216 to 250)% Enhanced damage
+(171 to 200) to Maximum Damage
+(351 to 400)% Damage to Demons
+(351 to 400)% Damage to Undead
Adds (401-800)-(561-1120) fire damage
(27 to 30)% Bonus to Strength
Socketed: 6

Tier 6 Two-Handed Hammers



**Bonerattler
Maul (6)**

Two-Hand Damage: (249-276) to (503-567)
Durability: 114
Required Strength: 532
Required Level: 53
+(2 to 3) to Paladin Skill Levels
+(216 to 250)% Enhanced damage
+(181 to 210) to Maximum Damage
+(261 to 300)% Damage to Undead
(18 to 20)% Chance of Crushing Blow
(14 to 15)% Reanimate as: Bone Archer
(14 to 15)% Reanimate as: Burning Dead Archer
(14 to 15)% Reanimate as: Horror Archer
Socketed: 6



**The Flying Anvil
Great Maul (6)**

Two-Hand Damage: (259-287) to (394-437)
Durability: 138
Required Strength: 640
Required Level: 55
+(131 to 150) Crafting Points
30% Chance to cast level 19 Flamestrike on Attack
+(216 to 250)% Enhanced damage
Stun Attack
+(66 to 75) to Strength
Total Character Defense Plus (36 to 40)%
Socketed: 6

Tier 6 Sceptres



**Sunbearer
Scepter (6)**

One-Hand Damage: 31 to 35
Durability: 14
Required Dexterity: 171
Required Level: 46
15% Chance to cast level 17 Gift of Vanquishing when Struck
+(2 to 3) to Amazon Skill Levels
30% Faster Cast Rate
-(18 to 20)% to Enemy Fire Resistance
Fire Resist +(36 to 40)%
(131 to 150)% Extra Gold from Monsters
Socketed: 3

**Voidstream
Grand Scepter (6)**



One-Hand Damage: 44 to 58
Durability: 30
Required Dexterity: 279
Required Level: 51
+(2 to 4) to Paladin Skill Levels
30% Faster Cast Rate
+(36 to 40)% to Lightning Spell Damage
+(36 to 40)% to Physical/Magic Spell Damage
Regenerate Mana +(46 to 50)%
Damage Reduced by (18 to 20)
Slows Attacker by (18 to 20)%
Socketed: 3

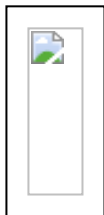


Dreamswayer
War Scepter (6)
One-Hand Damage: (131-142) to (187-202)
Durability: 46
Required Dexterity: 387
Required Level: 54
+(131 to 150) Energy Factor to Spell Damage
1% Chance to cast level 15 Charm on Attack
15% Chance to cast level 12 Nightmare on Attack
+(2 to 3) to Paladin Skill Levels
+(131 to 150)% Enhanced damage
40% Increased Attack Speed
-(36 to 40)% to Enemy Fire Resistance
-(36 to 40)% to Enemy Cold Resistance
Regenerate Mana +(46 to 50)%
Socketed: 6

Tier 6 Javelins



Devil's Flight
Javelin (6)
Throw Damage: (108-120) to (132-147)
One-Hand Damage: (70-78) to (81-90)
Durability: 32
Required Dexterity: 104
Required Level: 46
50% Chance to cast level 1 Javelin when you Kill an Enemy
100% Chance to cast level 61 Pentagram when you Level-Up
+(171 to 200)% Enhanced damage
30% Increased Attack Speed
Fire Resist +(36 to 40)%
(18 to 20)% Reanimate as: Stone Clan
Socketed: 3



Shadowstrike
Pilum (6)
Throw Damage: (145-160) to (278-308)
One-Hand Damage: (87-96) to (188-209)
Durability: 56
Required Dexterity: 230
Required Level: 49
100% Chance to cast level 51 Dark Power when you Level-Up
40% Chance to cast level 35 Punisher when you Kill an Enemy
+(191 to 220)% Enhanced damage
+(66 to 75) to Maximum Damage
+(18 to 20) to all Attributes
Fire Resist +(46 to 50)%
Cold Resist +(46 to 50)%
Socketed: 3



Icepick
Short Spear (6)
Throw Damage: (138-150) to (302-335)
One-Hand Damage: (80-87) to (203-227)
Durability: 80
Required Dexterity: 310
Required Level: 51
15% Chance to cast level 31 Shatter the Flesh when you Kill an Enemy
+(2 to 3) to Amazon Skill Levels
+(131 to 150)% Enhanced damage
40% Faster Hit Recovery
+(81 to 95) to Maximum Damage
-(18 to 20)% to Enemy Cold Resistance
Cold Resist +(46 to 50)%
Socketed: 3

Sudis Murale
Glaive (6)
Throw Damage: (203-224) to (474-527)
One-Hand Damage: (116-128) to (314-351)
Durability: 104
Required Dexterity: 391
Required Level: 53



10% Chance to cast level 19 Fortress when you Kill an Enemy
+(191 to 220)% Enhanced damage
+(131 to 150) to Maximum Damage
(18 to 20)% Chance of Crushing Blow
+(46 to 50) to Strength
+(36 to 40) to Dexterity
Total Character Defense Plus (36 to 40)%
Socketed: 4



Dwaallicht
Throwing Spear (6)
Throw Damage: (249-276) to (576-643)
One-Hand Damage: (139-154) to (364-409)
Durability: 126
Required Dexterity: 472
Required Level: 55
50% Chance to cast level 18 Time Strike when you Kill an Enemy
+(216 to 250)% Enhanced damage
40% Increased Attack Speed
+(131 to 150) to Maximum Damage
(131 to 150)% Bonus to Attack Rating
Adds (561-1120)-(1201-2400) magic damage
(23 to 26)% Mana stolen per Hit
Enhanced Weapon Damage +(91 to 100)%
Socketed: 4

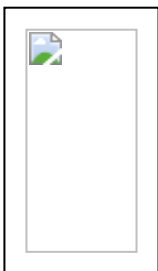
Tier 6 Spears



Ravenbeak
Spear (6)
Two-Hand Damage: (123-136) to (160-176)
Durability: 24
Required Strength: 104
Required Dexterity: 104
Required Level: 46
50% Chance to cast level 31 Flamefront on Attack
+(181 to 210)% Enhanced damage
(17 to 19)% Life stolen per Hit
(46 to 50) to Strength
+(36 to 40) to Strength
+(36 to 40) to Dexterity
(71 to 80)% Better Chance of Getting Magic Items
Socketed: 6



Sea Summoner
Trident (6)
Two-Hand Damage: (139-153) to (229-252)
Durability: 48
Required Strength: 180
Required Dexterity: 230
Required Level: 49
10% Chance to cast level 12 Glacial Nova on Attack
+(191 to 220)% Enhanced damage
Adds (561-1120)-(801-1600) cold damage
Slows Target by (18 to 20)%
+(66 to 75) to Dexterity
Replenish Life +(66 to 75)
Total Character Defense Plus (36 to 40)%
Socketed: 6

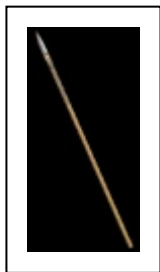


Shieldcracker
Brandistock (6)
Two-Hand Damage: (156-171) to (488-546)
Durability: 72
Required Strength: 234
Required Dexterity: 306
Required Level: 51
+(201 to 230)% Enhanced damage
+(181 to 210) to Maximum Damage
-(36 to 40)% Target Defense
(131 to 150)% Bonus to Attack Rating
(-351 to -400) to Monster Defense per Hit
(36 to 40)% Bonus to Strength
(36 to 40)% Bonus to Dexterity
Socketed: 6

Fangspear
Spetum (6)
Two-Hand Damage: (252-278) to (549-609)
Durability: 96
Required Strength: 288
Required Dexterity: 382
Required Level: 53



30% Chance to cast level 16 Miasma on Attack
 50% Chance to cast level 41 Venomous Spirit on Attack
 +(2 to 4) to Amazon Skill Levels
 +(201 to 230)% Enhanced damage
 Adds (81-90)-(176-200) damage
 (261 to 300)% Bonus to Miasma Haunt Duration
 +(36 to 40) Life after each Kill
 Socketed: 6

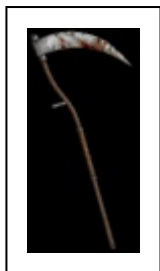


Death Pit Stake

Pike (6)

Two-Hand Damage: (151-168) to (588-652)
 Durability: 120
 Required Strength: (218-205)
 Required Dexterity: (293-274)
 Required Level: 55
 40% Chance to cast level 24 Carpet of Spiders on Attack
 +(2 to 4) to Paladin Skill Levels
 +(261 to 300)% Enhanced damage
 40% Increased Attack Speed
 Adds (800-1600)-(1600-3200) poison damage over 8 seconds
 +(46 to 50)% to Poison Spell Damage
 Poison Length Reduced by (46 to 50)%
 Socketed: 6
 Requirements (-36 to -40)%

Tier 6 Scythes



Bonefiend

Scythe (6)

Two-Hand Damage: (122-134) to (488-543)
 Durability: 74
 Required Strength: 319
 Required Dexterity: 319
 Required Level: 52
 +(191 to 220)% Enhanced damage
 +(131 to 150) to Maximum Damage
 +(351 to 400)% Damage to Undead
 +(17 to 19) to Razor Spines
 (27 to 30)% Bonus to Strength
 (18 to 20)% Reanimate as: Returned Archer
 (131 to 150)% Extra Gold from Monsters
 Socketed: 6

Tier 6 Daggers



The Shanker

Dagger (6)

One-Hand Damage: (99-111) to (105-118)
 Durability: 8
 Required Dexterity: 104
 Required Level: 45
 +(221 to 260)% Enhanced damage
 30% Increased Attack Speed
 (46 to 50)% Chance of Open Wounds
 +(13 to 14) to Hamstring
 Slows Target by (18 to 20)%
 Socketed: 2



Quov Tsin's Fall

Dirk (6)

One-Hand Damage: 36 to 39
 Durability: 14
 Required Dexterity: 212
 Required Level: 50
 +(2 to 4) to Necromancer Skill Levels
 40% Faster Cast Rate
 Fire Resist +(46 to 50)%
 Poison Resist +(46 to 50)%
 (27 to 30)% Reanimate as: Dark Magistrate
 (27 to 30)% Reanimate as: Succubus
 Socketed: 2



Acidburn

Kriss (6)

One-Hand Damage: (116-128) to (130-144)
 Durability: 20
 Required Dexterity: 292
 Required Level: 52
 +(2 to 4) to Druid Skill Levels
 +(191 to 220)% Enhanced damage
 40% Faster Hit Recovery

Adds (601-1200)-(1201-2400) poison damage over 6 seconds
 -(41 to 45)% to Enemy Poison Resistance
 Poison Resist +(46 to 50)%
 Socketed: 3



Clawscratch Blade (6)

One-Hand Damage: (150-167) to (414-473)
 Durability: 26
 Required Dexterity: 373
 Required Level: 54
 +(2 to 4) to Druid Skill Levels
 +(241 to 280)% Enhanced damage
 +(36 to 40)% Bonus Damage to Mark of the Wild
 40% Increased Attack Speed
 40% Faster Hit Recovery
 +(241 to 280) to Maximum Damage
 (86 to 100)% Duration Bonus to Mark of the Wild
 +(27 to 30) to Vitality
 Socketed: 3

Tier 6 Throwing Knives

Death Touch Throwing Knife (6)

Throw Damage: 43 to 46
 One-Hand Damage: 27 to 28
 Durability: 8
 Required Dexterity: 167
 Required Level: 45
 10% Chance to cast level 29 Scorpion Blade when you Kill an Enemy
 +(2 to 3) to Assassin Skill Levels
 30% Faster Run/Walk
 (171 to 200)% Bonus to Attack Rating
 Adds 21-23 poison damage over 6 seconds
 -(36 to 40)% to Enemy Fire Resistance
 -(36 to 40)% to Enemy Poison Resistance
 Socketed: 2



Icebird Flying Knife (6)

Throw Damage: (218-244) to (244-273)
 One-Hand Damage: (125-140) to (139-155)
 Durability: 12
 Required Dexterity: 337
 Required Level: 50
 1% Chance to cast level 12 Shackles of Ice on Striking
 +(231 to 270)% Enhanced damage
 Adds (401-800)-(1041-2080) cold damage
 -(18 to 20)% to Enemy Cold Resistance
 Cold Absorb (14 to 15)%
 40% Better Chance of Getting Magic Items
 Socketed: 2



Ironsleet Balanced Knife (6)

Throw Damage: (300-334) to (553-627)
 One-Hand Damage: (163-182) to (396-452)
 Durability: 16
 Required Dexterity: 508
 Required Level: 54
 10% Chance to cast level 13 Knife Throw on Striking
 100% Chance to cast level 62 Cold Fear when you Level-Up
 +(241 to 280)% Enhanced damage
 +(206 to 240) to Maximum Damage
 -(27 to 30)% Target Defense
 (24 to 27)% Stamina stolen per Hit
 Cold Resist +(46 to 50)%
 Socketed: 2



Tier 6 Throwing Axes

Sterrenvogel Throwing Axe (6)

Throw Damage: 40 to 46
 One-Hand Damage: 26 to 28
 Durability: 12
 Required Strength: 167
 Required Level: 45
 +(2 to 3) to Barbarian Skill Levels
 30% Increased Attack Speed
 Adds (161-320)-(321-640) fire damage
 Adds (161-320)-(321-640) lightning damage
 Adds (161-320)-(321-640) cold damage
 -(36 to 40)% to Enemy Fire Resistance





-(36 to 40)% to Enemy Lightning Resistance
 -(36 to 40)% to Enemy Cold Resistance
 -(36 to 40)% to Enemy Poison Resistance
 Socketed: 2

**Rockshatter
 Balanced Axe (6)**

Throw Damage: (178-199) to (597-671)
 One-Hand Damage: (105-118) to (375-423)
 Durability: 20

Required Strength: 445

Required Level: 53

4% Chance to cast level 37 Blast Wave when you Kill an Enemy
 +(231 to 270)% Enhanced damage
 +(131 to 150) to Maximum Damage
 (27 to 30)% Chance of Crushing Blow
 Enhanced Weapon Damage +(131 to 150)%
 +(66 to 75) to Strength
 +(36 to 40) Life after each Kill
 Socketed: 6

Tier 6 Staves



**Demoncall
 Short Staff (6)**

Two-Hand Damage: 44 to 48

Durability: 22

Required Dexterity: 52

Required Level: 45

+(131 to 150) Energy Factor to Spell Damage
 +(2 to 4) to All Skills
 30% Faster Cast Rate
 +(22 to 25) to Rune of Fire
 Fire Resist +(36 to 40)%
 Poison Resist +(36 to 40)%
 Socketed: 3



**The Magister
 Long Staff (6)**

Two-Hand Damage: 54 to 63

Durability: 46

Required Dexterity: 88

Required Level: 49

+(3 to 6) to All Skills
 +(46 to 50)% to Fire Spell Damage
 +(46 to 50)% to Lightning Spell Damage
 +(21 to 24) to Flash
 +(21 to 24) to Apocalypse
 Fire Resist +(66 to 75)%
 Lightning Resist +(66 to 75)%
 Total Character Defense Plus (36 to 40)%
 Socketed: 4



**Dubhdroiacht
 Gnarled Staff (6)**

Two-Hand Damage: 64 to 78

Durability: 70

Required Dexterity: 126

Required Level: 50

+(161 to 185) Energy Factor to Spell Damage
 +(3 to 6) to All Skills
 +(171 to 200)% Bonus to Poison Skill Duration
 -(36 to 40)% to Enemy Poison Resistance
 +(26 to 30) to Pyroclastic Flow
 +(36 to 40)% Bonus to Summoned Minion Life
 Increase Maximum Life (18 to 20)%
 Total Character Defense Plus (36 to 40)%
 Poison Length Reduced by (46 to 50)%
 Socketed: 4



**The Covenant
 Battle Staff (6)**

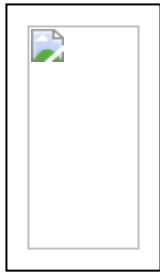
Two-Hand Damage: 72 to 92

Durability: 94

Required Dexterity: 164

Required Level: 52

+(171 to 200) Crafting Points
 10% Chance to cast level 13 Doom when you Take Damage
 +(3 to 6) to Paladin Skill Levels
 40% Faster Run/Walk
 40% Faster Cast Rate
 +(71 to 80)% to Fire Spell Damage
 +(71 to 80)% to Physical/Magic Spell Damage
 Replenish Life +(171 to 200)
 +(18 to 20)% Increased Healing Rate from Apples
 Socketed: 4



Staff of Roses

War Staff (6)

Two-Hand Damage: 81 to 106

Durability: 118

Required Dexterity: 202

Required Level: 54

+(3 to 6) to All Skills

+(46 to 50)% Bonus to Energy Factor

60% Faster Cast Rate

+(11 to 12) to Blood Flash

Regenerate Mana +(66 to 75)%

Fire Resist +(46 to 50)%

Lightning Resist +(46 to 50)%

(23 to 25)% Reanimate as: Knight of Death

+(66 to 75) Life after each Kill

Socketed: 6

Tier 6 Bows



The Rift Bow

Short Bow (6)

Two-Hand Damage: 39 to 44

Required Dexterity: 167

Required Level: 45

10% Chance to cast level 1 Teleport on Striking

65% Increased Attack Speed

(176 to 200)% Bonus to Attack Rating

Adds (241-480)-(481-960) magic damage

(18 to 20)% Bonus to Dexterity

Socketed: 6



Deadly Hunter

Hunter's Bow (6)

Two-Hand Damage: (171-190) to (203-225)

Required Dexterity: 221

Required Level: 48

30% Chance to cast level 37 Pain Spirit when you Kill an Enemy

+(171 to 200)% Enhanced damage

35% Faster Run/Walk

Adds (36-40)-(41-45) damage

+(351 to 400)% Damage to Undead

+(36 to 40) to Dexterity

Socketed: 6



Magebane

Long Bow (6)

Two-Hand Damage: (138-150) to (173-187)

Required Dexterity: 274

Required Level: 50

+(2 to 4) to All Skills

+(131 to 150)% Enhanced damage

+400 fire damage

+400 lightning damage

+400 cold damage

-(22 to 25)% to Enemy Fire Resistance

-(22 to 25)% to Enemy Lightning Resistance

-(22 to 25)% to Enemy Cold Resistance

(-36 to -40) to Energy

Fire Resist +(36 to 40)%

Lightning Resist +(36 to 40)%

Cold Resist +(36 to 40)%

+(31 to 35) Mana on Striking

Socketed: 6



Soulraider

Composite Bow (6)

Two-Hand Damage: (196-217) to (344-385)

Required Dexterity: 328

Required Level: 50

+(181 to 210)% Enhanced damage

+(86 to 100) to Maximum Damage

-(22 to 25)% Target Defense

Slows Target by (18 to 20)%

Drains 2% Life per Second

+(11 to 12) Life on Striking

+(11 to 12) Mana on Striking

Socketed: 6

Buriza-Do Tsuru

Short Battle Bow (6)

Two-Hand Damage: (232-256) to (529-599)

Required Dexterity: 382

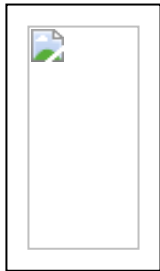
Required Level: 52

30% Chance to cast level 20 Countdown when you Kill an Enemy

+(191 to 220)% Enhanced damage



40% Increased Attack Speed
 +(221 to 260) to Maximum Damage
 Adds (401-800)-(561-1120) cold damage
 -(46 to 50)% to Enemy Cold Resistance
 Socketed: 6



Darkplague

Long Battle Bow (6)

Two-Hand Damage: (270-297) to (367-402)

Required Dexterity: (300-283)

Required Level: 52

20% Chance to cast level 12 Time Strike on Striking

10% Chance to cast level 36 Death Star on Striking

+(201 to 230)% Enhanced damage

(23 to 26)% Stamina stolen per Hit

-(46 to 50)% to Enemy Poison Resistance

Enhanced Weapon Damage +(131 to 150)%

Poison Resist +(46 to 50)%

Socketed: 6

Requirements (-31 to -35)%

Webspinner

Short War Bow (6)

Two-Hand Damage: (281-310) to (513-571)

Required Dexterity: (313-294)

Required Level: 54

8% Chance to cast level 19 Miasma on Striking

10% Chance to cast level 13 Carpet of Spiders when you Kill an Enemy

+(181 to 210)% Enhanced damage

+(131 to 150) to Maximum Damage

+(18 to 20)% to Poison Spell Damage

Slows Ranged Attacker by (36 to 40)%

Increase Maximum Life (18 to 20)%

Miasma Effect Duration: +2 seconds

Requirements (-36 to -40)%

Socketed: 6



The Black Dame

Long War Bow (6)

Two-Hand Damage: (386-428) to (661-738)

Required Dexterity: 543

Required Level: 57

10% Chance to cast level 17 Hunting Banshee when you Kill an Enemy

+(261 to 300)% Enhanced damage

75% Increased Attack Speed

+(131 to 150) to Maximum Damage

(28 to 32)% Mana stolen per Hit

Slows Target by (18 to 20)%

Total Character Defense Plus (46 to 50)%

(14 to 15)% Reanimate as: Dark Huntress

+(18 to 20)% to Experience Gained

Socketed: 6



Tier 6 Crossbows



Runeshatter

Light Crossbow (6)

Two-Hand Damage: (163-177) to (207-225)

Required Strength: 287

Required Level: 50

4% Chance to cast level 36 Mana Sweep when you Kill an Enemy

+(121 to 140)% Enhanced damage

+(176 to 200)% Damage to Demons

+(36 to 40) to Strength

(46 to 50)% Curse Length Reduction

Socketed: 6

The Barracuda

Crossbow (6)

Two-Hand Damage: (244-269) to (391-434)

Required Strength: 401

Required Level: 52

9% Chance to cast level 18 Bloodlust when you Kill an Enemy

+(181 to 210)% Enhanced damage

+(66 to 75)% Bonus Damage to Bloodlust

30% Increased Attack Speed

+(66 to 75) to Maximum Damage

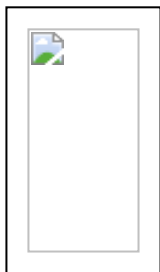
(18 to 20)% Chance of Crushing Blow

Socketed: 6



Fallentooth

Heavy Crossbow (6)



Two-Hand Damage: (410-455) to (661-738)

Required Strength: 514

Required Level: 54

+ (216 to 250)% Enhanced damage
 + (131 to 150) to Maximum Damage
 (18 to 20)% Life stolen per Hit
 (46 to 50)% Chance of Open Wounds
 + (27 to 31) to Summon Fallen
 (27 to 30)% Bonus to Strength
 Fire Resist + (46 to 50)%
 Lightning Resist + (46 to 50)%
 Socketed: 6



Embershot

Repeating Crossbow (6)

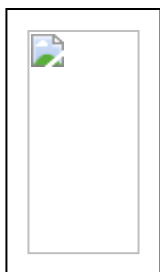
Two-Hand Damage: (370-405) to (508-557)

Required Strength: 570

Required Level: 57

30% Chance to cast level 30 Flamefront when you Kill an Enemy
 + (201 to 230)% Enhanced damage
 Adds (561-1120)-(1201-2400) fire damage
 - (36 to 40)% to Enemy Fire Resistance
 + (46 to 50) to Strength
 + (46 to 50) to Vitality
 Fire Absorb (18 to 20)%
 Socketed: 6

Tier 6 Amazon Weapons



Flowerspring

Stag Bow (6)

Two-Hand Damage: (300-331) to (398-438)

(Amazon Only)

Required Dexterity: 457

Required Level: 52

40% Chance to cast level 31 Death Blossom when you Kill an Enemy
 4% Chance to cast level 21 Lifeblood when you Kill an Enemy
 + (181 to 210)% Enhanced damage
 Adds (81-90)-(101-110) damage
 Adds 240-300 fire damage
 (27 to 30)% Bonus to Dexterity
 Replenish Life + (66 to 75)
 + (86 to 100)% Damage when using a Healing Potion
 All Resists + (36 to 40)%
 Socketed: 6



Herald of Skartara

Reflex Bow (6)

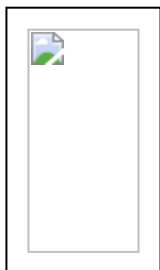
Two-Hand Damage: (466-522) to (673-752)

(Amazon Only)

Required Dexterity: 570

Required Level: 57

4% Chance to cast level 13 Phalanx when you Kill an Enemy
 4% Chance to cast level 13 Celerity when you Kill an Enemy
 + (261 to 300)% Enhanced damage
 40% Increased Attack Speed
 Adds (131-150)-(211-240) damage
 + (11 to 12) to Elfin Arrows
 (36 to 40)% Chance of Uninterruptable Attack
 (131 to 150)% Extra Gold from Monsters
 Socketed: 6



Sundial Spire

Maiden Spear (6)

Two-Hand Damage: (140-155) to (303-334)

Durability: 64

(Amazon Only)

Required Strength: 201

Required Dexterity: 402

Required Level: 53

Mega Impact

+ (71 to 80) Energy Factor to Spell Damage
 100% Chance to cast level 36 Chronofield when you Level-Up
 + (181 to 210)% Enhanced damage
 60% Increased Attack Speed
 - (36 to 40)% to Enemy Fire Resistance
 + (11 to 12) to Sunburn
 (36 to 40)% Bonus to Energy
 Socketed: 6

Terra Indiges

Maiden Pike (6)

Two-Hand Damage: (126-140) to (675-759)

Durability: 80

(Amazon Only)

Required Strength: 241



Required Dexterity: 483
Required Level: 55
Mega Impact
40% Chance to cast level 18 Elemental on Attack
5% Chance to cast level 18 Bloodlust on Attack
+(86 to 100)% Bonus Damage to Bloodlust
+(241 to 280)% Enhanced damage
20% Faster Hit Recovery
+(191 to 220) to Maximum Damage
All Resists +(71 to 80)%
Damage Reduced by (18 to 20)%
Total Character Defense Plus (36 to 40)%
Socketed: 6



Mooncurse
Maiden Javelin (6)
Throw Damage: (191-210) to (483-538)
One-Hand Damage: (109-120) to (323-361)
Durability: 84
(Amazon Only)
Required Strength: 247
Required Dexterity: 495
Required Level: 55
15% Chance to cast level 24 Frog Prince when you Kill an Enemy
15% Chance to cast level 24 Banish when you Kill an Enemy
+(181 to 210)% Enhanced damage
+(141 to 160) to Maximum Damage
Adds (401-800)-(1201-2400) fire damage
Adds (401-800)-(1201-2400) cold damage
Cold Resist +(46 to 50)%
(71 to 80)% Better Chance of Getting Magic Items
Socketed: 3

Tier 6 Assassin Weapons



The Nutcracker
Katar (6)
One-Hand Damage: (78-87) to (86-96)
Durability: 10
(Assassin Only)
Required Dexterity: 83
Required Level: 46
+(171 to 200)% Enhanced damage
(22 to 25)% Chance of Crushing Blow
(18 to 20) to Strength
(-171 to -200) to Monster Defense per Hit
(18 to 20)% Bonus to Dexterity
Socketed: 3



Spellgrip
Wrist Blade (6)
One-Hand Damage: 35 to 40
Durability: 20
(Assassin Only)
Required Dexterity: 169
Required Level: 48
35% Chance to cast level 23 Hunting Banshee on Attack
+(2 to 4) to Assassin Skill Levels
30% Faster Cast Rate
-(18 to 20)% to Enemy Fire Resistance
-(18 to 20)% to Enemy Lightning Resistance
-(18 to 20)% to Enemy Cold Resistance
+(11 to 12) to Ice Whirl
+(36 to 40) to Energy
All Resists +(18 to 20)%
Socketed: 3



Sawfish
Hatchet Hands (6)
One-Hand Damage: (115-127) to (129-142)
Durability: 29
(Assassin Only)
Required Dexterity: 212
Required Level: 50
8% Chance to cast level 17 Bloodlust on Attack
+(181 to 210)% Enhanced damage
40% Increased Attack Speed
(131 to 150)% Bonus to Attack Rating
Stun Attack
+(11 to 12) to Blade Barrier
(27 to 30)% Bonus to Dexterity
Socketed: 3

Hellfeast
Cestus (6)
One-Hand Damage: (179-197) to (258-287)



Durability: 38
(Assassin Only)
Required Dexterity: 255
Required Level: 52
35% Chance to cast level 23 Flamefront on Attack
50% Chance to cast level 24 Bloodstorm when you Kill an Enemy
+(191 to 220)% Enhanced damage
Adds (46-50)-(101-115) damage
-(36 to 40)% to Enemy Fire Resistance
(23 to 26)% Life stolen per Hit
(36 to 40)% Chance of Uninterruptable Attack
Socketed: 3



Gold Digger
Claws (6)
One-Hand Damage: (146-161) to (168-186)
Durability: 48
(Assassin Only)
Required Dexterity: 298
Required Level: 53
+(181 to 210)% Enhanced damage
Stun Attack
(18 to 20)% Chance of Crushing Blow
(351 to 400)% Extra Gold from Monsters
(71 to 80)% Better Chance of Getting Magic Items
+6 to Light Radius
Socketed: 3



Arihan's End
Blade Talons (6)
One-Hand Damage: (194-214) to (409-462)
Durability: 65
(Assassin Only)
Required Dexterity: 456
Required Level: 57
30% Chance to cast level 29 Fire Splash on Attack
+(191 to 220)% Enhanced damage
30% Increased Attack Speed
+(171 to 200) to Maximum Damage
+(351 to 400)% Damage to Demons
+(171 to 200) to Life
Fire Resist +(46 to 50)%
Socketed: 3



Circuit Breaker
Scissors Katar (6)
One-Hand Damage: (211-235) to (248-277)
Durability: 66
(Assassin Only)
Required Dexterity: 384
Required Level: 57
25% Chance to cast level 24 Flash on Attack
+(241 to 280)% Enhanced damage
40% Increased Attack Speed
30% Faster Hit Recovery
Adds 1-(801-1600) lightning damage
+(11 to 12) to Shock Flower
Lightning Resist +(71 to 80)%
300% Enhanced Damage vs. Necrobots
Socketed: 3



Na-Krul's Spine
Naginata (6)
Two-Hand Damage: (644-714) to (778-870)
Durability: 88
(Assassin Only)
Required Dexterity: 382
Required Level: 57
10% Chance to cast level 17 Bloodlust on Attack
45% Chance to cast level 24 Flamefront on Attack
+(91 to 100)% Bonus Damage to Bloodlust
+(261 to 300)% Enhanced damage
40% Increased Attack Speed
Adds (81-90)-(201-230) damage
All Resists +(46 to 50)%
Damage Reduced by (18 to 20)%
Socketed: 6

Tier 6 Barbarian Weapons

Warmonger
Spatha (6)
One-Hand Damage: (140-156) to (162-180)
Durability: 66
(Barbarian Only)
Required Strength: 299



Required Level: 51
+(171 to 200)% Enhanced damage
(86 to 100)% Bonus to Attack Rating
+(241 to 280)% Damage to Undead
(18 to 20)% Chance of Crushing Blow
+(31 to 35) to Strength
+(31 to 35) to Dexterity
(18 to 20)% Reanimate as: Defiler
Socketed: 3



**Wolfpack
Backsword (6)**
One-Hand Damage: (159-177) to (380-430)
Durability: 87
(Barbarian Only)
Required Strength: 360
Required Level: 53
+(171 to 200)% Enhanced damage
30% Increased Attack Speed
+(191 to 220) to Maximum Damage
(18 to 20)% Life stolen per Hit
(18 to 20)% Chance of Crushing Blow
+(36 to 40)% Bonus to Summoned Minion Life
+(36 to 40) to Strength
+(36 to 40) to Vitality
(36 to 40)% Reanimate as: Ghost Wolf
Socketed: 3



**Icehunter's Fang
Ida (6)**
One-Hand Damage: (188-207) to (221-244)
Durability: 108
(Barbarian Only)
Required Strength: 421
Required Level: 54
15% Chance to cast level 18 Winter Avatar on Attack
8% Chance to cast level 17 Rune of Ice on Attack
25% Chance to cast level 24 Ice Lance on Attack
+(181 to 210)% Enhanced damage
Adds (401-800)-(721-1440) cold damage
+(86 to 100) to Dexterity
Cold Resist +(71 to 80)%
Socketed: 6



**Uldyssian's Legion
Bronze Sword (6)**
One-Hand Damage: (215-236) to (258-284)
Durability: 122
(Barbarian Only)
Required Strength: 482
Required Level: 55
+(191 to 220)% Enhanced damage
40% Increased Attack Speed
40% Faster Cast Rate
+(3 to 4) to Barbarian Skill Levels
+(36 to 40)% Bonus to Summoned Minion Damage
+(18 to 20)% Bonus to Summoned Minion Life
Increase Maximum Mana (46 to 50)%
All Resists +(27 to 30)%
Socketed: 6



**Bul Kathos' Teaching
Kriegsmesser (6)**
One-Hand Damage: (232-256) to (450-664)
Durability: 126
(Barbarian Only)
Required Strength: 543
Required Level: 58
10% Chance to cast level 14 Spike Nova on Attack
+(2 to 3) to Barbarian Skill Levels
+(191 to 220)% Enhanced damage
+(3 per level) to Maximum Damage (Based on Character Level)
+(241 to 280)% Damage to Demons
+(11 to 12) to Inner Fire
+(351 to 400) to Life
+(31 to 35) Life on Striking in Melee
Total Character Defense Plus (18 to 20)%
Socketed: 6

**King of the Dreadlands
Mammen Axe (6)**
One-Hand Damage: (103-112) to (106-115)
Durability: 24
(Barbarian Only)
Required Strength: 124
Required Level: 50
+(15 to 16) Enhanced Stance Radius



8% Chance to cast level 24 Crater when you Kill an Enemy
 +(131 to 150)% Enhanced damage
 75% Increased Attack Speed
 +(131 to 150)% Damage to Undead
 +(18 to 20)% to Experience Gained
 Socketed: 3



**Gift of the Spiritbeast
 Hammerhead Axe (6)**

One-Hand Damage: (230-254) to (446-503)
 Durability: 85
 (Barbarian Only)
 Required Strength: 529
 Required Level: 60

4% Chance to cast level 36 Mark of the Wild on Attack
 +(181 to 210)% Enhanced damage
 35% Increased Attack Speed
 +(171 to 200) to Maximum Damage
 Adds (641-1280)-(961-1920) fire damage
 Adds (641-1280)-(961-1920) lightning damage
 Increase Maximum Mana (36 to 40)%
 Socketed: 6



**Oni no Ona
 Ono (6)**

Two-Hand Damage: (157-174) to (178-198)
 Durability: 30
 (Barbarian Only)
 Required Strength: 216
 Required Level: 50

Thunderfury

30% Chance to cast level 12 Glacial Nova when you Kill an Enemy
 40% Chance to cast level 16 Frozen Crown on Attack
 +(171 to 200)% Enhanced damage
 Adds (241-480)-(481-960) cold damage
 +(36 to 40)% to Cold Spell Damage
 Cold Resist +(36 to 40)%
 +(36 to 40) Mana on Striking in Melee
 Socketed: 6



**Bergkaiser
 Valaska (6)**

Two-Hand Damage: (402-448) to (779-877)
 Durability: 91
 (Barbarian Only)
 Required Strength: 509
 Required Level: 58

Thunderfury

40% Chance to cast level 24 Shadowstorm on Attack
 +(241 to 280)% Enhanced damage
 +(261 to 300) to Maximum Damage
 (176 to 200)% Bonus to Attack Rating
 Stun Attack
 +(11 to 13) to Balance
 +(66 to 75) to all Attributes
 All Resists +(36 to 40)%
 Socketed: 6



**Wrathchild
 Labrys (6)**

Two-Hand Damage: (453-505) to (923-1047)
 Durability: 101
 (Barbarian Only)
 Required Strength: 696
 Required Level: 60

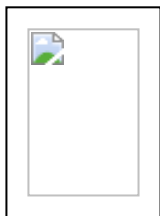
Thunderfury

+(2 to 4) to Barbarian Skill Levels
 +(241 to 280)% Enhanced damage
 -30% Decreased Attack Speed
 +(361 to 420) to Maximum Damage
 (18 to 20)% Chance of Crushing Blow
 Enhanced Weapon Damage +(46 to 50)%
 Slows Target by (18 to 20)%
 (131 to 150)% Extra Gold from Monsters
 Socketed: 6

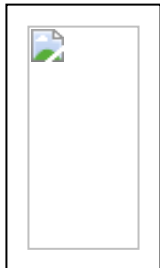
Tier 6 Druid Weapons

**Sagespirit
 Compound Bow (6)**

Two-Hand Damage: (221-244) to (446-503)
 (Druid Only)
 Required Strength: 370



Required Level: 51
 10% Chance to cast level 1 Arcane Fury when you Kill an Enemy
 +(2 to 4) to Druid Skill Levels
 +(181 to 210)% Enhanced damage
 +(66 to 75)% Bonus Elemental Damage to Mark of the Wild
 40% Increased Attack Speed
 +(171 to 200) to Maximum Damage
 (131 to 150)% Duration Bonus to Mark of the Wild
 (131 to 150)% Bonus to Attack Rating
 +(66 to 75) to Strength
 Socketed: 6



Vipercast
Serpent Bow (6)
 Two-Hand Damage: (252-279) to (491-553)
 (Druid Only)
 Required Strength: 431
 Required Level: 53
 50% Chance to cast level 35 Venomous Spirit when you Kill an Enemy
 +(181 to 210)% Enhanced damage
 +(171 to 200) to Maximum Damage
 (23 to 26)% Life stolen per Hit
 +(46 to 50)% to Poison Spell Damage
 Slows Target by (18 to 20)%
 (31 to 35)% Bonus to Strength
 (27 to 30)% Chance of Uninterruptable Attack
 Socketed: 6



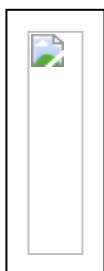
Wasp Sting
Maple Bow (6)
 Two-Hand Damage: (286-316) to (370-409)
 (Druid Only)
 Required Strength: 492
 Required Level: 53
 15% Chance to cast level 1 Arrow on Striking
 +(181 to 210)% Enhanced damage
 40% Increased Attack Speed
 Adds (601-1200)-(1201-2400) poison damage over 6 seconds
 (31 to 35)% Chance of Open Wounds
 Poison Length Reduced by (27 to 30)%
 Socketed: 6



Salamander's Breath
Viper Bow (6)
 Two-Hand Damage: (461-514) to (612-683)
 (Druid Only)
 Required Strength: 553
 Required Level: 55
 100% Chance to cast level 36 Fire Splash when you Kill an Enemy
 30% Chance to cast level 10 Rune of Fire on Striking
 +(241 to 280)% Enhanced damage
 75% Faster Hit Recovery
 Adds (76-85)-(111-125) damage
 (27 to 30)% Chance of Crushing Blow
 Fire Resist +(81 to 90)%
 Socketed: 6



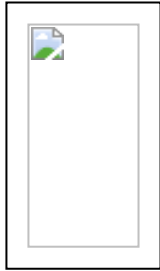
Thorn Branch
Recurve Bow (6)
 Two-Hand Damage: (409-456) to (538-600)
 (Druid Only)
 Required Strength: 613
 Required Level: 58
 10% Chance to cast level 11 Barrage when you Kill an Enemy
 +(2 to 4) to Druid Skill Levels
 +(241 to 280)% Enhanced damage
 (46 to 50)% Chance of Open Wounds
 Attacker Flees after Striking (14 to 15)%
 Regenerate Mana +(46 to 50)%
 Total Character Defense Plus (36 to 40)%
 Slows Attacker by (23 to 25)%
 Socketed: 6



Naiad King
Flamen Staff (6)
 Two-Hand Damage: 53 to 65
 Durability: 77
 (Druid Only)
 Required Strength: 138
 Required Level: 55
 +(3 to 6) to Druid Skill Levels
 +(36 to 40)% Bonus Elemental Damage to Mark of the Wild
 (71 to 80)% Duration Bonus to Mark of the Wild
 +(21 to 24) to Charm
 -(36 to 40)% to Enemy Fire Resistance
 -(36 to 40)% to Enemy Cold Resistance
 Fire Resist +(61 to 70)%

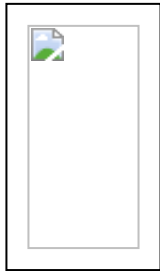
Lightning Resist +(61 to 70)%
Poison Resist +(61 to 70)%
Socketed: 4

Tier 6 Necromancer Weapons



**Cane of Juris Khan
Raptor Scythe (6)**
Two-Hand Damage: (152-171) to (199-224)
Durability: 26
(Necromancer Only)
Required Strength: 114
Required Level: 50

Mega Impact
20% Chance to cast level 24 Venomous Spirit on Striking
+(211 to 250)% Enhanced damage
+(36 to 40)% to Poison Spell Damage
(46 to 50)% Chance of Open Wounds
(18 to 20)% Bonus to Strength
Total Character Defense Plus (36 to 40)%
Socketed: 6



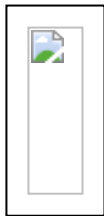
**Talon's Reach
Bonesplitter (6)**
Two-Hand Damage: (152-170) to (634-718)
Durability: 96
(Necromancer Only)
Required Strength: 350
Required Level: 57

Mega Impact
50% Chance to cast level 39 Hunting Banshee when you Kill an Enemy
+(231 to 270)% Enhanced damage
+(171 to 200) to Maximum Damage
-(46 to 50)% to Enemy Cold Resistance
(22 to 25)% Chance of Crushing Blow
+(36 to 40)% Bonus to Summoned Minion Damage
(18 to 20)% Chance to Avoid Damage
Socketed: 6



**Lord of Thorns
Marrow Staff (6)**
Two-Hand Damage: 58 to 76
Durability: 106
(Necromancer Only)
Required Strength: 222
Required Level: 59

7% Chance to cast level 15 Spike Nova when Struck by a Missile
+(3 to 6) to Necromancer Skill Levels
80% Faster Cast Rate
Hit Causes Monster to Flee +(10 to 11)%
+(46 to 50)% Bonus to Summoned Minion Damage
+(46 to 50)% Bonus to Summoned Minion Life
+(66 to 75) to Energy
All Resists +(36 to 40)%
Socketed: 6



**Mendeln's Companion
Hexblade (6)**
One-Hand Damage: (70-78) to (130-144)
Durability: 15
(Necromancer Only)
Required Dexterity: 233
Required Level: 55
+(171 to 200)% Enhanced damage
30% Increased Attack Speed
30% Faster Cast Rate
Stun Attack
(18 to 20) to Strength
+(171 to 200) to Life
Socketed: 2



**Compass of Souls
Spirit Edge (6)**
One-Hand Damage: (104-115) to (197-217)
Durability: 28
(Necromancer Only)
Required Dexterity: 410
Required Level: 59
+(191 to 220)% Enhanced damage
Adds (401-800)-(801-1600) fire damage
Adds (401-800)-(801-1600) cold damage
+(16 to 18) to Whirlpool
(24 to 27)% Mana stolen per Hit
Regenerate Mana +(46 to 50)%
(18 to 20)% Chance of Uninterruptable Attack
Socketed: 3



Deathwind

Needle Crossbow (6)

Two-Hand Damage: (222-246) to (252-279)

(Necromancer Only)

Required Strength: 200

Required Level: 51

13% Chance to cast level 7 Time Strike on Striking

3% Chance to cast level 36 Lorenado on Striking

+(171 to 200)% Enhanced damage

+(351 to 400)% Damage to Undead

Adds 896-1792 poison damage over 9 seconds

+(27 to 30) to Strength

Socketed: 6



The Khalim Organ

Dart Thrower (6)

Two-Hand Damage: 96 to 116

(Necromancer Only)

Required Strength: 280

Required Level: 53

40% Increased Attack Speed

Adds (561-1120)-(1281-2560) fire damage

Adds (561-1120)-(1281-2560) lightning damage

-(18 to 20)% to Enemy Fire Resistance

-(18 to 20)% to Enemy Lightning Resistance

Fire Resist +(36 to 40)%

Lightning Resist +(36 to 40)%

Socketed: 6



Starkiller

Stinger Crossbow (6)

Two-Hand Damage: (512-570) to (701-788)

(Necromancer Only)

Required Strength: 359

Required Level: 55

15% Chance to cast level 33 Abyss when you Kill an Enemy

+(2 to 4) to Necromancer Skill Levels

+(216 to 250)% Enhanced damage

30% Increased Attack Speed

Adds (61-70)-(171-200) damage

Increase Maximum Mana (36 to 40)%

All Resists +(36 to 40)%

Socketed: 6



Corpsefling

Trebuchet (6)

Two-Hand Damage: (487-540) to (782-872)

(Necromancer Only)

Required Strength: 399

Required Level: 58

10% Chance to cast level 28 Plague Avatar when you Kill an Enemy

+(261 to 300)% Enhanced damage

-15% Decreased Attack Speed

+(176 to 200) to Maximum Damage

(23 to 26)% Life stolen per Hit

-(31 to 35)% to Enemy Poison Resistance

(23 to 25)% Chance of Crushing Blow

+(351 to 400) to Life

Socketed: 6



The Square Peg

Wand (6)

One-Hand Damage: 23 to 27

Durability: 12

(Necromancer Only)

Required Dexterity: 26

Required Level: 46

+(22 to 25) to Strength

+(22 to 25) to Dexterity

+(22 to 25) to Vitality

Damage Reduced by (11 to 12)

Total Character Defense Plus (18 to 20)%

(66 to 75)% Better Chance of Getting Magic Items

Socketed: 2



Drake Cigar

Yew Wand (6)

One-Hand Damage: 27 to 36

Durability: 36

(Necromancer Only)

Required Dexterity: 51

Required Level: 49

1% Chance to cast level 19 Flamefront when you Take Damage

+(2 to 4) to Necromancer Skill Levels

+(18 to 20)% to Fire Spell Damage

+(18 to 20)% to Cold Spell Damage



Regenerate Mana +(36 to 40)%
Fire Absorb (18 to 20)%
Socketed: 2

**Fateweaver
Bone Wand (6)**

One-Hand Damage: 31 to 45
Durability: 60
(Necromancer Only)
Required Dexterity: 65
Required Level: 51

100% Chance to cast level 42 Hunting Banshee when you Die
30% Chance to cast level 36 Frozen Soul when Struck
35% Faster Cast Rate
+6 to Maximum Necromancer Minions
Increase Maximum Mana (18 to 20)%
Slows Attacker by (18 to 20)%
Socketed: 2

**Blackheart
Grim Wand (6)**

One-Hand Damage: 39 to 61
Durability: 108
(Necromancer Only)
Required Dexterity: 92
Required Level: 55

1% Chance to cast level 18 Gift of Inner Fire when Attacked
+(2 to 4) to Necromancer Skill Levels
40% Faster Cast Rate
40% Faster Hit Recovery
+(11 to 12) to Dark Power
+(22 to 25) to Summon Darklings
+(41 to 45)% Bonus to Summoned Minion Damage
Replenish Life +(1.5 per level) (Based on Character Level)
Socketed: 2



Tier 6 Paladin Weapons



**Auto Da Fe
Bonebreaker (6)**

One-Hand Damage: (101-110) to (129-140)
Durability: 37
(Paladin Only)
Required Strength: 269
Required Level: 50

+(86 to 100) Energy Factor to Spell Damage
12% Chance to cast level 29 Cataclysm on Attack
+(131 to 150)% Enhanced damage
30% Increased Attack Speed
30% Faster Cast Rate
-(18 to 20)% to Enemy Fire Resistance
+(17 to 19) to Apocalypse
Socketed: 3

**Dies Metus
Goedendag (6)**

One-Hand Damage: (172-192) to (317-359)
Durability: 53
(Paladin Only)
Required Strength: 339
Required Level: 52

10% Chance to cast level 11 Cold Fear on Attack
+(231 to 270)% Enhanced damage
30% Increased Attack Speed
+(86 to 100) to Maximum Damage
Stun Attack
(18 to 20)% Chance of Crushing Blow
Slows Target by (18 to 20)%
Socketed: 3



**Vindicatress
Angel Star (6)**

One-Hand Damage: 60 to 84
Durability: 69
(Paladin Only)
Required Strength: (282-265)
Required Level: 54

3% Chance to cast level 12 Celerity when Struck
+(2 to 4) to Paladin Skill Levels
60% Faster Cast Rate
+(36 to 40)% to Fire Spell Damage
+(36 to 40)% to Physical/Magic Spell Damage
+(71 to 80) to Energy
Magic Resist +(18 to 20)%
Fire Resist +(71 to 80)%
(36 to 40)% Reanimate as: Broken Soul





Requirements (-31 to -35)%
Socketed: 3

Faithshaker
Hand of God (6)

Two-Hand Damage: (341-380) to (638-720)
Durability: 151
(Paladin Only)
Required Strength: 832
Required Level: 56

Amazing Grace

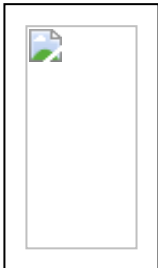
5% Chance to cast level 24 Thunder Slam on Attack
+(241 to 280)% Enhanced damage
+(171 to 200) to Maximum Damage
+(301 to 350)% Damage to Demons
Stun Attack
+(66 to 75) to Strength
Fire Resist +(66 to 75)%
Cold Resist +(66 to 75)%
Socketed: 6



The Crucifier
Holy Lance (6)

Two-Hand Damage: (120-133) to (468-528)
Durability: 52
(Paladin Only)
Required Strength: 276
Required Level: 53

20% Chance to cast level 6 Arrow on Striking
+(2 to 4) to Paladin Skill Levels
+(181 to 210)% Enhanced damage
-15% Decreased Attack Speed
+(171 to 200) to Maximum Damage
(36 to 40)% Chance of Crushing Blow
(36 to 40)% Bonus to Strength
Socketed: 6



The Angiris Pike
Tepoztopilli (6)

Two-Hand Damage: (157-170) to (339-367)
Durability: 96
(Paladin Only)
Required Strength: 641
Required Level: 60

+(171 to 200) Energy Factor to Spell Damage
+(2 to 4) to Paladin Skill Levels
+(131 to 150)% Enhanced damage
+(66 to 75)% to Fire Spell Damage
+(66 to 75)% to Cold Spell Damage
Slows Target by (18 to 20)%
Damage Reduced by (18 to 20)%
(18 to 20)% Reanimate as: Daystar
Socketed: 6

Tier 6 Sorceress Weapons



The Watcher

Eagle Orb (6)

One-Hand Damage: 25 to 27

Durability: 14

(Sorceress Only)

Required Dexterity: 104

Required Level: 45

+(2 to 3) to All Skills

30% Faster Run/Walk

30% Faster Cast Rate

(191 to 220)% Extra Gold from Monsters

+3 to Light Radius

Socketed: 2



Lunarsong

Sacred Globe (6)

One-Hand Damage: 30 to 35

Durability: 30

(Sorceress Only)

Required Dexterity: 88

Required Level: 49

+(86 to 100) Energy Factor to Spell Damage

+(2 to 3) to Sorceress Skill Levels

-(18 to 20)% to Enemy Cold Resistance

Regenerate Mana +(36 to 40)%

Lightning Resist +(36 to 40)%

Cold Resist +(36 to 40)%

+3 to Light Radius

Socketed: 2



Narlant Dream

Smoked Sphere (6)

One-Hand Damage: 35 to 42

Durability: 46

(Sorceress Only)

Required Dexterity: 167

Required Level: 50

1% Chance to cast level 18 Charm when Struck

+(2 to 4) to Sorceress Skill Levels

60% Faster Cast Rate

+(171 to 200) Defense vs. Melee

Increase Maximum Mana (18 to 20)%

Slows Attacker by (18 to 20)%

Socketed: 2



Thunderball

Clasp Orb (6)

One-Hand Damage: 39 to 49

Durability: 62

(Sorceress Only)

Required Dexterity: 65

Required Level: 52

8% Chance to cast level 17 Flash when Attacked

+(18 to 20)% Bonus to Energy Factor

+(2 to 3) to Sorceress Skill Levels

Nova Charge Scatter Increased by (171 to 200)%

+(36 to 40)% to Lightning Spell Damage

+(36 to 40) to Energy

Lightning Resist +(46 to 50)%

Socketed: 2



Dragonstone

Jared's Stone (6)

One-Hand Damage: 44 to 56

Durability: 78

(Sorceress Only)

Required Dexterity: 212

Required Level: 54

+(71 to 80) Energy Factor to Spell Damage

1% Chance to cast level 17 Blast Wave when Attacked

+(2 to 4) to Sorceress Skill Levels

40% Faster Cast Rate

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

Fire Absorb (14 to 15)%

+(56 to 65) Life after each Kill

(46 to 50)% Better Chance of Getting Magic Items

Socketed: 3



The Warped Blade

Warp Blade (6)

One-Hand Damage: (194-216) to (659-749)

Durability: 44

(Sorceress Only)

Required Dexterity: (177-166)

Required Level: 62

30% Chance to cast level 24 Energy Beam on Attack

+(241 to 280)% Enhanced damage

40% Increased Attack Speed
+(301 to 350) to Maximum Damage
+(66 to 75) to Dexterity
(36 to 40)% Reanimate as: Soul Player
Requirements (-36 to -40)%
Socketed: 6

Tier 6 Body Armour



The War Cloak Quilted Armor (6)

Defense: (563-855)
Durability: 27
Required Strength: 83
Required Level: 44
(12 to 13)% Life stolen per Hit
(46 to 50)% Chance of Open Wounds
Enhanced Weapon Damage +(66 to 75)%
+(131 to 150)% Enhanced Defense
+(18 to 20)% Increased Healing Rate from Apples
Socketed: 6



Acidblood Leather Armor (6)

Defense: (829-1404)
Durability: 33
Required Strength: 122
Required Level: 45
Attacker Flees after Striking (14 to 15)%
(-86 to -100) to Monster Defense per Hit
+(171 to 200)% Enhanced Defense
+(86 to 100)% Damage when using a Healing Potion
Fire Resist +(36 to 40)%
Poison Resist +(36 to 40)%
Attacker Takes Fire Damage of (66 to 75)
Socketed: 6



Leather of Aut Hard Leather Armor (6)

Defense: (1039-1841)
Durability: 39
Required Strength: 160
Required Level: 45
10% Chance to cast level 1 Arrow when you Take Damage
+(181 to 210)% Enhanced Defense
(18 to 20)% Bonus to Dexterity
(18 to 20)% Bonus to Vitality
Damage Reduced by (18 to 20)
(36 to 40)% Chance of Uninterruptable Attack
Socketed: 6



Carmen Arvale Studded Leather (6)

Defense: (1208-2225)
Durability: 45
Required Strength: 199
Required Level: 47
10% Chance to cast level 18 Gift of the Wild when you Kill an Enemy
(18 to 20)% Bonus to Buff/Debuff/Cold Skill Duration
+(181 to 210)% Enhanced Defense
Lightning Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Poison Resist +(36 to 40)%
(351 to 400)% Extra Gold from Monsters
Socketed: 6

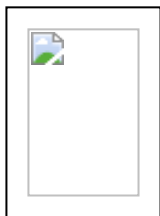


Sharkbaiter Ring Mail (6)

Defense: (1437-2700)
Durability: 51
Required Strength: 237
Required Level: 47
1% Chance to cast level 36 Bloodlust when you Take Damage
+(86 to 100)% Bonus Damage to Bloodlust
30% Increased Attack Speed
(14 to 15)% Chance of Crushing Blow
+(191 to 220)% Enhanced Defense
+(36 to 40) to Strength
+(18 to 20) Life on Striking in Melee
Socketed: 6

Robe of Leaves Scale Mail (6)

Defense: (1756-3395)
Durability: 57
Required Strength: 276



Required Level: 47
 +(66 to 75)% Bonus Elemental Damage to Mark of the Wild
 -(18 to 20)% to Enemy Fire Resistance
 -(18 to 20)% to Enemy Cold Resistance
 -(18 to 20)% to Enemy Poison Resistance
 +(216 to 250)% Enhanced Defense
 Increase Maximum Life (18 to 20)%
 Fire Resist (-18 to -20)%
 Poison Resist +(46 to 50)%
 Socketed: 6



Albrecht's Revenge
Chain Mail (6)
 Defense: (1432-2735)
 Durability: 63

Required Strength: (200-188)
Required Level: 49
 10% Chance to cast level 1 Arrow on Striking
 Adds (401-800)-(801-1600) cold damage
 +(131 to 150)% Enhanced Defense
 Cold Resist +(46 to 50)%
 (23 to 25)% Reanimate as: Returned Archer
 +(52 to 60) Life after each Demon Kill
 Requirements (-36 to -40)%
 Socketed: 6



Werecat
Breast Plate (6)
 Defense: (1984-3904)
 Durability: 69

Required Strength: 353
Required Level: 50
 10% Chance to cast level 16 Claw Tornado on Attack
 30% Increased Attack Speed
 (46 to 50)% Chance of Open Wounds
 +(191 to 220)% Enhanced Defense
 +(36 to 40) to Strength
 +(36 to 40) to Dexterity
 +(36 to 40) to Vitality
 Socketed: 6



Jitan's Kamon
Splint Mail (6)
 Defense: (2170-4307)
 Durability: 75

Required Strength: 391
Required Level: 49
 100% Chance to cast level 42 Singularity when you Die
 10% Chance to cast level 19 Guard Tower when you Kill an Enemy
 Adds (241-480)-(481-960) fire damage
 Adds (241-480)-(481-960) lightning damage
 Adds (241-480)-(481-960) cold damage
 +(191 to 220)% Enhanced Defense
 Damage Reduced by 10%
 Socketed: 6



Iceshell
Plate Mail (6)
 Defense: (2351-4710)
 Durability: 81

Required Strength: 429
Required Level: 50
 4% Chance to cast level 30 Glacial Nova when Attacked
 15% Chance to cast level 19 Ice Bolt Nova when Attacked
 35% Faster Hit Recovery
 +(36 to 40)% to Cold Spell Damage
 +(191 to 220)% Enhanced Defense
 +10% to Maximum Cold Resist
 Cold Resist +(46 to 50)%
 (36 to 40)% Chance of Uninterruptable Attack
 Socketed: 6



Fauztin's Visage
Field Plate (6)
 Defense: (2444-4947)
 Durability: 87

Required Strength: 468
Required Level: 51
 35% Faster Cast Rate
 +(27 to 30)% Bonus to Summoned Minion Life
 +(36 to 40)% Bonus to Summoned Minion Damage
 +(181 to 210)% Enhanced Defense
 Cold Resist +(46 to 50)%
 Poison Resist +(46 to 50)%
 Level 6 Death's Fury Totem (40 Charges)
 Socketed: 6



Dragon's Blood

Light Plate (6)

Defense: (3178-6543)

Durability: 93

Required Strength: 506

Required Level: 51

15% Chance to cast level 29 Wrath on Attack

40% Faster Cast Rate

+(131 to 150)% Damage to Demons

+(36 to 40)% to Fire Spell Damage

+(36 to 40)% to Physical/Magic Spell Damage

+(241 to 280)% Enhanced Defense

+(56 to 60) to Vitality

+(66 to 75) Life after each Demon Kill

Socketed: 6



Steel Golem

Gothic Plate (6)

Defense: (3595-7392)

Durability: 134

Required Strength: (692-708)

Required Level: 52

75% Faster Hit Recovery

Stun Attack

10% Chance of Crushing Blow

+(261 to 300)% Enhanced Defense

(27 to 30)% Bonus to Strength

(27 to 30)% Bonus to Vitality

Increase Maximum Durability (36 to 40)%

Requirements +(27 to 30)%

Socketed: 6



Shroud Royal

Full Plate Mail (6)

Defense: (3819-7888)

Durability: 105

Required Strength: 583

Required Level: 54

Strength Bonus to Weapon Damage

+(11 to 12) to Vanquish

(18 to 20)% Bonus to All Attributes

+(261 to 300)% Enhanced Defense

Damage Reduced by (27 to 30)

(151 to 175)% Extra Gold from Monsters

(41 to 45)% Better Chance of Getting Magic Items

Socketed: 6



Queen of Glass

Ancient Armor (6)

Defense: (2591-5260)

Durability: 11

Required Strength: (398-373)

Required Level: 54

30% Faster Run/Walk

40% Faster Cast Rate

-(36 to 40)% to Enemy Fire Resistance

-(36 to 40)% to Enemy Lightning Resistance

-(36 to 40)% to Enemy Cold Resistance

-(36 to 40)% to Enemy Poison Resistance

+(131 to 150)% Enhanced Defense

+(651 to 750) to Mana

Lightning Resist +(46 to 50)%

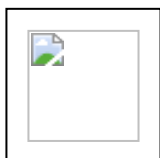
Cold Resist +(46 to 50)%

Decrease Maximum Durability -90%

Socketed: 6

Requirements (-36 to -40)%

Tier 6 Helms



The Jester

Cap (6)

Defense: (202-222)

Durability: 27

Required Strength: 71

Required Level: 44

15% Faster Run/Walk

+(18 to 20)% to Spell Damage

Random Resistance Bonus

Socketed: 4

Topspin

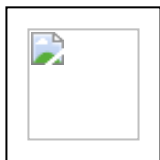
Skull Cap (6)

Defense: (775-1044)

Durability: 33

Required Strength: 160

Required Level: 47



15% Chance to cast level 12 Starburst when Attacked
 30% Increased Attack Speed
 Enhanced Weapon Damage +(36 to 40)%
 +(171 to 200)% Enhanced Defense
 (18 to 20)% Bonus to Dexterity
 (18 to 20)% Bonus to Energy
 Socketed: 4

Lavadome

Helm (6)

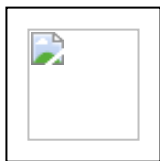
Defense: (854-1180)

Durability: 39

Required Strength: 250

Required Level: 48

1% Chance to cast level 29 Lava Pit on Attack
 1% Chance to cast level 29 Fire Fountain on Attack
 1% Chance to cast level 29 Tremor on Attack
 +(18 to 20)% to Fire Spell Damage
 (-171 to -200) to Monster Defense per Hit
 +(131 to 150)% Enhanced Defense
 +(27 to 30) to Strength
 Socketed: 4



Farnham's Flowerpot

Full Helm (6)

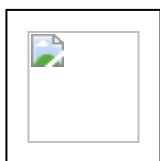
Defense: (1044-1495)

Durability: 45

Required Strength: 340

Required Level: 49

1% Chance to cast level 12 Dire Charm when you Take Damage
 15% Faster Run/Walk
 20% Faster Hit Recovery
 +(131 to 150)% Enhanced Defense
 Regenerate Mana +(27 to 30)%
 Magic Damage Reduced by (18 to 20)
 Socketed: 4



Lanterne Rouge

Great Helm (6)

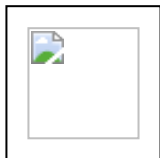
Defense: (1452-2172)

Durability: 51

Required Strength: 429

Required Level: 51

15% Chance to cast level 14 Flamefront on Attack
 -15% Slower Run/Walk
 15% Increased Attack Speed
 -(18 to 20)% to Enemy Fire Resistance
 +(171 to 200)% Enhanced Defense
 Replenish Life +(66 to 75)
 Socketed: 4



Glowskull

Crown (6)

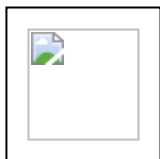
Defense: (1742-2628)

Durability: 83

Required Strength: 519

Required Level: 54

1% Chance to cast level 12 Unholy Armor on Attack
 +(36 to 40)% Bonus to Poison Skill Duration
 -(18 to 20)% to Enemy Poison Resistance
 +(181 to 210)% Enhanced Defense
 Poison Resist +(66 to 75)%
 Total Character Defense Plus (27 to 30)%
 (18 to 20)% Chance of Uninterruptable Attack
 Increase Maximum Durability (46 to 50)%
 Socketed: 4



Tier 6 Circlets

The Celestial Crown

Circlet (6)

Defense: (124-218)

Durability: 10

Required Dexterity: 147

Required Level: 48

1% Chance to cast level 22 Rapture on Attack
 +(46 to 50)% Damage to Undead
 +(27 to 30) to Energy
 +(27 to 30) to Dexterity
 Poison Resist +(66 to 75)%
 Socketed: 4



The Allseeing Eye

Coronet (6)

Defense: (279-411)

Durability: 15



Required Dexterity: 183
 Required Level: 49
 1% Chance to cast level 18 Blink when you Take Damage
 15% Increased Attack Speed
 (131 to 150)% Bonus to Attack Rating
 (14 to 15)% Bonus to Dexterity
 +(131 to 150) Defense
 Socketed: 4



Auriel's Halo
Tiara (6)
 Defense: (177-313)
 Durability: 20
 Required Dexterity: (180-176)
 Required Level: 51
 +(2 to 3) to Paladin Skill Levels
 Adds (241-480)-(561-1120) fire damage
 Adds (241-480)-(561-1120) cold damage
 Fire Resist +(36 to 40)%
 Cold Resist +(36 to 40)%
 Requirements (-18 to -20)%
 Socketed: 4

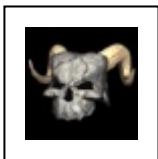


Haareis
Diadem (6)
 Defense: (212-375)
 Durability: 25
 Required Dexterity: 294
 Required Level: 54
 4% Chance to cast level 11 Shackles of Ice on Attack
 (14 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
 (17 to 19)% Life stolen per Hit
 (27 to 30)% Chance of Open Wounds
 (14 to 15)% Bonus to Vitality
 Cold Resist +(66 to 75)%
 Socketed: 4

Tier 6 Special Helms

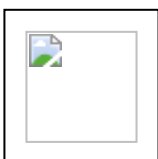


Umbaru's Jinx
Mask (6)
 Defense: (348-441)
 Durability: 26
 Required Strength: 320
 Required Level: 50
 +(18 to 20)% to Fire Spell Damage
 +(18 to 20)% to Poison Spell Damage
 +(36 to 40)% Bonus to Summoned Minion Damage
 +(14 to 15)% Bonus to Summoned Minion Resistances
 Poison Length Reduced by (23 to 25)%
 (14 to 15)% Reanimate as: Acid Beast
 Level 17 Diseased Cattle (40 Charges)
 Socketed: 4



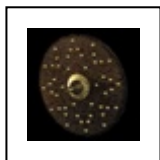
Stillwater
Bone Helm (6)
 Defense: (1051-1512)
 Durability: 32
 Required Strength: 391
 Required Level: 54
 +(36 to 40) Energy Factor to Spell Damage
 1% Chance to cast level 24 Mana Sweep when Attacked
 +(171 to 200)% Enhanced Defense
 +(351 to 400) to Mana
 Regenerate Mana +(36 to 40)%
 +(66 to 75) Mana after each Kill
 Socketed: 4

Tier 6 Shields



Razordisk
Buckler (6)
 Defense: (238-296)
 Durability: 32
 Required Strength: 38
 Required Dexterity: 109
 Required Level: 43
 +(1.5 per level) to Maximum Damage (Based on Character Level)
 (18 to 20) to Strength
 (36 to 40)% Chance of Open Wounds
 (-171 to -200) to Monster Defense per Hit
 Socketed: 4

Destroying Angel
Small Shield (6)



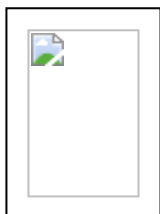
Defense: (804-1310)
Durability: 42
Required Strength: 90
Required Dexterity: 199
Required Level: 46
Adds 512-768 poison damage over 5 seconds
+(36 to 40)% to Poison Spell Damage
Attacker Flees after Striking (14 to 15)%
+(121 to 140)% Enhanced Defense
Poison Resist +(46 to 50)%
Socketed: 4



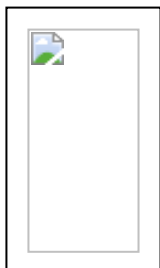
Wheel of Fortune
Large Shield (6)
Defense: (490-798)
Durability: 52
Required Strength: 141
Required Dexterity: 288
Required Level: 48
1% Chance to cast level 54 Ice Whirl on Attack
+(18 to 20)% to Cold Spell Damage
+(27 to 30) to Strength
+(27 to 30) to Dexterity
(23 to 25)% Chance of Uninterruptable Attack
(131 to 150)% Extra Gold from Monsters
(66 to 75)% Better Chance of Getting Magic Items
Socketed: 4



Banner of Duncraig
Kite Shield (6)
Defense: (1722-3248)
Durability: 62
Required Strength: 192
Required Dexterity: 378
Required Level: 49
4% Chance to cast level 11 Bloodlust on Attack
4% Chance to cast level 11 Fortress on Attack
+(181 to 210)% Enhanced Defense
+(44 to 50) to Strength
+(44 to 50) to Dexterity
Lightning Resist +(66 to 75)%
Cold Resist +(66 to 75)%
Socketed: 4



The Ivory Tower
Tower Shield (6)
Defense: (1707-3245)
Durability: 72
Required Strength: (156-146)
Required Dexterity: (299-280)
Required Level: 51
+(14 to 15)% Bonus to Energy Factor
15% Faster Cast Rate
+(36 to 40)% to Fire Spell Damage
+(36 to 40)% to Lightning Spell Damage
+(131 to 150)% Enhanced Defense
Increase Maximum Mana (18 to 20)%
Requirements (-36 to -40)%
Socketed: 4



Doomfall
Gothic Shield (6)
Defense: (2517-4960)
Durability: 81
Required Strength: 295
Required Dexterity: 558
Required Level: 54
4% Chance to cast level 25 Abyss when Attacked
30% Faster Block Rate
-(18 to 20)% to Enemy Cold Resistance
Enhanced Weapon Damage +(46 to 50)%
+(191 to 220)% Enhanced Defense
+(66 to 75) to Strength
Slows Attacker by (14 to 15)%
Socketed: 4

Tier 6 Special Shields

The Wailing Wall
Bone Shield (6)
Defense: (1079-1875)
Durability: 51
Required Dexterity: 282
Required Level: 49
15% Chance to cast level 16 Hunting Banshee on Attack
Adds (241-480)-(401-800) cold damage



+(181 to 210)% Enhanced Defense
+(27 to 30) to Dexterity
Magic Resist +(18 to 20)%
Cold Resist +(36 to 40)%
Socketed: 6



**Cloudladder
Spiked Shield (6)**

Defense: (1258-2256)
Durability: 59
Required Dexterity: 353
Required Level: 51
1% Chance to cast level 41 Frozen Crown when you Take Damage
+(131 to 150)% Damage to Undead
+(181 to 210)% Enhanced Defense
+(27 to 30) to all Attributes
Replenish Life +(66 to 75)
+(22 to 25) Cold Absorb
+(22 to 25) Lightning Absorb
Socketed: 6

Tier 6 Belts



**Moonwrap
Sash (6)**

Defense: (466-555)
Durability: 25
Required Strength: 58
Required Level: 43
30% Faster Cast Rate
+(131 to 150)% Enhanced Defense
Regenerate Mana +(46 to 50)%
Lightning Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Socketed: 2



**Wormtongue
Light Belt (6)**

Defense: (757-970)
Durability: 34
Required Strength: 173
Required Level: 46
(131 to 150)% Bonus to Attack Rating
Adds (301-600)-(601-1200) poison damage over 6 seconds
(17 to 19)% Life stolen per Hit
+(131 to 150)% Enhanced Defense
+(36 to 40) to Dexterity
Socketed: 2



**Aerin Orbiter
Belt (6)**

Defense: (1044-1390)
Durability: 43
Required Strength: 288
Required Level: 48
30% Faster Cast Rate
+(27 to 30)% to Fire Spell Damage
+(27 to 30)% to Lightning Spell Damage
+(27 to 30)% to Cold Spell Damage
+(131 to 150)% Enhanced Defense
+(36 to 40) to Energy
All Resists +(18 to 20)%
Magic Damage Reduced by (18 to 20)
Socketed: 2



**Deadfall
Heavy Belt (6)**

Defense: (1970-2751)
Durability: 52
Required Strength: 404
Required Level: 50
10% Chance to cast level 13 Shower of Rocks when you Kill an Enemy
10% Chance of Crushing Blow
+(241 to 280)% Enhanced Defense
+(66 to 75) to Strength
Lightning Resist +(36 to 40)%
(18 to 20)% Chance of Uninterruptable Attack
Socketed: 2

**Dragon Tail
Plated Belt (6)**

Defense: (2048-2848)



Durability: 61
Required Strength: 519
Required Level: 52
10% Chance to cast level 13 Seal of Fire on Attack
30% Faster Run/Walk
40% Increased Attack Speed
Adds (241-480)-(641-1280) fire damage
Stun Attack
+(191 to 220)% Enhanced Defense
Fire Resist +(66 to 75)%
Socketed: 2

Tier 6 Gloves



Vilehand
Leather Gloves (6)
Defense: (174-185)
Durability: 25
Required Strength: 64
Required Level: 43
+(18 to 20)% Bonus to Poison Skill Duration
Adds (201-400)-(401-800) poison damage over 8 seconds
+(18 to 20)% to Poison Spell Damage
Poison Length Reduced by (22 to 25)%
Socketed: 4



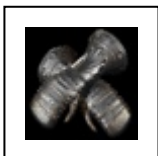
Toorc's Gift
Heavy Gloves (6)
Defense: (558-744)
Durability: 32
Required Strength: 154
Required Level: 46
6% Chance to cast level 3 Glacial Nova on Attack
30% Increased Attack Speed
Adds (241-480)-(401-800) cold damage
Stun Attack
+(171 to 200)% Enhanced Defense
Cold Resist +(36 to 40)%
Socketed: 4



Featherclaw
Chain Gloves (6)
Defense: (549-777)
Durability: 39
Required Strength: 244
Required Level: 48
40% Faster Run/Walk
30% Increased Attack Speed
(171 to 200)% Bonus to Attack Rating
(18 to 20)% Chance of Open Wounds
+(131 to 150)% Enhanced Defense
+(31 to 35) to Dexterity
+(351 to 400) Maximum Stamina
Socketed: 4



Visegrip
Light Gauntlets (6)
Defense: (269-374)
Durability: 46
Required Strength: 333
Required Level: 50
10% Chance to cast level 11 Crucify on Attack
+(36 to 40) to Maximum Damage
(27 to 30)% Chance of Open Wounds
(-171 to -200) to Monster Defense per Hit
(14 to 15)% Bonus to Strength
Socketed: 4



Pollice Verso
Gauntlets (6)
Defense: (872-1398)
Durability: 53
Required Strength: 423
Required Level: 52
14% Chance to cast level 8 Time Strike when Attacked
+(18 to 20) to Strength
+(191 to 220)% Enhanced Defense
+(86 to 100) Mana after each Kill
+(31 to 35) Life after each Kill
Socketed: 4

Tier 6 Boots

Rabbit's Foot **Boots (6)**



Defense: (185-212)
 Durability: 29
 Required Strength: 77
 Required Level: 43
 40% Faster Run/Walk
 +(351 to 400) Maximum Stamina
 (14 to 15)% Chance of Uninterruptable Attack
 (351 to 400)% Extra Gold from Monsters
 (66 to 75)% Better Chance of Getting Magic Items
 Socketed: 4



Death Spur
Heavy Boots (6)
 Defense: (248-306)
 Durability: 42
 Required Strength: 179
 Required Level: 46
 1% Chance to cast level 16 Spike Nova when you Take Damage
 +(1 per level) to Maximum Damage (Based on Character Level)
 (46 to 50)% Chance of Open Wounds
 +(36 to 40) to Strength
 +(36 to 40) to Dexterity
 Socketed: 4



Lionpaw
Chain Boots (6)
 Defense: (718-997)
 Durability: 55
 Required Strength: 282
 Required Level: 48
 +(131 to 150)% Enhanced Defense
 +(27 to 30) to all Attributes
 +(131 to 150) to Life
 +(131 to 150) to Mana
 Total Character Defense Plus (18 to 20)%
 (216 to 250)% Extra Gold from Monsters
 Socketed: 4



Zealot Rush
Light Plated Boots (6)
 Defense: (863-1235)
 Durability: 68
 Required Strength: 385
 Required Level: 50
 15% Faster Run/Walk
 15% Increased Attack Speed
 (86 to 100)% Bonus to Attack Rating
 +(131 to 150)% Enhanced Defense
 (18 to 20)% Bonus to Dexterity
 (11 to 12)% Reanimate as: Dark Templar
 Socketed: 4



Wake of Destruction
Greaves (6)
 Defense: (1271-1881)
 Durability: 81
 Required Strength: (336-316)
 Required Level: 52
 100% Chance to cast level 54 Meteor Shower when you Level-Up
 +(18 to 20)% Bonus to Energy Factor
 +(18 to 20)% to Fire Spell Damage
 +(18 to 20)% to Poison Spell Damage
 +(191 to 220)% Enhanced Defense
 Fire Resist +(31 to 35)%
 Poison Resist +(31 to 35)%
 Socketed: 4
 Requirements (-31 to -35)%

Tier 6 Amazon Armour



Zerae's Veil

Morion (6)

Defense: (392-477)

Durability: 32

(Amazon Only)

Required Strength: 71

Required Level: 45

10% Chance to cast level 23 Lightning Cascade on Attack
100% Chance to cast level 56 Supernova when you Level-Up

Adds 1-200 lightning damage

+(171 to 200)% Enhanced Defense

Lightning Resist +(66 to 75)%

Total Character Defense Plus (18 to 20)%

Socketed: 4



Snakehair

Cervelliere (6)

Defense: (720-1017)

Durability: 44

(Amazon Only)

Required Strength: 250

Required Level: 49

10% Chance to cast level 23 Venomous Spirit on Striking
(17 to 19)% Life stolen per Hit

-(36 to 40)% to Enemy Poison Resistance

+(171 to 200)% Enhanced Defense

+(36 to 40) to Strength

+(36 to 40) to Dexterity

Socketed: 4



Wildhunt

Einherjar Helm (6)

Defense: (945-1376)

Durability: 50

(Amazon Only)

Required Dexterity: 340

Required Level: 50

+(36 to 40)% to Fire Spell Damage

+(36 to 40)% to Physical/Magic Spell Damage

+(17 to 19) to Raven Flight

+(191 to 220)% Enhanced Defense

Total Character Defense Plus (14 to 15)%

(14 to 15)% Reanimate as: Ghost Wolf

+(43 to 50) Life after each Kill

Socketed: 4



Titan's Burden

Spangenhelm (6)

Defense: (1610-2440)

Durability: 62

(Amazon Only)

Required Strength: (861-908)

Required Level: 55

20% Chance to cast level 18 Shower of Rocks on Attack

Stun Attack

10% Chance of Crushing Blow

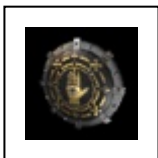
(27 to 30)% Bonus to Strength

+(261 to 300)% Enhanced Defense

Damage Reduced by 10%

Socketed: 4

Requirements +(66 to 75)%



The Sightless Eye

Athulua's Hand (6)

Defense: (603-981)

Durability: 29

(Amazon Only)

Required Dexterity: 139

Required Level: 45

+(66 to 75) to Maximum Damage

(86 to 100)% Bonus to Attack Rating

Slows Target by 10%

+(121 to 140)% Enhanced Defense

(22 to 25)% Bonus to Dexterity

Socketed: 4



Dragonfire

Phoenix Shield (6)

Defense: (921-1644)

Durability: 70

(Amazon Only)

Required Strength: 190

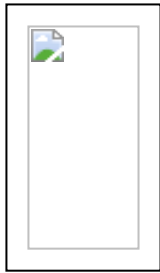
Required Level: 52

15% Faster Cast Rate

+(36 to 40)% to Fire Spell Damage

+(41 to 45)% Bonus to Summoned Minion Life

+(151 to 175)% Enhanced Defense



+(66 to 75) to Energy
+(66 to 75) to Vitality
+(176 to 200) to Life
Socketed: 4

Chargebreaker

Setzschild (6)

Defense: (6667-12980)

Durability: 90

(Amazon Only)

Required Strength: 305

Required Level: 56

10% Chance to cast level 18 Guard Tower when you Kill an Enemy

+(66 to 75)% Bonus to Summoned Minion Damage

+(36 to 40)% Bonus to Summoned Minion Resistances

+(261 to 300)% Enhanced Defense

(23 to 25)% Bonus to Strength

(23 to 25)% Bonus to Dexterity

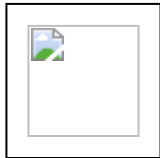
Damage Reduced by (18 to 20)

Damage Reduced by 10%

Total Character Defense Plus (23 to 25)%

Socketed: 6

Tier 6 Assassin Armour



Astrogha's Eye

Parma (6)

Defense: (953-1722)

Durability: 57

(Assassin Only)

Required Strength: 141

Required Dexterity: 288

Required Level: 49

+(66 to 75)% Damage to Demons

Slows Ranged Attacker by (18 to 20)%

+(171 to 200)% Enhanced Defense

+(18 to 20) Life on Striking in Melee

(14 to 15)% Reanimate as: Soul Spider

Socketed: 4

Bathos

Aspis (6)

Defense: (441-754)

Durability: 67

(Assassin Only)

Required Strength: 192

Required Dexterity: 378

Required Level: 50

(17 to 19)% Life stolen per Hit

+(31 to 35)% Bonus to Summoned Minion Life

+(66 to 75)% Bonus to Summoned Minion Damage

+(23 to 25) to Dexterity

Fire Resist +(36 to 40)%

(23 to 25)% Chance of Uninterruptable Attack

Socketed: 4

Black Sheep Wall

Totem Shield (6)

Defense: (609-1044)

Durability: 56

(Assassin Only)

Required Dexterity: 282

Required Level: 50

6% Chance to cast level 1 Charm on Attack

100% Chance to cast level 32 Beacon when you Level-Up

+(121 to 140)% Enhanced Defense

Fire Resist +(36 to 40)%

Poison Resist +(36 to 40)%

(351 to 400)% Extra Gold from Monsters

+(3 to 5) to Light Radius

Socketed: 6



Leoric's Legion

Bladed Shield (6)

Defense: (937-1676)

Durability: 64

(Assassin Only)

Required Dexterity: 353

Required Level: 52

+(36 to 40)% Bonus to Poison Skill Duration

-(23 to 25)% to Enemy Poison Resistance

+(191 to 220)% Enhanced Defense

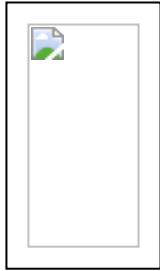
+(36 to 40) to Vitality

(14 to 15)% Reanimate as: Horror Sorcerer

(14 to 15)% Reanimate as: Burning Dead Sorcerer

(14 to 15)% Reanimate as: Bone Sorcerer
Socketed: 6

Tier 6 Barbarian Armour



Golden Fleece Bull Shield (6)

Defense: (739-1227)
Durability: 31
(Barbarian Only)
Required Strength: 67
Required Dexterity: 149
Required Level: 47
50% Chance to cast level 12 Arrow when Struck by a Missile
+(2 to 4) to Barbarian Skill Levels
+(171 to 200)% Enhanced Defense
+(36 to 40) to Strength
Increase Maximum Life (18 to 20)%
+(131 to 150)% Damage when using a Healing Potion
Lightning Resist +(36 to 40)%
(71 to 80)% Better Chance of Getting Magic Items
Socketed: 4



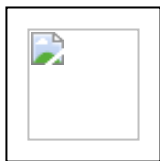
The Breaking Wheel Bronze Shield (6)

Defense: (1780-3190)
Durability: 59
(Barbarian Only)
Required Strength: 162
Required Level: 51
(18 to 20)% Chance of Crushing Blow
Enhanced Weapon Damage +(66 to 75)%
(27 to 30)% Bonus to Strength
(27 to 30)% Bonus to Dexterity
+(191 to 220)% Enhanced Defense
Fire Resist +(46 to 50)%
Poison Resist +(46 to 50)%
Socketed: 4



Invictus Gilded Shield (6)

Defense: (5456-10894)
Durability: 67
(Barbarian Only)
Required Strength: 286
Required Level: 57
4% Chance to cast level 13 Gift of the Wild when you Kill an Enemy
Lion Stance Damage Bonus (171 to 200)%
+(241 to 280)% Enhanced Defense
+(36 to 40) to all Attributes
Damage Reduced by (9 to 10)%
Total Character Defense Plus (36 to 40)%
Socketed: 4



Slimedrool Jawbone Cap (6)

Defense: (572-755)
Durability: 34
(Barbarian Only)
Required Strength: 168
Required Level: 47
Adds (226-450)-(451-900) poison damage over 6 seconds
-(27 to 30)% to Enemy Poison Resistance
Attacker Flees after Striking 10%
+(131 to 150)% Enhanced Defense
Socketed: 4



Bonechewer Fanged Helm (6)

Defense: (902-1271)
Durability: 40
(Barbarian Only)
Required Strength: 262
Required Level: 48
15% Increased Attack Speed
+(17 to 19) to Hamstring
+(181 to 210)% Enhanced Defense
+(27 to 30) to Strength
(14 to 15)% Reanimate as: Hungry Dead
Socketed: 4

Cornucopia Horned Helm (6)

Defense: (907-1300)
Durability: 47
(Barbarian Only)



Required Strength: 357
Required Level: 49
+(131 to 150)% Enhanced Defense
Replenish Life +(131 to 150)
(301 to 350)% Extra Gold from Monsters
(71 to 80)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (18 to 20)%
Socketed: 4

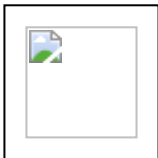


Thunderdome
Assault Helmet (6)
Defense: (1356-2012)
Durability: 53
(Barbarian Only)
Required Strength: 450
Required Level: 51
30% Chance to cast level 29 Flash on Attack
100% Chance to cast level 49 Lightning Cascade when you Level-Up
Adds 1-(481-960) lightning damage
+(18 to 20) to Lightning Shield
(27 to 30)% Bonus to Strength
+(191 to 220)% Enhanced Defense
Socketed: 4



Spirit Teacher's Headdress
Avenger Guard (6)
Defense: (1703-2579)
Durability: 59
(Barbarian Only)
Required Strength: (348-326)
Required Level: 54
+(14 to 15) Enhanced Stance Radius
+(41 to 45)% Bonus to Summoned Minion Life
+(41 to 45)% Bonus to Summoned Minion Damage
+(216 to 250)% Enhanced Defense
Regenerate Mana +(46 to 50)%
All Resists +(36 to 40)%
Socketed: 4
Requirements (-36 to -40)%

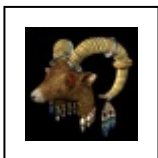
Tier 6 Druid Armour



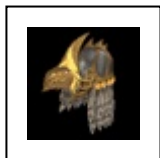
Big Bad
Wolf Head (6)
Defense: (526-695)
Durability: 31
(Druid Only)
Required Strength: 152
Required Level: 47
100% Chance to cast level 37 Fire Cascade when you Level-Up
+(131 to 150)% Enhanced Defense
(22 to 25)% Bonus to Strength
(22 to 25)% Bonus to Vitality
Total Character Defense Plus (18 to 20)%
+(14 to 15)% to Experience Gained
Socketed: 4



Earth Song
Hawk Helm (6)
Defense: (683-942)
Durability: 37
(Druid Only)
Required Strength: 238
Required Level: 48
1% Chance to cast level 29 Chronofield when you Take Damage
15% Faster Cast Rate
+(31 to 35)% to Fire Spell Damage
+(31 to 35)% to Cold Spell Damage
+(31 to 35)% to Poison Spell Damage
+(131 to 150)% Enhanced Defense
Fire Resist +(36 to 40)%
Cold Resist +(36 to 40)%
Poison Resist +(36 to 40)%
+(66 to 75) Mana after each Kill
Socketed: 4



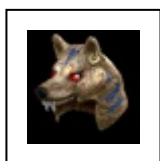
Nymph's Grace
Antlers (6)
Defense: (1050-1529)
Durability: 42
(Druid Only)
Required Strength: 323
Required Level: 49
15% Chance to cast level 1 Arrow when Struck by a Missile
+(191 to 220)% Enhanced Defense
Slows Ranged Attacker by (23 to 25)%



(23 to 25)% Bonus to Dexterity
(23 to 25)% Bonus to Vitality
10% Chance to Avoid Damage
Socketed: 4

**Skyguard
Falcon Mask (6)**

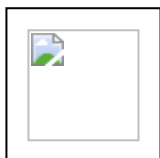
Defense: (1288-1910)
Durability: 48
(Druid Only)
Required Strength: 408
Required Level: 51
25% Faster Run/Walk
-(27 to 30)% to Enemy Lightning Resistance
-(27 to 30)% to Enemy Cold Resistance
+(21 to 24) to Forked Lightning
+(201 to 230)% Enhanced Defense
Lightning Resist +(51 to 55)%
Cold Resist +(51 to 55)%
Damage Reduced by 10%
+(27 to 30) Mana after each Kill
Socketed: 4



**Grimsprite
Spirit Mask (6)**

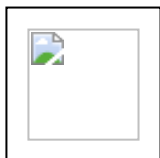
Defense: (1443-2169)
Durability: 54
(Druid Only)
Required Strength: 494
Required Level: 54
+(21 to 24) to Summon Thunder Bear
Enhanced Weapon Damage +(66 to 75)%
Slows Target by 10%
+(191 to 220)% Enhanced Defense
+(41 to 45) to Strength
(14 to 15)% Reanimate as: Shrieker
Socketed: 4

Tier 6 Necromancer Armour



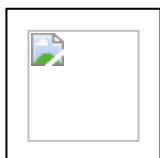
**Albrecht's Heirloom
Preserved Head (6)**

Defense: (242-364)
Durability: 36
(Necromancer Only)
Required Dexterity: 72
Required Level: 46
Adds (81-160)-(241-480) cold damage
Enhanced Weapon Damage +(66 to 75)%
Cold Resist +(86 to 100)%
(18 to 20)% Reanimate as: Skeleton Archer
(176 to 200)% Extra Gold from Monsters
Socketed: 4



**Shadowchild
Zombie Head (6)**

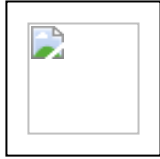
Defense: (883-1596)
Durability: 45
(Necromancer Only)
Required Dexterity: (71-67)
Required Level: 48
+(46 to 50)% Bonus to Summoned Minion Damage
+(171 to 200)% Enhanced Defense
(36 to 40)% Bonus to Energy
Cold Absorb (18 to 20)%
Lightning Absorb (18 to 20)%
Fire Absorb (18 to 20)%
Socketed: 4
Requirements (-36 to -40)%



**Darkflesh
Unraveller Head (6)**

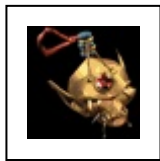
Defense: (1105-2094)
Durability: 53
(Necromancer Only)
Required Dexterity: 153
Required Level: 49
+(66 to 75) Energy Factor to Spell Damage
30% Faster Cast Rate
30% Faster Hit Recovery
+(36 to 40)% to Fire Spell Damage
+(36 to 40)% to Lightning Spell Damage
+(171 to 200)% Enhanced Defense
Fire Resist +(27 to 30)%
Lightning Resist +(27 to 30)%

(18 to 20)% Reanimate as: Crystal Witch
Socketed: 4



Graven Image
Gargoyle Head (6)

Defense: (1382-2681)
Durability: 62
(Necromancer Only)
Required Dexterity: 195
Required Level: 51
+(12 to 13) Extra Shadow Minions
30% Faster Cast Rate
+(36 to 40)% Bonus to Summoned Minion Life
+(41 to 45)% Bonus to Summoned Minion Resistances
+(181 to 210)% Enhanced Defense
+(41 to 45) to Strength
+(351 to 400) to Mana
Lightning Resist +(36 to 40)%
Damage Reduced by 10%
Socketed: 4



Hellspeak
Demon Head (6)

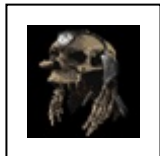
Defense: (1618-3202)
Durability: 70
(Necromancer Only)
Required Dexterity: 236
Required Level: 54
30% Chance to cast level 24 Fire Splash when you Kill an Enemy
30% Chance to cast level 12 Doom when you Kill an Enemy
+(171 to 200) to Maximum Damage
-(36 to 40)% to Enemy Fire Resistance
Stun Attack
+(11 to 12) to Devil's Fang Totem
(23 to 25)% Chance of Crushing Blow
(36 to 40)% Bonus to Dexterity
+(181 to 210)% Enhanced Defense
Fire Absorb (18 to 20)%
Socketed: 4

Tier 6 Paladin Armour



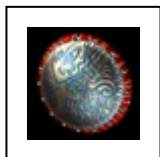
Godhead
Hundsgugel (6)

Defense: (1074-1590)
Durability: 24
(Paladin Only)
Required Strength: 115
Required Level: 45
+(131 to 150)% Damage to Demons
10% Chance of Crushing Blow
Hit Causes Monster to Flee +(11 to 12)%
+(131 to 150)% Enhanced Defense
+(36 to 40) to Strength
+(18 to 20)% Increased Healing Rate from Apples
(18 to 20)% Chance of Uninterruptable Attack
Socketed: 4



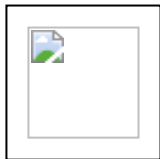
Skull Lord
Blackguard Helm (6)

Defense: (639-885)
Durability: 29
(Paladin Only)
Required Dexterity: 187
Required Level: 50
+(66 to 75) Energy Factor to Spell Damage
15% Faster Cast Rate
+(36 to 40)% to Lightning Spell Damage
+(36 to 40)% to Physical/Magic Spell Damage
+(131 to 150)% Enhanced Defense
(14 to 15)% Reanimate as: Knight of Famine
(23 to 25)% Curse Length Reduction
Socketed: 4



Grail of Tears
Targe (6)

Defense: (788-1308)
Durability: 40
(Paladin Only)
Required Dexterity: 85
Required Level: 46
15% Faster Cast Rate
-(18 to 20)% to Enemy Fire Resistance
-(18 to 20)% to Enemy Lightning Resistance
-(18 to 20)% to Enemy Cold Resistance
-(18 to 20)% to Enemy Poison Resistance



Attacker Flees after Striking (18 to 20)%
 +(171 to 200)% Enhanced Defense
 +(351 to 400) to Mana
 Socketed: 4

Oreichalcos

Rondache (6)

Defense: (1062-1914)

Durability: 71

(Paladin Only)

Required Dexterity: 134

Required Level: 48

+(86 to 100)% Damage to Demons

Slows Target by 10%

+(171 to 200)% Enhanced Defense

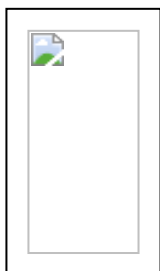
Total Character Defense Plus (18 to 20)%

(351 to 400)% Extra Gold from Monsters

Reduces all Vendor Prices 10%

Increase Maximum Durability (46 to 50)%

Socketed: 4



Thunderhead

Heraldic Shield (6)

Defense: (1376-2597)

Durability: 59

(Paladin Only)

Required Strength: 182

Required Level: 49

10% Chance to cast level 29 Static Lance when you Take Damage

15% Faster Run/Walk

15% Increased Attack Speed

30% Faster Block Rate

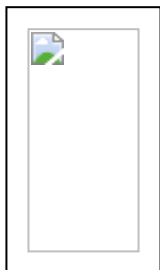
+(181 to 210)% Enhanced Defense

+(18 to 20) to Strength

+(18 to 20) to Dexterity

+(18 to 20) to Vitality

Socketed: 4



Catechumen

Aerin Shield (6)

Defense: (1601-3114)

Durability: 68

(Paladin Only)

Required Strength: (148-139)

Required Level: 51

15% Chance to cast level 36 Flamefront on Attack

Adds (66-75)-(131-150) damage

+(131 to 150)% Damage to Undead

+(171 to 200)% Enhanced Defense

Fire Resist +(28 to 30)%

Lightning Resist +(28 to 30)%

Cold Resist +(28 to 30)%

Poison Resist +(66 to 75)%

(18 to 20)% Reanimate as: Blood Templar

Requirements (-36 to -40)%

Socketed: 4



Shadowmoon

Crown Shield (6)

Defense: (1944-3844)

Durability: 77

(Paladin Only)

Required Dexterity: 280

Required Level: 54

15% Increased Attack Speed

15% Faster Cast Rate

+(27 to 30)% to Lightning Spell Damage

+(27 to 30)% to Cold Spell Damage

+(27 to 30)% to Poison Spell Damage

+(23 to 25)% Bonus to Summoned Minion Life

+(181 to 210)% Enhanced Defense

Cold Absorb (18 to 20)%

Lightning Absorb (18 to 20)%

Fire Absorb (18 to 20)%

Socketed: 4

Tier 6 Sorceress Armour

Serenthia's Disguise

Gambeson (6)

Defense: (1440-2560)

Durability: 44

(Sorceress Only)

Required Dexterity: 160

Required Level: 46

4% Chance to cast level 13 Charm when Attacked



+ (18 to 20)% Bonus to Energy Factor
+ (261 to 300)% Enhanced Defense
Magic Damage Reduced by (18 to 20)
+ (86 to 100) Mana when Struck by an Enemy
(131 to 150)% Extra Gold from Monsters
(36 to 40)% Better Chance of Getting Magic Items
Socketed: 6



**Ennead's Bane
Kazarghand (6)**

Defense: (2509-5004)
Durability: 74
(Sorceress Only)
Required Dexterity: (225-211)
Required Level: 51
+ (2 to 4) to Sorceress Skill Levels
30% Faster Cast Rate
- (36 to 40)% to Enemy Lightning Resistance
+ (16 to 18) to Static Lance
+ (241 to 280)% Enhanced Defense
+ (36 to 40) to Energy
+ (36 to 40) to Dexterity
Lightning Resist + (36 to 40)%
Requirements (-36 to -40)%
Socketed: 6



**Nightscape
Lamellar Armor (6)**

Defense: (1023-1857)
Durability: 50
(Sorceress Only)
Required Dexterity: 199
Required Level: 48
1% Chance to cast level 21 Banish when you Take Damage
40% Faster Cast Rate
30% Faster Hit Recovery
+ (36 to 40)% to Cold Spell Damage
+ (36 to 40)% Bonus to Summoned Minion Damage
+ (36 to 40)% Bonus to Summoned Minion Life
+ (121 to 140)% Enhanced Defense
+ (351 to 400) to Mana
Socketed: 6



**Wisdom's Wrap
Banded Plate (6)**

Defense: (1141-2128)
Durability: 110
(Sorceress Only)
Required Dexterity: (402-378)
Required Level: 55
+ (2 to 4) to Sorceress Skill Levels
+ (41 to 45)% to Fire Spell Damage
Regenerate Mana + (36 to 40)%
Fire Resist + (71 to 80)%
Slows Attacker by (18 to 20)%
-3 to Light Radius
Level 18 Summon Shadows (50 Charges)
Requirements (-31 to -35)%
Socketed: 6



**Wedding Dress of the Zann
Ceremonial Armor (6)**

Defense: (4368-9084)
Durability: 116
(Sorceress Only)
Required Dexterity: 622
Required Level: 55
+ (7 to 8) to Moon Queen
+ (7 to 8) to Spiral Dance
Slows Target by (18 to 20)%
+ (261 to 300)% Enhanced Defense
+ (66 to 75) to Strength
+ (66 to 75) to Dexterity
+ (171 to 200)% Enhanced Damage to Moonstrike
Socketed: 6

Amulets



**Hangman
Amulet**

Required Level: 1
33% Chance to cast level 10 Pain Spirit when you Kill an Enemy
+ (6 to 10)% to Physical/Magic Spell Damage

Drain Life -5
(51 to 75)% Extra Gold from Monsters



**Jerhyn's Tawiz
Amulet**

Required Level: 1
+(21 to 25)% Damage to Demons
Regenerate Life +100
+20% to Experience Gained



**Felblood
Amulet**

Required Level: 20
+1 to Necromancer Skill Levels
(3 to 6)% Life stolen per Hit
+2 to Maximum Necromancer Minions
+50 to Life
5% Reanimate as: Magma Demon



**Fren Slairea
Amulet**

Required Level: 30
+1 to All Skills
+(31 to 40)% to Lightning Spell Damage
+(17 to 20) to Flash
Decrease Maximum Mana -25%
Lightning Absorb 10%



**Angel Heart
Amulet**

Required Level: 40
+1 to All Skills
Slows Target by 5%
(6 to 10)% Bonus to Strength
(6 to 10)% Bonus to Dexterity
Total Character Defense Plus (16 to 20)%
+(3 to 4) to Light Radius



**Pandemonium
Amulet**

Required Level: 50
100% Chance to cast level 50 Hellgate when you Level-Up
+1 to All Skills
Adds 15-30 damage
+25% to Spell Damage



**Athulua's Oracle
Amulet**

Required Level: 60
+1 to All Skills
10% Faster Run/Walk
10% Increased Attack Speed
(101 to 250)% Bonus to Attack Rating
(16 to 20)% Chance of Uninterruptable Attack



**Teganze Pendant
Amulet**

Required Level: 60
+1 to All Skills
+(16 to 20)% to Fire Spell Damage
+(16 to 20)% to Lightning Spell Damage
+(16 to 20)% to Cold Spell Damage
Increase Maximum Life (11 to 15)%
Increase Maximum Mana (21 to 30)%
All Resists +10%
+100 Mana after each Kill



**Scarab of Death
Amulet**

Required Level: 60
100% Increased Attack Speed
100% Faster Cast Rate
Damage Reduction Decreased by -50%
50% Chance of Uninterruptable Attack
+25% to Experience Gained



**The Dreamcatcher
Amulet**

Required Level: 80
+2 to All Skills
15% Faster Cast Rate
-(6 to 10)% to Enemy Fire Resistance
-(6 to 10)% to Enemy Lightning Resistance
-(6 to 10)% to Enemy Cold Resistance
-(6 to 10)% to Enemy Poison Resistance
All Resists +(21 to 25)%
+(31 to 40) Mana after each Kill



**Witchmoon
Amulet**

Required Level: 100
+(11 to 15) Energy Factor to Spell Damage
4% Chance to cast level 17 Frog Prince on Attack
+(1 to 2) to All Skills
+(16 to 20)% to Spell Damage
Increase Maximum Mana 40%
(11 to 15)% Damage Taken Goes To Mana

Rings



**Ring of Disengagement
Ring**

Required Level: 1
2% Chance to cast level 8 Celerity when you Kill an Enemy
20% Faster Run/Walk
+(101 to 150) Maximum Stamina
50% Slower Stamina Drain



**Noob Loop
Ring**

Required Level: 1
Adds 10-20 damage
+(11 to 15) to Strength
+(11 to 15) to Dexterity
+5% to Experience Gained



**Ring of Truth
Ring**

Required Level: 20
15% Faster Hit Recovery
25% Faster Block Rate
(31 to 50)% Bonus to Attack Rating
Total Character Defense Plus (11 to 15)%
Slows Attacker by (3 to 5)%
+2 to Light Radius



**Myokai's Path
Ring**

Required Level: 30
Regenerate Mana +25%
+15% to Experience Gained
+2 to Light Radius



**Emphyrean Band
Ring**

Required Level: 40
1% Chance to cast level 7 Singularity when you Kill an Enemy
(3 to 5)% Bonus to All Attributes
Increase Maximum Life and Mana 10%
(51 to 100)% Extra Gold from Monsters



**Bloodbond
Ring**

Required Level: 50
1% Chance to cast level 50 Burning Veil when you Kill an Enemy
Damage Reduced by 5
Regenerate Life +40
+5% to Experience Gained



**Ripstar
Ring**

Required Level: 60
+(1 per level) to Maximum Damage (Based on Character Level)
(31 to 50)% Chance of Open Wounds
+(11 to 20) Life on Striking in Melee



**The Idiot Ball
Ring**

Required Level: 60
5% Chance to cast level 13 Call Blood Golem when Struck
2% Chance to cast level 13 Call Henchman when you Take Damage
5% Chance to cast level 13 Call Necrobot when you Take Damage
-50 to Strength
-50 to Vitality
Damage Reduction Decreased by -33%
75% Better Chance of Getting Magic Items



**The Seal of Kharos
Ring**

Required Level: 60
+2 to Amazon Skill Levels
25% Faster Cast Rate

+(31 to 40)% to Fire Spell Damage
+(29 to 34) to Bloodstar
+(11 to 15)% Bonus to Summoned Minion Life
Drains 2% Life per Second



Xorine's Ring
Ring

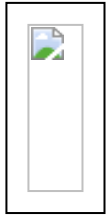
Required Level: 80
15% Chance to cast level 9 Punisher when you Kill an Enemy
(51 to 100)% Bonus to Attack Rating
Adds 175-613 poison damage over 7 seconds
Poison Resist +(31 to 40)%
(11 to 15)% Chance of Uninterruptable Attack



Earth Rouser
Ring

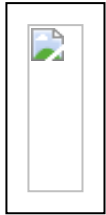
Required Level: 100
2% Chance to cast level 7 Tremor when you Kill an Enemy
(3 to 5)% Chance of Crushing Blow
Enhanced Weapon Damage +25%
(6 to 10)% Bonus to Strength

Arrow Quivers



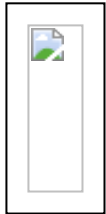
Locust Hive
Arrow Quiver

Required Level: 1
5% Chance to cast level 1 Arrow on Striking
Adds 25-50 poison damage over 2 seconds
Poison Length Reduced by (11 to 15)%



Cindercone
Arrow Quiver

Required Level: 40
2% Chance to cast level 8 Cataclysm when you Kill an Enemy
Adds 25-75 fire damage
+(6 to 15)% to Fire Spell Damage
(6 to 10)% Bonus to Strength
-2 to Light Radius



Hanabigami
Arrow Quiver

Required Level: 60
1% Chance to cast level 36 Flamefront on Striking
1% Chance to cast level 36 Forked Lightning on Striking
1% Chance to cast level 36 Ice Lance on Striking
60% Faster Run/Walk
Adds 100-200 fire damage
Adds 100-200 lightning damage
Adds 100-200 cold damage
-(11 to 15)% to Enemy Fire Resistance
-(11 to 15)% to Enemy Lightning Resistance
-(11 to 15)% to Enemy Cold Resistance
-(11 to 15)% to Enemy Poison Resistance
-15 to Vitality



Bucket of Love
Arrow Quiver

Required Level: 80
3% Chance to cast level 7 Charm when you Kill an Enemy
+(3 to 5) to Dexterity
+(11 to 15)% Increased Healing Rate from Apples
Reduces all Vendor Prices 5%

Bolt Quivers



Test Tube
Bolt Quiver

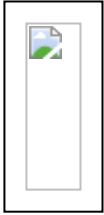
Required Level: 1
5% Chance to cast level 3 Carpet of Spiders when you Kill an Enemy
Adds 25-75 cold damage
Adds 25-75 poison damage over 2 seconds
Cold Resist -15%
Poison Resist -15%

Larzuk's Bandolier
Bolt Quiver

Required Level: 40



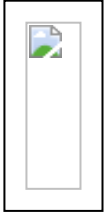
2% Chance to cast level 6 Barrage when you Kill an Enemy
40% Increased Attack Speed
Adds 15-30 fire damage
+(11 to 15) to Strength



The Tranquilizer
Bolt Quiver

Required Level: 60

4% Chance to cast level 58 Punisher on Striking
+2 to Amazon Skill Levels
-(11 to 15)% to Enemy Poison Resistance
5% Chance of Crushing Blow
+50 to Strength
+50 to Dexterity



Plague Gland
Bolt Quiver

Required Level: 80

5% Chance to cast level 2 Spike Nova when you Kill an Enemy
Adds 500-875 poison damage over 10 seconds
-(6 to 10)% to Enemy Poison Resistance
Replenish Life +(21 to 25)
Poison Resist +(31 to 50)%

Jewels



**The Boulder
Jewel**

Required Level: 1
(1 to 2)% Chance of Crushing Blow
+(3 to 5) to Strength
Requirements +10%



**Wishmaster
Jewel**

Required Level: 1
2% Chance to cast level 1 Detonate on Attack
20% Better Chance of Getting Magic Items



**Eye of the Storm
Jewel**

Required Level: 20
+(3 to 5) Energy Factor to Spell Damage
+(1 to 3)% to Spell Damage



**Katamari
Jewel**

Required Level: 30
+10% Bonus to Summoned Minion Damage
+5% Bonus to Summoned Minion Life
+5% Bonus to Summoned Minion Resistances
+5 Life after each Kill



**Demonstone Blood
Jewel**

Required Level: 40
Adds 5-20 fire damage
Adds 5-20 lightning damage
Adds 5-20 cold damage
Increase Maximum Life (2 to 3)%



**Zakarum Stoning Rock
Jewel**

Required Level: 60
2% Chance to cast level 4 Shower of Rocks when you Kill an Enemy
+(6 to 10)% Damage to Demons
Stun Attack
Enhanced Weapon Damage +5%



**Farsight Globe
Jewel**

Required Level: 80
2% Chance to cast level 7 Teleport when Struck
5% Faster Cast Rate
-(1 to 3)% to Enemy Fire Resistance
-(1 to 3)% to Enemy Lightning Resistance
-(1 to 3)% to Enemy Cold Resistance
-(1 to 3)% to Enemy Poison Resistance



**Asheara's Cateye
Jewel**

Required Level: 100
10% Faster Run/Walk
10% Increased Attack Speed
10% Faster Cast Rate
(21 to 40)% Bonus to Attack Rating