

RUNEWORDS

ADVERTISEMENT:

Median XL contains 332 all-new runewords.

Single rune runewords

Each runeword contains only one rune, but you can fill up the sockets before the rune with jewels. To make a runeword in an item with 4 sockets, for example, you need to insert 3 jewels + 1 rune.













Grey items only!












Some people do not seem to know this. You can only make runewords in nonmagical socketed (grey) items!












LIST OF RUNEWORDS

Dawn Level 11	 0-5 Jewels +El	Weapons	5% Chance to cast level 7 Celerity when you Kill an Enemy +(31 to 60)% Enhanced damage 15% Faster Hit Recovery (101 to 150)% Bonus to Attack Rating 10% Bonus to All Attributes (31 to 60)% Extra Gold from Monsters +2 to Light Radius
Shark Level 17	 0-5 Jewels +Tal	Weapons	6% Chance to cast level 9 Bloodlust when you Kill an Enemy +(41 to 60)% Enhanced damage +(11 to 15)% Bonus Damage to Bloodlust 20% Increased Attack Speed +(0.5 per level) to Maximum Damage (Based on Character Level) 33% Chance of Open Wounds +5 to all Attributes -1 to Mana
Enyo Level 31	 0-5 Jewels +DoI	Weapons	15% Chance to cast level 13 Starburst on Attack +1 to All Skills +(121 to 160)% Enhanced damage +(31 to 50) to Minimum Damage Stun Attack +20% Bonus to Summoned Minion Life 20% Bonus to Strength 20% Bonus to Energy (21 to 25)% Reanimate as: Acid Beast
Azrael Level 45	 0-5 Jewels +Pul	Weapons	33% Chance to cast level 13 Fire Splash when you Kill an Enemy +(151 to 180)% Enhanced damage 40% Increased Attack Speed 40% Faster Cast Rate (6 to 13)% Life stolen per Hit +50 to Strength +(101 to 200) to Life Fire Resist +66% +50 Life after each Kill
Void Level 59	 0-5 Jewels +Lo	Weapons	+(101 to 125)% Enhanced damage Adds 25-50 Damage Slows Target by 33% Lightning Resist +40% Cold Resist +40% Damage Reduced by (11 to 15) +(21 to 25) Mana on Striking 10% Reanimate as: Banshee
Oblivion Level 75	 0-5 Jewels +Lah	Weapons	25% Chance to cast level 32 Venomous Spirit on Attack +(201 to 250)% Enhanced damage +(1.5 per level) to Maximum Damage (Based on Character Level) +(31 to 40)% to Poison Spell Damage 15% Chance of Crushing Blow 10% Bonus to All Attributes Level 20 Abyss (17 Charges)
Berith Level 98	 0-5 Jewels +Vith	Weapons	+(201 to 250)% Enhanced damage 50% Faster Run/Walk 50% Increased Attack Speed 50% Faster Cast Rate 50% Faster Hit Recovery 50% Faster Block Rate +100 to Strength +100 to Dexterity +25% Increased Healing Rate from Apples (21 to 25)% Chance of Uninterruptable Attack Total Character Defense Plus (11 to 15)% 666% Extra Gold from Monsters
Gehenna Level 100	 0-5 Jewels +Xar	Weapons	25% Chance to cast level 27 Frozen Crown on Attack +(251 to 300)% Enhanced damage Adds 750-1000 cold damage Adds 1500-2000 poison damage over 5 seconds -50% to Enemy Cold Resistance -50% to Enemy Poison Resistance +50% to Cold Spell Damage +50% to Poison Spell Damage Increase Maximum Life and Mana 25% Requirements -33%
Triune Level 100	 0-5 Jewels +Qor	Weapons	+(201 to 250)% Enhanced damage +333 to Maximum Damage Adds 333-1666 fire damage Adds 333-1666 lightning damage Adds 333-1666 cold damage +(201 to 400) to Life +(201 to 400) to Mana Fire Resist +66% Lightning Resist +66% Cold Resist +66%

Adramelech Level 100		0-5 Jewels +Krys	Weapons	Level 10 Death's Fury Totem (39 Charges) Requirements -20%
				25% Chance to cast level 40 Flamefront on Attack +(251 to 300)% Enhanced damage Adds 200-400 damage Adds 1-4000 fire damage Drain Life -250 +10 Life on Striking 2% Reanimate as: Condemned Target Takes Additional Damage of 100
Banshee Level 13		0-5 Jewels +Tir	Bows	1% Chance to cast level 6 Abyss on Striking 5% Chance to cast level 8 Charm when you Kill an Enemy +(31 to 60)% Enhanced damage 20% Faster Run/Walk +(1 per level) to Maximum Damage (Based on Character Level) Adds 20-50 cold damage Cold Absorb (11 to 15)% 75% Extra Gold from Monsters
				2% Chance to cast level 9 Gift of Inner Fire when you Kill an Enemy +(41 to 60)% Enhanced damage 10% Increased Attack Speed +(1 to 6) to Tantrum +1 Life on Striking
Amok Level 21		0-5 Jewels +Ort	Bows	100% Chance to cast level 16 Punisher when you Kill an Enemy +(101 to 125)% Enhanced damage +(41 to 60) to Maximum Damage +5% to Poison Spell Damage (11 to 15)% Chance of Crushing Blow Slows Target by (11 to 15)% +(21 to 40) to Energy +(21 to 40) to Dexterity
				+(101 to 150)% Enhanced damage 30% Faster Run/Walk Adds 25-50 damage Adds 128-256 poison damage over 5 seconds 25% Chance of Open Wounds +(3 to 7) to Arrow Swarm 15% Bonus to Dexterity 20% Better Chance of Getting Magic Items
Shockwave Level 27		0-5 Jewels +Sol	Bows	+(101 to 150)% Enhanced damage Enhanced Weapon Damage +(41 to 50)% 15% Bonus to Strength 15% Bonus to Dexterity 15% Bonus to Vitality +45 to Strength +60 to Dexterity +45 to Vitality Total Character Defense Plus (11 to 15)%
				+(151 to 180)% Enhanced damage Adds 25-75 damage (21 to 30)% Life stolen per Hit +(1 to 5) to Wraith Arrow Hit Causes Monster to Flee +5% Drains 2% Life per Second Half Freeze Duration
Hornet Level 37		0-5 Jewels +Lum	Bows	25% Chance to cast level 6 Spike Nova when you Kill an Enemy +(151 to 200)% Enhanced damage -15% Decreased Attack Speed +(51 to 100) to Maximum Damage Adds 3000-4500 poison damage over 10 seconds Replenish Life +(1 per level) (Based on Character Level) 25% Chance of Uninterruptable Attack
				50% Chance to cast level 15 Frozen Soul on Striking +(251 to 300)% Enhanced damage (11 to 17)% Stamina stolen per Hit +(51 to 100) to all Attributes Increase Maximum Mana 50% Cannot Be Frozen
Balance Level 47		0-5 Jewels +Um	Bows	15% Chance to cast level 18 Pain Spirit on Striking 25% Chance to cast level 21 Banish when you Kill an Enemy +(251 to 300)% Enhanced damage 25% Bonus to Buff/Debuff/Cold Skill Duration +(3 per level) to Maximum Damage (Based on Character Level) 25% Bonus to Strength Total Character Defense Plus (21 to 25)%
				+15 Energy Factor to Spell Damage 25% Chance to cast level 11 Arrow on Striking +(301 to 350)% Enhanced damage 60% Faster Run/Walk 40% Increased Attack Speed +(301 to 500) to Maximum Damage +50 to Strength +50 to Dexterity All Resists +(31 to 40)%
Nyx Level 55		0-5 Jewels +Vex	Bows	2% Chance to cast level 61 Meteor Shower when you Kill an Enemy 2% Chance to cast level 52 Singularity when you Kill an Enemy +(251 to 300)% Enhanced damage Adds 225-275 damage Adds 1-4000 fire damage Adds 1-4000 lightning damage Adds 1-4000 cold damage -(21 to 30)% to Enemy Fire Resistance -(21 to 30)% to Enemy Lightning Resistance -(21 to 30)% to Enemy Cold Resistance -(21 to 30)% to Enemy Poison Resistance (21 to 30)% Bonus to Dexterity
Hive Level 63		0-5 Jewels +Ber	Bows	
Phantom Level 87		0-5 Jewels +Nas	Bows	
Curse Level 100		0-5 Jewels +Nih	Bows	
Typhaon Level 100		0-5 Jewels +Ghal	Bows	
Stardust Level 100		0-5 Jewels +Aue	Bows	

				Regenerate Mana +15%
Thammuz Level 13		0-5 Jewels +Nef	Crossbows	25% Chance to cast level 6 Rune of Fire when you Kill an Enemy 25% Chance to cast level 6 Rune of Ice when you Kill an Enemy +(31 to 60)% Enhanced damage 25% Increased Attack Speed Adds 6-33 fire damage +111 to Life
Python Level 35		0-5 Jewels +Io	Crossbows	33% Chance to cast level 14 Doom when you Kill an Enemy +(101 to 150)% Enhanced damage +(1.5 per level) to Maximum Damage (Based on Character Level) (16 to 19)% Life stolen per Hit (21 to 25)% Bonus to Strength (21 to 25)% Bonus to Dexterity Increase Maximum Life (21 to 25)%
Cyclops Level 61		0-5 Jewels +Sur	Crossbows	+100 Crafting Points 5% Chance to cast level 48 Mind Flay on Striking +(151 to 200)% Enhanced damage 50% Increased Attack Speed +(201 to 300) to Maximum Damage +(31 to 40)% to Lightning Spell Damage Slows Target by 25%
Tynged Level 94		0-5 Jewels +Kra	Crossbows	1% Chance to cast level 16 Doom on Striking Adds 250-500 cold damage (21 to 25)% Chance of Crushing Blow +5% Bonus to Summoned Minion Resistances 25% Chance of Uninterruptable Attack (41 to 50)% Better Chance of Getting Magic Items Requirements -50%
Tartarus Level 100		0-5 Jewels +Yul	Crossbows	10% Chance to cast level 21 Singularity when you Kill an Enemy +(301 to 350)% Enhanced damage -10% Slower Run/Walk -10% Decreased Attack Speed +(4 per level) to Maximum Damage (Based on Character Level) +10% Bonus to Summoned Minion Damage (41 to 50)% Bonus to Strength Fire Resist +100% Lightning Resist +100% +(101 to 150) Life after each Kill
Araboth Level 100		0-5 Jewels +Thai	Crossbows	+(301 to 350)% Enhanced damage +(301 to 400) to Maximum Damage +(101 to 150)% Damage to Undead +(1 to 9) to Silver Dart +(31 to 50) to all Attributes Replenish Life +(41 to 50) All Resists +15% +2 to Light Radius
Tombstone Level 100		0-5 Jewels +Auhe	Crossbows	+(251 to 300)% Enhanced damage -20% Decreased Attack Speed Adds 250-500 damage +100 to Strength -50 to Vitality Regenerate Mana +15% All Resists +(41 to 50)% 50% Reanimate as: Venom Fiend
Urada Level 100		0-5 Jewels +Rha	Swords	+(251 to 300)% Enhanced damage 30% Increased Attack Speed Adds 1-1101 lightning damage 11% Chance of Crushing Blow +1011 Defense +(1 to 11) to all Attributes 25% Reanimate as: Necrobot
Instinct Level 57		0-5 Jewels +Ohm	Axes	+2 to Druid Skill Levels +(101 to 150)% Bonus Damage to Mark of the Wild +(151 to 200)% Enhanced damage 25% Faster Hit Recovery +(51 to 100) to Maximum Damage +(31 to 50)% to Fire Spell Damage 5% Bonus to Vitality +250 Defense
Sabertooth Level 100		0-5 Jewels +Nih	Axes	+(251 to 300)% Enhanced damage 10% Bonus to Buff/Debuff/Cold Skill Duration (9 to 17)% Life stolen per Hit +(1 to 9) to Hamstring +75 to Strength Enhanced Weapon Damage +(2 per level)%(Based on Character Level) (15 to 20)% Chance of Uninterruptable Attack Target Takes Additional Damage of 100
Myrmidon Level 61		0-5 Jewels +Sur	Spears	+25 Crafting Points +(151 to 200)% Enhanced damage +(3 per level) to Maximum Damage (Based on Character Level) +(1 to 4) to Bloodspeaker's Mark 20% Bonus to Dexterity 20% Bonus to Vitality Total Character Defense Plus (21 to 40)% Requirements +15%
Endor Level 65		0-5 Jewels +Jah	Scythes	50% Chance to cast level 17 Hunting Banshee on Attack 5% Chance to cast level 19 Doom on Attack +(151 to 200)% Enhanced damage +(101 to 200) to Maximum Damage +(31 to 40)% to Cold Spell Damage +(31 to 40)% to Poison Spell Damage +(1 to 4) to Pagan Heart

Atlacamani Level 81	 0-5 Jewels +Ix	Scythes	+(241 to 270)% Enhanced damage 25% Increased Attack Speed 15% Faster Cast Rate +111-333 cold damage (11 to 15)% Mana stolen per Hit (11 to 15)% Chance of Crushing Blow +(5 to 9) to Medusa +(41 to 60) to Strength +(41 to 60) to Dexterity
Seed of Conflict Level 100	 0-5 Jewels +Lai	Scythes	10% Chance to cast level 9 Charm on Attack +(2 to 4) to Necromancer Skill Levels +(251 to 300)% Enhanced damage +(201 to 250) to Maximum Damage Enhanced Weapon Damage +5% Total Character Defense Plus 20% +(101 to 150) Mana after each Kill +(101 to 150) Life after each Kill
King's Blood Level 55	 0-5 Jewels +Vex	Daggers	+1 to All Skills +(201 to 250)% Enhanced damage +50 to Minimum Damage (6 to 12)% Life stolen per Hit +(31 to 40) to all Attributes +10% to Experience Gained +2 to Light Radius Half Freeze Duration
Rattus Level 81	 0-5 Jewels +Ix	Daggers	+2 to Druid Skill Levels +(201 to 250)% Enhanced damage +(51 to 100)% Bonus Damage to Mark of the Wild 50% Increased Attack Speed 15% Faster Cast Rate 50% Faster Hit Recovery Adds 50-150 damage 25% Chance of Crushing Blow +1 Life on Striking
Demhe Level 69	 0-5 Jewels +Zod	Maces	25% Chance to cast level 50 Plague Avatar on Attack +(201 to 250)% Enhanced damage +(151 to 200) to Maximum Damage +(21 to 25)% to Cold Spell Damage +(21 to 25)% to Poison Spell Damage Stun Attack -(21 to 25)% to Enemy Cold Resistance -(21 to 25)% to Enemy Poison Resistance Slows Target by 15% +(101 to 150) Mana on Striking
Calypso Level 81	 0-5 Jewels +Ix	Hammers	33% Chance to cast level 21 Glacial Nova when you Kill an Enemy 5% Chance to cast level 23 Abyss on Attack +(251 to 300)% Enhanced damage Adds 75-150 Damage 30% Increased Attack Speed 15% Faster Cast Rate (21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration Adds 1500-2000 cold damage
Pax Mystica Level 13	 0-5 Jewels +Nef	Staves	+1 to All Skills All Resists +(11 to 15)% (21 to 25)% Better Chance of Getting Magic Items Level 1 Blink (20 Charges)
Hadad Level 25	 0-5 Jewels +Amn	Staves	5% Chance to cast level 13 Lightning Shield when Struck +2 to All Skills (0.5 per level)% to Lightning Spell Damage (Based on Character Level) +(1 to 4) to Supernova Slows Attacker by (11 to 15)%
Summanus Level 41	 0-5 Jewels +Fal	Staves	5% Chance to cast level 17 Lightning Wall on Attack +2 to All Skills +(101 to 150)% Enhanced damage 40% Increased Attack Speed +(101 to 150) to Maximum Damage +25 to Energy +60 to Dexterity
Akhenaten Level 57	 0-5 Jewels +Ohm	Staves	+(3 to 4) to All Skills 20% Faster Cast Rate +(41 to 50)% to Fire Spell Damage +(41 to 50)% to Poison Spell Damage Slows Ranged Attacker by (21 to 25)% 20% Bonus to Vitality Fire Resist +50% Poison Resist +50%
Ljosalf Level 63	 0-5 Jewels +Ber	Staves	15% Chance to cast level 9 Lionheart when Attacked +3 to All Skills (1 per level)% to Fire Spell Damage (Based on Character Level) +(31 to 38) to Bloodstar Replenish Life +50 All Resists +(11 to 15)% 10% Chance of Uninterruptable Attack
Aes Dana Level 78	 0-5 Jewels +Kur	Staves	+(5 to 7) to Druid Skill Levels Doubled Venomous Aura Effect 60% Faster Run/Walk 15% Faster Hit Recovery +50% Bonus to Summoned Minion Resistances +(41 to 50)% Bonus to Summoned Minion Damage Increase Maximum Mana 40% All Resists +50%



Elverfolk Level 100	 0-5 Jewels +Yul	Staves	+(51 to 100) Energy Factor to Spell Damage +(6 to 8) to All Skills -(41 to 60)% to Enemy Fire Resistance -(41 to 60)% to Enemy Lightning Resistance -(41 to 60)% to Enemy Cold Resistance -(41 to 60)% to Enemy Poison Resistance (21 to 30)% Bonus to Energy +750 Defense vs. Missile All Resists +(31 to 50)% +(6 to 8) to Sorceress Skill Levels 60% Faster Cast Rate 40% Faster Hit Recovery +40 to Maximum Damage +(41 to 60)% to Fire Spell Damage +(41 to 60)% to Lightning Spell Damage +(41 to 60)% to Cold Spell Damage Total Character Defense Plus (41 to 50)% +1000 Defense Requirements -20% 100% Chance to cast level 50 Trinity Beam when you Die +(8 to 10) to All Skills +(51 to 75)% to Fire Spell Damage +(51 to 75)% to Lightning Spell Damage +(51 to 75)% to Cold Spell Damage +(101 to 150) to Strength +(101 to 150) to Energy +(101 to 150) to Vitality Regenerate Mana +15% Slows Attacker by (21 to 25)%
Erilaz Level 100	 0-5 Jewels +Taha	Staves	
Zodiac Level 100	 0-5 Jewels +Auhe	Staves	
Prophecy Level 15	 0-5 Jewels +lth	Sceptres	+1 to All Skills +(31 to 60)% Enhanced damage +(11 to 15) to Maximum Damage Fire Resist +(21 to 40)% Cold Resist +(21 to 40)% Attacker Takes Fire Damage of (21 to 25) Attacker Takes Cold Damage of (21 to 25)
Bane Level 37	 0-5 Jewels +Lum	Sceptres	5% Chance to cast level 7 Rust Storm on Attack +(101 to 150)% Enhanced damage 20% Increased Attack Speed +(31 to 50) to Maximum Damage (31 to 50)% Bonus to Attack Rating (0.125 per level)% Chance of Crushing Blow (Based on Character Level) +(21 to 25) to all Attributes 20% Better Chance of Getting Magic Items
Judas Level 47	 0-5 Jewels +Um	Sceptres	10% Bonus to Energy (21 to 25)% Reanimate as: Flesh Clan 333% Extra Gold from Monsters 66% Better Chance of Getting Magic Items +300% Enhanced Damage vs. the Zakarum Requirements -66%
Path Level 63	 0-5 Jewels +Ber	Sceptres	15% Chance to cast level 18 Cataclysm when Struck (11 to 15)% Bonus to Energy Factor +(2 to 3) to Amazon Skill Levels +(31 to 40)% to Fire Spell Damage +(31 to 40)% to Physical/Magic Spell Damage 10% Chance of Uninterruptable Attack +(11 to 15)% to Experience Gained Requirements -20%
Jokulmorder Level 78	 0-5 Jewels +Kur	Sceptres	+2 to Paladin Skill Levels 15% Faster Run/Walk +(21 to 30)% to Cold Spell Damage +(13 to 15) to Summon Avalanche +(31 to 40)% Bonus to Summoned Minion Damage +50 to Strength -50 to Dexterity +50 to Vitality
Gabriel Level 90	 0-5 Jewels +Ath	Sceptres	25% Chance to cast level 22 Forked Lightning on Attack +(3 to 5) to Paladin Skill Levels +(201 to 250)% Enhanced damage 30% Increased Attack Speed 30% Faster Cast Rate 15% Faster Hit Recovery +(201 to 300) to Maximum Damage +(31 to 40)% to Lightning Spell Damage +100 to Strength +100 to Vitality Replenish Life +100
Durga Level 100	 0-5 Jewels +Lai	Sceptres	+(3 to 4) to Amazon Skill Levels +(21 to 25)% Bonus Elemental Damage to Bloodlust 40% Faster Cast Rate +(41 to 50)% to Fire Spell Damage Enhanced Weapon Damage +5% Attacker Flees after Striking (11 to 15)% +(51 to 100) Life after each Kill +100% Bonus to Summoned Minion Damage
Galdr Level 100	 0-5 Jewels +Taha	Sceptres	+25 Energy Factor to Spell Damage +(3 to 5) to Paladin Skill Levels 1% Increased Chance of Blocking +40 to Maximum Damage +(31 to 50)% to Fire Spell Damage +(31 to 50)% to Cold Spell Damage -25% to Enemy Fire Resistance -25% to Enemy Cold Resistance +(11 to 19) to Shadow Avatar Only Allows the Use of Melee, Summoning and Buff Skills
Apostasy Level 100	 0-5 Jewels	Sceptres	+3 to Paladin Skill Levels +30% Enhanced damage


				+Sha'ad	50% Faster Cast Rate +(41 to 50)% to Lightning Spell Damage +(41 to 50)% to Physical/Magic Spell Damage +(24 to 29) to Catadlysm +(24 to 29) to Frozen Crown Total Character Defense Plus (21 to 30)%
Raid Level 23		0-5 Jewels +Thul	Javelins		+1 to Amazon Skill Levels +(61 to 100)% Enhanced damage Ignore Target's Defense +5% to Cold Spell Damage +(11 to 15)% Bonus to Summoned Minion Damage +10 Mana after each Kill Level 5 Blink (10 Charges)
Hastata Level 43		0-5 Jewels +Lem	Javelins		1% Chance to cast level 2 Parasite on Striking +(101 to 120)% Enhanced damage +(31 to 50) to Maximum Damage (51 to 100)% Bonus to Attack Rating -(21 to 25)% to Enemy Fire Resistance +(31 to 40) to Dexterity +(21 to 25) Life after each Kill +2% to Experience Gained
Haste Level 63		0-5 Jewels +Ber	Javelins		2% Chance to cast level 16 Celerity when you Kill an Enemy +(171 to 200)% Enhanced damage 30% Faster Hit Recovery 50% Faster Block Rate Adds 50-100 damage (21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration +(21 to 25)% Increased Healing Rate from Apples 10% Chance of Uninterruptable Attack
Hastilude Level 90		0-5 Jewels +Ath	Javelins		1% Chance to cast level 19 Lionheart when Attacked +(201 to 250)% Enhanced damage 50% Increased Attack Speed 15% Faster Hit Recovery -1% Decreased Chance of Blocking +(101 to 150) to Maximum Damage (11 to 15)% Bonus to Strength (11 to 15)% Bonus to Vitality
Hastur Level 100		0-5 Jewels +Taha	Javelins		+3 to Amazon Skill Levels +40 to Maximum Damage +(1 to 3) to Kraken Stance -(41 to 60)% to Enemy Fire Resistance -(41 to 60)% to Enemy Cold Resistance Slows Target by 25% All Resists +(41 to 50)% Requirements -50%
Hastin Level 100		0-5 Jewels +Auhe	Javelins		5% Chance to cast level 8 Stampede when you Kill an Enemy +2 to Amazon Skill Levels +(251 to 300)% Enhanced damage Adds 150-300 damage (21 to 25)% Chance of Crushing Blow +(31 to 40) to all Attributes Regenerate Mana +15% Damage Reduced by 5%
Patriot Level 11		0-5 Jewels +Eld	Throwing Knives		+(21 to 30)% Enhanced damage 25% Bonus to Attack Rating Adds 5-15 fire damage -(11 to 15)% to Enemy Fire Resistance -(11 to 15)% to Enemy Poison Resistance -5 to Strength
Chrysopelea Level 23		0-5 Jewels +Thul	Throwing Knives		15% Chance to cast level 29 Carpet of Spiders when you Kill an Enemy +(51 to 100)% Enhanced damage +(21 to 40)% Bonus to Poison Skill Duration +(31 to 40) to Minimum Damage -(11 to 20)% to Enemy Poison Resistance (0.5 per level)% Chance of Open Wounds (Based on Character Level)
Dajjal Level 43		0-5 Jewels +Lem	Throwing Knives		3% Chance to cast level 8 Blast Wave when you Kill an Enemy +(151 to 200)% Enhanced damage 40% Increased Attack Speed 40% Faster Hit Recovery +(1.5 per level) to Maximum Damage (Based on Character Level) +(1 to 3) Life on Striking +10% to Experience Gained
Quantum Level 63		0-5 Jewels +Ber	Throwing Knives		5% Chance to cast level 29 Singularity when you Kill an Enemy +3 to Assassin Skill Levels 50% Increased Attack Speed +(11 to 15)% to Fire Spell Damage -(21 to 25)% to Enemy Fire Resistance -(21 to 25)% to Enemy Lightning Resistance -(21 to 25)% to Enemy Poison Resistance 10% Chance of Uninterruptable Attack
Myriad Level 90		0-5 Jewels +Ath	Throwing Knives		10% Chance to cast level 12 Spike Nova when you Kill an Enemy Indestructible +(201 to 250)% Enhanced damage 50% Increased Attack Speed 15% Faster Hit Recovery +(101 to 150) to Minimum Damage (11 to 15)% Chance of Crushing Blow Enhanced Weapon Damage +(0.5 per level)% (Based on Character Level)
Naiad Level 100		0-5 Jewels +Lai	Throwing Knives		25% Chance to cast level 8 Glacial Nova when you Kill an Enemy 100% Chance to cast level 47 Winter Avatar when you Die +(301 to 350)% Enhanced damage 200% Bonus to Attack Rating Enhanced Weapon Damage +5% Slows Target by 25% 50% Chance of Uninterruptable Attack

Burlesque Level 100	 0-5 Jewels +Taha	Throwing Knives	+ (41 to 50) Energy Factor to Spell Damage 25% Chance to cast level 58 Magic Missiles when you Kill an Enemy + (301 to 350)% Enhanced damage + (351 to 400) to Maximum Damage + (21 to 25)% to Physical/Magic Spell Damage +100 to Energy +100 to Dexterity + (21 to 25)% Increased Healing Rate from Apples
Tau Level 100	 0-5 Jewels +Auhe	Throwing Knives	+3 to Assassin Skill Levels + (251 to 300)% Enhanced damage 40% Increased Attack Speed + (41 to 50)% to Fire Spell Damage + (41 to 50)% to Poison Spell Damage Slows Target by (11 to 15)% + (51 to 75) to Energy Regenerate Mana +15%
Cheetah Level 11	 0-5 Jewels +Eld	Throwing Axes	5% Chance to cast level 9 Gift of the Wild when you Kill an Enemy + (31 to 60)% Enhanced damage 30% Faster Run/Walk 100% Bonus to Attack Rating (21 to 50)% Bonus to Summoned Minion Attack Rating + (11 to 20)% Bonus to Summoned Minion Damage
Fennec Level 43	 0-5 Jewels +Lem	Throwing Axes	+ (101 to 120)% Enhanced damage 60% Faster Run/Walk + (21 to 25)% Bonus to Summoned Minion Damage + (21 to 30)% Bonus to Summoned Minion Resistances All Resists + (11 to 15)% +2% to Experience Gained -2 to Light Radius
Manitou Level 63	 0-5 Jewels +Ber	Throwing Axes	25% Chance to cast level 60 Elemental when you Kill an Enemy +2 to Barbarian Skill Levels + (201 to 250)% Enhanced damage + (101 to 200) to Maximum Damage + (21 to 25)% to Fire Spell Damage + (10 per level) Defense (Based on Character Level) +50 to all Attributes 10% Chance of Uninterruptable Attack
Raptor Level 90	 0-5 Jewels +Ath	Throwing Axes	15% Chance to cast level 18 Crucify when you Kill an Enemy +1 to Barbarian Skill Levels + (201 to 250)% Enhanced damage 15% Faster Hit Recovery Adds 100-150 damage + (12 to 15) to Hawk Talons -100 Defense +1 Life on Striking
Thundercloud Level 100	 0-5 Jewels +Taha	Throwing Axes	25% Chance to cast level 53 Thunderstone when you Kill an Enemy +2 to Barbarian Skill Levels + (251 to 300)% Enhanced damage Adds 150-340 damage Adds 1-1250 lightning damage +1 to Maximum Barbarian Minions + (31 to 50)% Bonus to Summoned Minion Damage
Kodiak Level 100	 0-5 Jewels +Auhe	Throwing Axes	+2 to Barbarian Skill Levels + (251 to 300)% Enhanced damage Adds 100-300 damage Lion Stance Damage Bonus (151 to 200)% +350% Damage to Undead (11 to 15)% Chance of Crushing Blow +500 Defense Regenerate Mana +15%
Aspect Level 29	 0-5 Jewels +Shael	Amazon Bows	-5% Slower Run/Walk 10% Increased Attack Speed Adds 15-30 fire damage Adds 15-30 lightning damage Adds 15-30 cold damage +10 to Strength
Corsair Level 33	 0-5 Jewels +Hel	Amazon Bows	+ (51 to 100)% Enhanced damage 20% Increased Attack Speed + (1 to 4) to Guided Chain (11 to 15)% Bonus to Dexterity (101 to 200)% Extra Gold from Monsters (31 to 40)% Better Chance of Getting Magic Items
Ice Breaker Level 61	 0-5 Jewels +Sur	Amazon Bows	+200 Crafting Points 50% Chance to cast level 23 Flamestrike when you Kill an Enemy + (151 to 200)% Enhanced damage + (101 to 150) to Maximum Damage (11 to 20)% Chance of Crushing Blow Cold Resist + (51 to 70)% Cannot Be Frozen
Eris Level 81	 0-5 Jewels +Ix	Amazon Bows	1% Chance to cast level 6 Charm on Striking + (101 to 150)% Enhanced damage 40% Increased Attack Speed 15% Faster Cast Rate + (21 to 26) to Dominate +3 Life on Striking Damage Reduced by 5% Level 16 Charm (100 Charges)
Colliding Worlds Level 100	 0-5 Jewels +No	Amazon Bows	+ (201 to 250)% Enhanced damage + (151 to 200) to Maximum Damage + (1 to 6) to Elfin Arrows + (41 to 50) to Strength + (41 to 50) to Dexterity Level 5 Elvensong (10 Charges)

Manta Level 100	 0-5 Jewels +Taha	Amazon Bows	5% Chance to cast level 18 Lightning Wall when you Kill an Enemy +(301 to 350)% Enhanced damage 60% Increased Attack Speed +(401 to 500) to Maximum Damage (16 to 21)% Life stolen per Hit (21 to 25)% Reanimate as: Evil Spirit Worship the Crack Monkeys! +(251 to 300)% Enhanced damage Adds 150-300 damage (11 to 15)% Chance of Crushing Blow +(4 to 7) to Kraken Stance Slows Target by (21 to 25)% +50 to Dexterity +100 to Vitality
Cecaelia Level 100	 0-5 Jewels +Sha'ad	Amazon Bows	
Aegina Level 25	 0-5 Jewels +Amn	Amazon Spears	5% Chance to cast level 3 Glacial Nova on Attack +(51 to 100)% Enhanced damage Adds 1-100 cold damage (31 to 40)% Mana stolen per Hit +(1 to 4) to Shackles of Ice +(21 to 25) to Strength +(21 to 25) to Dexterity
Titanomachia Level 51	 0-5 Jewels +Ist	Amazon Spears	33% Chance to cast level 7 Stormblast on Attack +(101 to 150)% Enhanced damage +(101 to 150) to Maximum Damage Adds 1-500 lightning damage Stun Attack +50 to Strength +10 to Energy Damage Reduced by 5%
Sankara Level 72	 0-5 Jewels +Sha	Amazon Spears	5% Chance to cast level 9 Lifeblood when you Kill an Enemy 5% Chance to cast level 58 Doom on Attack +(151 to 200)% Enhanced damage 45% Increased Attack Speed +(101 to 200) to Maximum Damage Total Character Defense Plus (31 to 50)% +(101 to 150) Life after each Kill
Rusalka Level 100	 0-5 Jewels +Rha	Amazon Spears	50% Chance to cast level 16 Venomous Spirit on Attack 50% Chance to cast level 57 Hunting Banshee when you Kill an Enemy +(301 to 350)% Enhanced damage +(301 to 500) to Minimum Damage +(61 to 80)% to Cold Spell Damage +(61 to 80)% to Poison Spell Damage +(1 to 12) to Summon Void Archon +200 Defense +(51 to 100) to all Attributes
Evanescence Level 100	 0-5 Jewels +Taha	Amazon Spears	+(2 to 4) to Amazon Skill Levels +(251 to 300)% Enhanced damage 100% Faster Run/Walk 100% Increased Attack Speed +(401 to 600) to Maximum Damage +(2 to 23) to Warp Armor Damage Reduced by (21 to 25)% +250 Life on Striking in Melee
Freybug Level 100	 0-5 Jewels +Sha'ad	Amazon Spears	+3 to Amazon Skill Levels +(251 to 300)% Enhanced damage Adds 250-500 damage Stun Attack +1 to Wolf Stance +100 to Strength +200 Life on Striking in Melee
Scar Level 35	 0-5 Jewels +Io	Amazon Javelins	100% Chance to cast level 16 Bloodstorm when you Kill an Enemy +(101 to 150)% Enhanced damage Adds 50-150 fire damage (11 to 15)% Chance of Crushing Blow (21 to 40)% Chance of Open Wounds +(3 to 4) to Ecstatic Frenzy (Amazon Only) 5% Bonus to Dexterity +15 to Dexterity
Dragonfly Level 55	 0-5 Jewels +Vex	Amazon Javelins	+(151 to 200)% Enhanced damage 40% Faster Run/Walk 20% Increased Attack Speed Adds 150-250 fire damage (9 to 12)% Life stolen per Hit +(1 to 6) to Sunspear Slows Target by (11 to 15)% Half Freeze Duration
Trishula Level 72	 0-5 Jewels +Sha	Amazon Javelins	+(151 to 200)% Enhanced damage 15% Faster Run/Walk 15% Increased Attack Speed Adds 500-1000 fire damage Adds 500-1000 lightning damage Adds 500-1000 cold damage -(31 to 50)% to Enemy Fire Resistance -(31 to 50)% to Enemy Lightning Resistance -(31 to 50)% to Enemy Cold Resistance +(6 to 12) to Snake Stance +(6 to 12) to Lion Stance +(21 to 40) to Strength +(21 to 40) to Dexterity +(21 to 40) to Vitality
Herfjotur Level 94	 0-5 Jewels +Kra	Amazon Javelins	5% Chance to cast level 12 Chronofield when you Kill an Enemy 20% Chance to cast level 5 Javelin on Striking +(201 to 250)% Enhanced damage +(51 to 100) to Maximum Damage +(8 to 13) to Maelstrom Slows Target by 25%

				+5% Bonus to Summoned Minion Resistances 15% Reanimate as: Fallen Hero
Stalactite Level 100		0-5 Jewels +Ghal	Amazon Javelins	+15 Energy Factor to Spell Damage 50% Chance to cast level 44 Lemures when you Kill an Enemy +(251 to 300)% Enhanced damage Adds 500-1000 cold damage -(41 to 50)% to Enemy Cold Resistance +100 to Strength +100 to Dexterity Cold Absorb (11 to 15)% 25% Reanimate as: Ice King
Spectre Level 100		0-5 Jewels +Sha'ad	Amazon Javelins	5% Chance to cast level 12 Spiral Dance when you Kill an Enemy +(251 to 300)% Enhanced damage +(301 to 400) to Maximum Damage Ignore Target's Defense Adds 1000-1500 magic damage Damage Reduced by 5% Total Character Defense Plus (31 to 40)%
Shedim Level 11		0-5 Jewels +Eld	Assassin Claws	+(41 to 80)% Enhanced damage 50% Bonus to Attack Rating +50% Damage to Undead Adds 250-500 poison damage over 10 seconds -(11 to 15)% to Enemy Poison Resistance Poison Length Reduced by (11 to 20)% +(11 to 15) Mana after each Kill
Carabosse Level 33		0-5 Jewels +Hel	Assassin Claws	+1 to Assassin Skill Levels 40% Faster Cast Rate +(11 to 15)% to Fire Spell Damage +(31 to 40)% to Lightning Spell Damage +5% to Physical/Magic Spell Damage +(2 to 4) to Venomous Spirit +(21 to 30) to Energy +(21 to 30) to Dexterity
Fiend Level 37		0-5 Jewels +Lum	Assassin Claws	25% Chance to cast level 5 Cataclysm on Attack +(101 to 150)% Enhanced damage 25% Increased Attack Speed Adds 200-250 fire damage +(1 to 7) to Meteor Shower +(1 to 7) to Bloodstar (41 to 60)% Better Chance of Getting Magic Items
Riot Level 47		0-5 Jewels +Um	Assassin Claws	+1 to Assassin Skill Levels +(101 to 150)% Enhanced damage Adds 25-50 damage 10% Chance of Crushing Blow +(1 to 13) to SMG 5% Bonus to Energy 25% Chance of Uninterruptable Attack Total Character Defense Plus (11 to 15)%
Judge Level 57		0-5 Jewels +Ohm	Assassin Claws	10% Chance to cast level 17 Forked Lightning on Attack 25% Chance to cast level 7 Thunder Hammer on Striking +(151 to 200)% Enhanced damage Adds 1-1000 lightning damage Stun Attack 5% Bonus to Dexterity 5% Bonus to Vitality Lightning Resist +(31 to 60)%
Choronzon Level 72		0-5 Jewels +Sha	Assassin Claws	20% Chance to cast level 24 Abyss on Attack +(201 to 250)% Enhanced damage 15% Increased Attack Speed -(31 to 50)% to Enemy Cold Resistance +(1 to 7) to Summon Ice Elementals +(21 to 40)% Bonus to Summoned Minion Damage +333 to Life +333 to Mana 333% Extra Gold from Monsters
Anarchy Level 100		0-5 Jewels +Rha	Assassin Claws	+(2 to 4) to Assassin Skill Levels 40% Faster Cast Rate +(31 to 50)% to Fire Spell Damage +(31 to 50)% to Lightning Spell Damage Increase Maximum Life and Mana 25% +(51 to 60) Mana after each Kill
Hail Level 100		0-5 Jewels +Nih	Assassin Claws	50% Chance to cast level 29 Shower of Rocks when you Kill an Enemy +2 to Assassin Skill Levels +(251 to 300)% Enhanced damage 40% Increased Attack Speed +(301 to 400) to Maximum Damage 10% Bonus to Buff/Debuff/Cold Skill Duration Adds 500-1500 cold damage
Nahemah Level 100		0-5 Jewels +Ghal	Assassin Claws	+(301 to 350)% Enhanced damage +(401 to 500) to Maximum Damage Adds 1000-2000 cold damage +(16 to 19) to Raven Flight +(16 to 19) to Carpet of Spiders 50% Reanimate as: Ice Prince
Joker Level 100		0-5 Jewels +Auhe	Assassin Claws	+4 to Assassin Skill Levels 40% Increased Attack Speed 40% Faster Cast Rate +(41 to 60)% to Fire Spell Damage +(41 to 60)% to Lightning Spell Damage +(41 to 60)% to Poison Spell Damage Regenerate Mana +15% Random Resistance Bonus
Khattak Level 19		0-5 Jewels +Ral	Assassin Naginata	+(61 to 80)% Enhanced damage 40% Faster Run/Walk 20% Increased Attack Speed

				40% Faster Hit Recovery +5% to Fire Spell Damage +5% to Lightning Spell Damage 10% Chance to Avoid Damage (11 to 20)% Chance of Uninterruptable Attack 15% Chance to cast level 10 Fowl Fight on Attack +(101 to 150)% Enhanced damage 30% Increased Attack Speed +100 to Maximum Damage 50% Chance of Open Wounds +(1 to 5) to ATMG Sentry 5% Bonus to Dexterity +40 to Strength +40 to Dexterity
Shamo Level 35		0-5 Jewels +Io	Assassin Naginata	
Hieros Gamos Level 100		0-5 Jewels +Rha	Assassin Naginata	2% Chance to cast level 11 Hymn when you Kill an Enemy +(251 to 300)% Enhanced damage 40% Increased Attack Speed +(1 to 6) to Balance +(1 to 9) to Wrath (21 to 25)% Bonus to Dexterity (21 to 25)% Bonus to Vitality +200 Defense
Lataif-as-Sitta Level 100		0-5 Jewels +Ghal	Assassin Naginata	+15 Energy Factor to Spell Damage +6 to Assassin Skill Levels +(301 to 350)% Enhanced damage 50% Faster Run/Walk 50% Increased Attack Speed +(401 to 600) to Maximum Damage +200% Damage to Demons +(11 to 16) to Rapture +(11 to 16) to Firedance
Oniwaka Level 100		0-5 Jewels +Sha'ad	Assassin Naginata	25% Chance to cast level 48 Forked Lightning on Attack +(251 to 300)% Enhanced damage 50% Increased Attack Speed Adds 300-500 damage -(31 to 50)% to Enemy Lightning Resistance +150 to Energy +150 to Dexterity
Ram Level 23		0-5 Jewels +Thul	Barbarian Weapons	+1 to Barbarian Skill Levels +(51 to 100)% Enhanced damage Stun Attack +(1 to 4) to Overpower (11 to 15)% Bonus to Strength +(16 to 20) to Strength
Essus Level 47		0-5 Jewels +Um	Barbarian Weapons	+(51 to 100)% Enhanced damage +(21 to 40) to Maximum Damage +(1 to 9) to Conquest Hit Blinds Target +(2 to 4) Increase Maximum Life (11 to 15)% Level 10 Ring of Light (20 Charges)
Thunderbird Level 67		0-5 Jewels +Cham	Barbarian Weapons	25% Chance to cast level 17 Flash on Attack 10% Chance to cast level 13 Supernova on Attack +(151 to 200)% Enhanced damage -(11 to 20)% to Enemy Lightning Resistance +(31 to 40)% to Lightning Spell Damage +10 to Vitality Lightning Resist +50% Requirements -10%
Gharaniq Level 69		0-5 Jewels +Zod	Barbarian Weapons	+2 to Barbarian Skill Levels +(201 to 250)% Enhanced damage Adds 50-100 damage +(4 to 16) to Crane Stance Slows Target by 5% +(21 to 25)% Bonus to Summoned Minion Damage +(31 to 50) to Strength +(101 to 150) to Dexterity
Savitr Level 81		0-5 Jewels +Ix	Barbarian Weapons	10% Chance to cast level 14 Spike Nova on Attack 10% Chance to cast level 21 Holy Trap on Attack +(2 to 4) to Barbarian Skill Levels +(201 to 250)% Enhanced damage (6 to 10)% Chance of Crushing Blow +4 to Light Radius
Skarn Level 90		0-5 Jewels +Ath	Barbarian Weapons	25% Chance to cast level 13 Hail of Stones on Attack +(201 to 250)% Enhanced damage 15% Faster Hit Recovery 33% Chance of Crushing Blow +(26 to 34) to Guard Tower Fire Resist +(41 to 50)% Poison Resist +(41 to 50)% Damage Reduced by 10%
Anak Level 94		0-5 Jewels +Kra	Barbarian Weapons	+2 to Barbarian Skill Levels +(251 to 300)% Enhanced damage Adds 100-250 damage Lion Stance Damage Bonus (101 to 150)% +(6 to 9) to Ancients' Hand +25% Bonus to Summoned Minion Damage +25% Bonus to Summoned Minion Life +5% Bonus to Summoned Minion Resistances 25% Bonus to Strength
Khan Level 100		0-5 Jewels +No	Barbarian Weapons	+(201 to 250)% Enhanced damage -5% Slower Block Rate +(3 per level) to Maximum Damage (Based on Character Level) +2 to Maximum Barbarian Minions +(41 to 50)% Bonus to Summoned Minion Damage 20% Bonus to All Attributes Total Character Defense Plus (31 to 50)%

Lahmu Level 100	 0-5 Jewels +Lai	Barbarian Weapons	Indestructible +(251 to 300)% Enhanced damage +(301 to 400) to Maximum Damage Enhanced Weapon Damage +5% (14 to 18)% Mana stolen per Hit (14 to 18)% Life stolen per Hit -(41 to 50)% to Enemy Poison Resistance +100 to Strength +100 to Vitality
Kahless Level 100	 0-5 Jewels +Taha	Barbarian Weapons	50% Chance to cast level 28 Fire Splash on Attack +(301 to 350)% Enhanced damage 60% Increased Attack Speed +(501 to 600) to Maximum Damage Adds 1600-2200 fire damage +(21 to 40)% to Fire Spell Damage 3% Reanimate as: Death Projector
Gilgamesh Level 100	 0-5 Jewels +Auhe	Barbarian Weapons	25% Chance to cast level 34 Spike Nova on Attack +(301 to 350)% Enhanced damage Adds 500-750 damage +(6 to 14) to Ancients' Hand -50% Bonus to Summoned Minion Damage +200 to Strength -50 to Vitality Regenerate Mana +15%
Wolfsangel Level 100	 0-5 Jewels +Sha'ad	Barbarian Weapons (2-Handed Axes Only)	50% Chance to cast level 19 Earthquake on Attack +(301 to 350)% Enhanced damage Adds 400-600 damage +4% to Defense per Socketed Rune +(15 per level) to Life (Based on Character Level) 10% Chance to Avoid Damage +100 Life on Striking in Melee
Peacock Level 29	 0-5 Jewels +Shael	Druid Bows	+(51 to 100)% Enhanced damage Adds 25-50 fire damage Adds 25-50 lightning damage Adds 25-50 cold damage Slows Target by 10% Fire Resist +25% Lightning Resist +25% Cold Resist +25%
Lynx Level 57	 0-5 Jewels +Ohm	Druid Bows	2% Chance to cast level 8 Gift of Celerity when you Kill an Enemy +(151 to 200)% Enhanced damage 20% Faster Run/Walk 20% Increased Attack Speed +(101 to 125) to Maximum Damage 25% Bonus to Strength 25% Bonus to Dexterity
Sylvanshine Level 69	 0-5 Jewels +Zod	Druid Bows	25% Chance to cast level 28 Ice Whirl when you Kill an Enemy +(251 to 300)% Enhanced damage +(251 to 350) to Maximum Damage Adds 500-1000 cold damage (21 to 25)% Mana stolen per Hit Slows Target by 25% +50 to Dexterity
Targeq Level 84	 0-5 Jewels +Thur	Druid Bows	10% Chance to cast level 1 Arrow on Striking 5% Chance to cast level 40 Rune of Ice when you Kill an Enemy +(201 to 250)% Enhanced damage 50% Bonus to Summoned Minion Attack Rating Adds 500-1500 cold damage -(41 to 50)% to Enemy Cold Resistance +(1 to 3) to Moon Queen Cold Absorb 25%
Cernunnos Level 100	 0-5 Jewels +Yul	Druid Bows	25% Chance to cast level 5 Arrow on Striking +(251 to 300)% Enhanced damage +(301 to 400) to Maximum Damage +(41 to 50)% Bonus to Summoned Minion Damage +205 Defense vs. Melee (21 to 40)% Reanimate as: Stone Clan +(51 to 75) Life after each Kill
Raudna Level 100	 0-5 Jewels +Taha	Druid Bows	25% Chance to cast level 7 Arrow on Striking 50% Chance to cast level 56 Death Blossom when you kill an enemy +(3 to 5) to Druid Skill Levels +(301 to 350)% Enhanced damage +(301 to 400) to Maximum Damage 33% Crushing Blow Requirements -20%
Dirge Level 100	 0-5 Jewels +Sha'ad	Druid Bows	50% Chance to cast level 20 Crucify when you Kill an Enemy +(251 to 300)% Enhanced damage Adds 100-250 Damage Enhanced Weapon Damage +(201 to 250)% +100 to Strength +5 Life on Striking 20% Deadly Strike
Ocean Level 15	 0-5 Jewels +Eth	Druid Staves	10% Chance to cast level 4 Glacial Nova when Struck 100% Chance to cast level 29 Mana Sweep when you Die +1 to Druid Skill Levels +10 to Maximum Damage +(11 to 15)% to Cold Spell Damage +(6 to 10) to all Attributes Regenerate Mana +(31 to 50)% 11% Better Chance of Getting Magic Items
Samhain Level 27	 0-5 Jewels +Sol	Druid Staves	+2 to Druid Skill Levels 40% Faster Cast Rate +(16 to 20)% to Fire Spell Damage +(21 to 25)% to Poison Spell Damage

				Replenish Life +(21 to 25) +(11 to 20) Life after each Kill
Augur Level 43		0-5 Jewels +Lem	Druid Staves	+2 to 4) to Druid Skill Levels +(1 to 7) to Raven Flight +(1 to 7) to Raven Heart (16 to 20)% Bonus to All Attributes +(10 per level) Defense (Based on Character Level) +5% to Experience Gained (31 to 50)% Better Chance of Getting Magic Items
Lincos Level 61		0-5 Jewels +Sur	Druid Staves	+100 Crafting Points +(3 to 6) to Druid Skill Levels -20% to Enemy Fire Resistance -20% to Enemy Cold Resistance -20% to Enemy Poison Resistance +(21 to 24) to Arcane Torrent (21 to 30)% Bonus to Energy Regenerate Mana +(21 to 40)% +5% to All Maximum Resistances
Laadan Level 81		0-5 Jewels +Ix	Druid Staves	+(4 to 7) to Druid Skill Levels 100% Faster Cast Rate +(24 to 29) to Mana Sweep +500 to Mana Slows Attacker by (16 to 20)% +2 to Light Radius Requirements -10%
Lojban Level 100		0-5 Jewels +Thai	Druid Staves	+(6 to 8) to Druid Skill Levels (21 to 50)% Bonus to Summoned Minion Attack Rating +(81 to 100)% to Poison Spell Damage -(11 to 20)% to Enemy Poison Resistance +(9 to 14) to Carpet of Spiders +(51 to 60)% Bonus to Summoned Minion Damage All Resists +(41 to 50)%
Loxian Level 100		0-5 Jewels +Ghal	Druid Staves	+(151 to 200) Energy Factor to Spell Damage +(8 to 10) to Druid Skill Levels 40% Faster Run/Walk 20% Faster Cast Rate +(81 to 100)% to Spell Damage (11 to 15)% Chance to Avoid Damage Total Character Defense Plus (51 to 75)%
Hermanubis Level 100		0-5 Jewels +Sha'ad	Druid Staves	+(8 to 10) to Druid Skill Levels +30% Enhanced damage 50% Faster Cast Rate 50% Faster Hit Recovery -25% to Spell Damage +(2 to 5) to Sacrifices 50% Reanimate as: Bonegrinder 50% Reanimate as: Black Death
Black Cat Level 11		0-5 Jewels +Eld	Necromancer Scythes	10% Chance to cast level 2 Rune of Ice on Attack 50% Chance to cast level 28 Punisher when you Kill an Enemy +(51 to 100)% Enhanced damage 100% Bonus to Attack Rating (11 to 15)% Crushing Blow +7 to Life -13% Worse Chance of Getting Magic Items
Mantra Level 29		0-5 Jewels +Shael	Necromancer Scythes	+(51 to 100)% Enhanced damage Adds 500-1000 poison damage over 10 seconds -(31 to 40)% to Enemy Poison Resistance Stun Attack +25 to Strength +15 to Dexterity Poison Length Reduced by (31 to 40)%
Lemuria Level 43		0-5 Jewels +Lem	Necromancer Scythes	+(101 to 150)% Enhanced damage 15% Increased Attack Speed +(51 to 100) to Maximum Damage +(14 to 17) to Soulshatter -10% Bonus to Summoned Minion Damage (11 to 15)% Reanimate as: Rust Claw (11 to 15)% Reanimate as: Asatruar +2% to Experience Gained
Chthon Level 61		0-5 Jewels +Sur	Necromancer Scythes	25% Chance to cast level 10 Crucify when you Kill an Enemy 25% Chance to cast level 5 Tremor when you Kill an Enemy +(151 to 200)% Enhanced damage +200 to Maximum Damage (21 to 40)% Chance of Open Wounds +100% Damage when using a Healing Potion
Eventide Level 78		0-5 Jewels +Kur	Necromancer Scythes	50% Chance to cast level 5 Earthquake on Attack +(201 to 250)% Enhanced damage 15% Faster Run/Walk Adds 250-750 fire damage Adds 250-750 lightning damage Adds 250-750 cold damage (21 to 25)% Chance of Crushing Blow Damage Reduction Decreased by -25% -2 to Light Radius
Inti Level 94		0-5 Jewels +Kra	Necromancer Scythes	+(2 to 4) to All Skills +(201 to 250)% Enhanced damage 70% Increased Attack Speed Adds 750-1500 fire damage +(25 to 27) to Summon Fire Elementals +(25 to 27) to Way of the Phoenix +15% Bonus to Summoned Minion Resistances
Leviathan Level 100		0-5 Jewels +Taha	Necromancer Scythes	+(301 to 350)% Enhanced damage +(401 to 500) to Maximum Damage +(8 to 27) to Summon Overlord Slows Target by (21 to 25)% (31 to 50)% Bonus to Strength







				(31 to 50)% Bonus to Dexterity Damage Reduced by (11 to 15)%
Tzeentch Level 100	 0-5 Jewels +Sha'ad	Necromancer Scythes		100% Chance to cast level 14 Punisher on Striking 5% Chance to cast level 27 Singularity when you Kill an Enemy +(251 to 300)% Enhanced damage Adds 250-500 damage (31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration (17 to 21)% Mana stolen per Hit Hit Causes Monster to Flee +5%
Loa Level 15	 0-5 Jewels +Eth	Necromancer Daggers		+(51 to 100)% Enhanced damage +10 to Maximum Damage (21 to 40)% Mana stolen per Hit (11 to 15)% Reanimate as: Fallen One +1 to Light Radius
Jinx Level 29	 0-5 Jewels +Shael	Necromancer Daggers		25% Chance to cast level 5 Blink on Striking +(51 to 100)% Enhanced damage +10 to Strength +20 to Dexterity +(3 to 5)% to Experience Gained
Misery Level 49	 0-5 Jewels +Mal	Necromancer Daggers		+(1 to 2) to Necromancer Skill Levels +(101 to 150)% Enhanced damage Adds 2500-5000 poison damage over 20 seconds +(1 to 6) to Way of the Spider Slows Target by (11 to 15)% +250 to Life Poison Resist +40% +(11 to 15) Life on Striking
Seid Level 78	 0-5 Jewels +Kur	Necromancer Daggers		+(1 to 2) to Necromancer Skill Levels +(251 to 300)% Enhanced damage +(11 to 15)% Bonus Elemental Damage to Bloodlust 15% Faster Run/Walk 20% Increased Attack Speed +(1 to 4) to Bloodlust Increase Maximum Mana (21 to 25)%
Roc Level 100	 0-5 Jewels +Taha	Necromancer Daggers		+(301 to 350)% Enhanced damage +(301 to 400) to Maximum Damage +(3 to 12) to Thunder Slam Hit Causes Monster to Flee +25% (21 to 25)% Bonus to Strength (31 to 40)% Bonus to Dexterity (21 to 25)% Reanimate as: Gargoyle Ape
Mkodos Level 100	 0-5 Jewels +Sha'ad	Necromancer Daggers		25% Chance to cast level 26 Venomous Spirit on Striking +4 to Necromancer Skill Levels +(251 to 300)% Enhanced damage Adds 150-250 damage +(41 to 50)% to Poison Spell Damage -(41 to 50)% to Enemy Poison Resistance +(8 to 10) Life on Striking
Deep Water Level 15	 0-5 Jewels +Ith	Necromancer Staves		+1 to Necromancer Skill Levels +15% Enhanced damage -10% Slower Run/Walk +(11 to 20)% to Spell Damage +(1 to 4) to Mana Coil All Resists +(11 to 15)%
Eurynome Level 37	 0-5 Jewels +Lum	Necromancer Staves		+2 to Necromancer Skill Levels +(31 to 40)% to Fire Spell Damage +(5 to 7) to Pyroblast -50% Penalty to Summoned Minion Life +100% Bonus to Summoned Minion Damage +50 to Energy -25 to Vitality 20% Better Chance of Getting Magic Items
Ladon Level 53	 0-5 Jewels +Gul	Necromancer Staves		+(3 to 5) to Necromancer Skill Levels +(31 to 40)% to Fire Spell Damage +(1 to 12) to Blast Wave +(1 to 12) to Flamestrike Fire Resist +(31 to 50)% Damage Reduced by (11 to 15)
Hali Level 84	 0-5 Jewels +Thur	Necromancer Staves		+(4 to 6) to Necromancer Skill Levels (51 to 100)% Bonus to Summoned Minion Attack Rating +(1 to 14) to Exploding Totem Attacker Flees after Striking (11 to 20)% +(31 to 50)% Bonus to Summoned Minion Damage -100 to Life All Resists +(31 to 50)%
Dagda Level 100	 0-5 Jewels +Lai	Necromancer Staves		+(5 to 7) to Necromancer Skill Levels 15% Faster Cast Rate +(4 to 19) to Protector Spirit +(4 to 19) to Greater Manifestations Enhanced Weapon Damage +5% +(21 to 40) to all Attributes Increase Maximum Life and Mana 15% 150% Extra Gold from Monsters
Santa Compana Level 100	 0-5 Jewels +Ghal	Necromancer Staves		+15 Energy Factor to Spell Damage +(8 to 10) to Necromancer Skill Levels 50% Faster Cast Rate 50% Faster Hit Recovery +(1 to 3) to Dark King +(21 to 24) to Venomous Spirit +(11 to 20) to Maximum Necromancer Minions +(51 to 60)% Bonus to Summoned Minion Life Total Character Defense Plus (41 to 50)%
Styx Level 100	 0-5 Jewels	Necromancer Staves		+(10 to 12) to Necromancer Skill Levels +30% Enhanced damage

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				-(21 to 25)% to Enemy Poison Resistance -10% Penalty to Vitality -2 to Light Radius +(3 to 4) to Paladin Skill Levels +(151 to 200)% Enhanced damage -15% Decreased Attack Speed Adds 125-250 poison damage over 10 seconds -(31 to 50)% to Enemy Poison Resistance Slows Target by 15% +10 to Vitality Requirements -10%
Resheph Level 67	 0-5 Jewels +Cham	Paladin Spears		50% Chance to cast level 21 Nova Bomb on Attack 50% Chance to cast level 21 Immolation Bomb on Attack +(251 to 300)% Enhanced damage 50% Increased Attack Speed 50% Faster Cast Rate 75% Faster Hit Recovery Adds 150-350 Damage 50% Chance of Uninterruptable Attack
Taqiyya Level 90	 0-5 Jewels +Ath	Paladin Spears		+(31 to 50) Energy Factor to Spell Damage +(3 to 5) to Paladin Skill Levels 60% Increased Attack Speed 10% Bonus to Buff/Debuff/Cold Skill Duration +(41 to 60)% to Fire Spell Damage +(41 to 60)% to Cold Spell Damage +(3 to 15) to Elemental Totem Increase Maximum Mana 50%
Orisha Level 100	 0-5 Jewels +Nih	Paladin Spears		+15 Energy Factor to Spell Damage +(301 to 350)% Enhanced damage +(301 to 400) to Maximum Damage +500% Damage to Demons +50 to all Attributes +(101 to 150) Life after each Kill +(51 to 100) Life when Struck by an Enemy
Rex Deus Level 100	 0-5 Jewels +Ghal	Paladin Spears		10% Chance to cast level 5 Sacrifices on Attack +(301 to 350)% Enhanced damage 100% Faster Run/Walk Adds 200-800 damage -50% to Poison Spell Damage Regenerate Mana +15% 15% Chance to Avoid Damage (11 to 15)% Reanimate as: Sun Tiger
Jaguar Level 100	 0-5 Jewels +Auhe	Paladin Spears		
Jihad Level 15	 0-5 Jewels +Eth	Paladin Blunt Weapons		15% Chance to cast level 11 Rain of Bombs when you Kill an Enemy +1 to Paladin Skill Levels +(41 to 80)% Enhanced damage 15% Increased Attack Speed +(11 to 20) to Maximum Damage +200% Damage to Demons (11 to 20)% Chance of Uninterruptable Attack
Intifada Level 33	 0-5 Jewels +Hel	Paladin Blunt Weapons		25% Chance to cast level 8 Shower of Rocks on Attack +(151 to 200)% Enhanced damage (21 to 25)% Chance of Crushing Blow (-21 to -25)% Penalty to Summoned Minion Life +(31 to 50)% Bonus to Summoned Minion Damage Total Character Defense = 0
Lammasu Level 53	 0-5 Jewels +Gul	Paladin Blunt Weapons		+(1 to 2) to Paladin Skill Levels 40% Increased Attack Speed +(21 to 30)% to Spell Damage Stun Attack Slows Target by 25% +25% Bonus to Summoned Minion Resistances Cold Resist +(41 to 50)%
Quaoar Level 61	 0-5 Jewels +Sur	Paladin Blunt Weapons		+125 Crafting Points 5% Chance to cast level 27 Spiral Dance on Attack +(181 to 200)% Enhanced damage Adds 25-50 damage Increase Maximum Life 15% +5 Life on Striking Cannot Be Frozen
Takfir Level 72	 0-5 Jewels +Sha	Paladin Blunt Weapons		+2 to Paladin Skill Levels 15% Increased Attack Speed 15% Faster Cast Rate +(41 to 50)% to Fire Spell Damage (-21 to -25)% to Cold Spell Damage +(41 to 50)% to Physical/Magic Spell Damage +(17 to 25) to Hail of Stones Requirements -15%
Brahman Level 87	 0-5 Jewels +Nas	Paladin Blunt Weapons		+(251 to 300)% Enhanced damage 100% Faster Hit Recovery +(201 to 350) to Maximum Damage +(1 to 6) to Bear Stance +(1 to 4) to Mountain King +10% Bonus to Summoned Minion Life +1000 Defense Lionheart Spell Blinds Attacker +(2 to 4)
Oriflamme Level 100	 0-5 Jewels +Taha	Paladin Blunt Weapons		+(301 to 350)% Enhanced damage 50% Increased Attack Speed +(401 to 600) to Maximum Damage +(61 to 80)% to Fire Spell Damage +(25 to 27) to Exorcism +(20 per level) to Strength (Based on Blessed Life Skill Level) +(20 per level) to Dexterity (Based on Blessed Life Skill Level)
Skilt en Vriend Level 100	 0-5 Jewels +Auhe	Paladin Blunt Weapons		1% Chance to cast level 4 Arcane Fury on Attack 10% Chance to cast level 1 Teleport when Struck +4 to Paladin Skill Levels +(201 to 250)% Enhanced damage

				Adds 250-1000 poison damage over 10 seconds -(41 to 50)% to Enemy Poison Resistance Regenerate Mana +15% Total Character Defense Plus (11 to 15)%
Circe Level 25		0-5 Jewels +Amn	Sorceress Orbs	+(11 to 15)% to Lightning Spell Damage +(11 to 15)% to Poison Spell Damage +1 to Bloodlust +1 to All Skills when using a Mana Potion (11 to 15)% Bonus to Energy when using a Mana Potion 100% Chance to cast level 43 Winter Avatar when you Die +(21 to 25)% to Cold Spell Damage +(21 to 25)% to Poison Spell Damage +(1 to 4) to Summon Lamia +(1 to 4) to Mana Tide Totem Increase Maximum Mana (21 to 30)% +5% to Experience Gained
Ker Level 43		0-5 Jewels +Lem	Sorceress Orbs	5% Chance to cast level 1 Teleport when you Take Damage 100% Chance to cast level 1 Teleport on Attack +2 to Sorceress Skill Levels 50% Faster Cast Rate +(21 to 30)% to Lightning Spell Damage +(21 to 30)% to Cold Spell Damage 5% Bonus to Energy 25% Damage Taken Goes To Mana
Vertigo Level 47		0-5 Jewels +Um	Sorceress Orbs	+25 Crafting Points +3 to Sorceress Skill Levels -10% Slower Run/Walk +(21 to 30)% to Cold Spell Damage +(1 to 5) to Singularity Cold Resist +(31 to 40)% Slows Attacker by 33% -2 to Light Radius
Gravastar Level 61		0-5 Jewels +Sur	Sorceress Orbs	+3 to Sorceress Skill Levels 1% Increased Chance of Blocking +(31 to 40)% to Fire Spell Damage +(6 to 16) to Ring of Light 20% Bonus to Energy +(6 to 10)% to Experience Gained
Kabbalah Level 78		0-5 Jewels +Kur	Sorceress Orbs	+(3 to 4) to Sorceress Skill Levels (0.75 per level)% to Fire Spell Damage (Based on Character Level) +(1 to 3) to Pagan Rites Fire Resist +100% Fire Absorb 20% Cannot Be Frozen Total Character Defense Plus 5% (21 to 40)% Better Chance of Getting Magic Items
Hestia Level 100		0-5 Jewels +On	Sorceress Orbs	+(4 to 5) to Sorceress Skill Levels 40% Faster Cast Rate +40 to Maximum Damage +(41 to 50)% to Poison Spell Damage -(11 to 15)% to Enemy Poison Resistance +(1 to 6) to Elvensong Attacker Flees after Striking (11 to 15)% Attacker Takes Cold Damage of 500 Attacker Takes Fire Damage of 500 Attacker Takes Lightning Damage of 500
Kallisti Level 100		0-5 Jewels +Taha	Sorceress Orbs	+3 to Sorceress Skill Levels -100% to Enemy Fire Resistance +(19 to 26) to Path of Flames +250 Defense Regenerate Mana +15% (11 to 15)% Reanimate as: Crusher (11 to 15)% Reanimate as: Fallen Wolf Rider +2 to Light Radius
Sauron Level 100		0-5 Jewels +Auhe	Sorceress Orbs	
Inanna Level 27		0-5 Jewels +Sol	Sorceress Crystal Swords	+(41 to 80)% Enhanced damage Slows Target by 25% All Resists +(21 to 25)% +(41 to 50) Life on Striking in Melee (11 to 20)% Chance of Uninterruptable Attack 1% Chance to cast level 47 Lemures on Attack +2 to Sorceress Skill Levels +(151 to 200)% Enhanced damage Adds 25-75 damage +(12 to 15) to Protector Spirit +10 to Energy Total Character Defense Plus (21 to 25)% 10% Reanimate as: Evil Spirit
Brocken Level 51		0-5 Jewels +Ist	Sorceress Crystal Swords	+(1 to 2) to Sorceress Skill Levels +(201 to 250)% Enhanced damage 15% Faster Run/Walk 45% Increased Attack Speed 30% Faster Block Rate +(51 to 100) to Minimum Damage +(21 to 40) to Strength +(21 to 40) to Dexterity +(21 to 40) to Vitality 10% Chance to Avoid Damage
Grace Level 78		0-5 Jewels +Kur	Sorceress Crystal Swords	5% Chance to cast level 29 Starburst on Attack +(1 to 2) to Sorceress Skill Levels +(201 to 250)% Enhanced damage 50% Increased Attack Speed 50% Faster Cast Rate +(2 per level) to Maximum Damage (Based on Character Level) +(31 to 40)% to Spell Damage
Khany Level 100		0-5 Jewels +On	Sorceress Crystal Swords	


				+8 to 17) to Thunder Slam Total Character Defense Plus 5%
Shaula Level 100	 0-5 Jewels +Ghal	Sorceress Crystal Swords		+50 Energy Factor to Spell Damage 15% Chance to cast level 29 Arcane Torrent on Attack +(251 to 300)% Enhanced damage Adds 150-250 Damage Slows Target by 33% Increase Maximum Mana 50% (21 to 25)% Reanimate as: Moon Knight
Sway of the Stars Level 100	 0-5 Jewels +Auhe	Sorceress Crystal Swords		25% Chance to cast level 59 Vortex on Attack 10% Chance to cast level 1 Teleport on Attack +(251 to 300)% Enhanced damage Adds 250-500 damage +(51 to 75) to Dexterity +7 to Life Regenerate Mana +77%
Rebel Level 11	 0-5 Jewels +El	Body Armors		Enhanced Weapon Damage +(6 to 10)% +(21 to 40)% Enhanced Defense +20 to Strength -10 to Energy +20 to Dexterity -10 to Vitality All Resists +(16 to 20)% +1 to Light Radius
Lumen Arcana Level 15	 0-5 Jewels +lth	Body Armors		+1 to All Skills -(6 to 15)% to Enemy Fire Resistance -(6 to 15)% to Enemy Lightning Resistance -(6 to 15)% to Enemy Cold Resistance -(6 to 15)% to Enemy Poison Resistance +(46 to 75)% Enhanced Defense +2 to Light Radius
Paaliaq Level 23	 0-5 Jewels +Thul	Body Armors		1% Chance to cast level 22 Shamanic Trance when you Kill an Enemy 10% Increased Attack Speed Adds 5-10 damage 5% Chance of Crushing Blow +(1 to 3) to Gorefest +(51 to 80)% Enhanced Defense * Gorefest is a powerful melee attack.
Victory (Median XL - 6 years) Level 29	 0-5 Jewels +Shael	Body Armors		10% Chance to cast level 11 Countdown on Attack 50% Bonus to Attack Rating +(11 to 15)% to Spell Damage +(11 to 20) to all Attributes (31 to 50)% Better Chance of Getting Magic Items +2 to Light Radius
Thelema Level 41	 0-5 Jewels +Fal	Body Armors		+1 to All Skills 15% Faster Cast Rate +(51 to 100)% Enhanced Defense +30 to Energy +30 to Dexterity +30 to Vitality +(41 to 50) Mana when Struck by an Enemy
Cathedral Level 53	 0-5 Jewels +Gul	Body Armors		+(101 to 150)% Bonus to Poison Skill Duration +(31 to 40)% to Poison Spell Damage +(151 to 200)% Enhanced Defense +1311 Defense Replenish Life +(1 per level) (Based on Character Level) Level 20 Plague Avatar (50 Charges)
Mirage Level 69	 0-5 Jewels +Zod	Body Armors		+1 to All Skills 60% Faster Run/Walk 30% Increased Attack Speed 30% Faster Cast Rate All Resists +(51 to 60)% Damage Reduced by (31 to 40) Slows Attacker by (16 to 20)%
Dragonheart Level 94	 0-5 Jewels +Kra	Body Armors		+2 to All Skills 50% Increased Attack Speed +(3.5 per level)% Enhanced Defense (Based on Character Level) +500 to Life Level 15 Blood Flash (20 Charges)
Erawan Level 100	 0-5 Jewels +Nih	Body Armors		-10% Slower Run/Walk 10% Bonus to Buff/Debuff/Cold Skill Duration 10% Chance of Crushing Blow 25% Bonus to Strength 25% Bonus to Vitality +(251 to 300)% Enhanced Defense Damage Reduced by (11 to 15)% Total Character Defense Plus (11 to 20)%
Unity Level 100	 0-5 Jewels +Ghal	Body Armors		+25 Energy Factor to Spell Damage +1 to All Skills +(251 to 300)% Enhanced Defense +125 to Strength +50 to Energy +50 to Dexterity +125 to Vitality All Resists +(51 to 60)%
Linga Sharira Level 100	 0-5 Jewels +Auhe	Body Armors		10% Chance to cast level 50 Punisher when Struck +1 to All Skills 200% Faster Hit Recovery +(301 to 350)% Enhanced Defense Regenerate Mana +50% Damage Reduced by 15% Total Character Defense Plus 50%
Summit Level 11	 0-5 Jewels	Helms		(151 to 200)% Extra Gold from Monsters Reduces all Vendor Prices (6 to 10)%

		+El		Requirements -15%
Cannonball Level 19		0-5 Jewels +Ral	Helms	1% Chance to cast level 6 Celerity on Attack 40% Faster Run/Walk +(6 to 10)% to Fire Spell Damage 5% Chance of Crushing Blow +(101 to 150) Maximum Stamina Level 5 Blast Wave (5 Charges)
Ra Level 37		0-5 Jewels +Lum	Helms	+1 to All Skills -10% Slower Run/Walk 25% Faster Cast Rate -(11 to 20)% to Enemy Fire Resistance -(11 to 20)% to Enemy Poison Resistance Attacker Flees after Striking (11 to 15)% (51 to 100)% Extra Gold from Monsters 20% Better Chance of Getting Magic Items
Alchemy Level 55		0-5 Jewels +Vex	Helms	25% Increased Attack Speed 25% Faster Block Rate +(1 to 4) to Bloody Mary +(21 to 30)% Bonus to Summoned Minion Life +(101 to 150)% Enhanced Defense Replenish Life +(21 to 25) +(21 to 25)% Increased Healing Rate from Apples Half Freeze Duration
Dreadlord Level 75		0-5 Jewels +Lah	Helms	25% Chance to cast level 22 Mind Flay on Attack (41 to 50)% Bonus to Summoned Minion Attack Rating 5% Chance of Crushing Blow +(1 to 6) to Death Coil +(2 to 4) to Maximum Necromancer Minions +(41 to 50)% Bonus to Summoned Minion Damage +(201 to 250)% Enhanced Defense 3% Bonus to All Attributes
Cauldron Level 100		0-5 Jewels +Yul	Helms	20% Chance to cast level 11 Miasma on Attack +1 to All Skills Adds 596-1789 poison damage over 5 seconds +(201 to 250)% Enhanced Defense
Eidolon Level 100		0-5 Jewels +Taha	Helms	+(1 to 2) to All Skills +100 to Maximum Damage 20% Bonus to All Attributes +(251 to 300)% Enhanced Defense All Resists +(31 to 40)% Total Character Defense Plus (21 to 30)% +4 to Light Radius
Amanita Level 100		0-5 Jewels +Auhe	Helms	-(31 to 40)% to Enemy Lightning Resistance -(31 to 40)% to Enemy Poison Resistance +(2 to 5) to Amatoxin +(24 to 29) to Summon Glowing Fungus Attacker Flees after Striking 20% +(201 to 250)% Enhanced Defense -25 to Vitality Regenerate Mana +5%
Sphinx Level 25		0-5 Jewels +Amn	Circlets	+1 to Amazon Skill Levels +(101 to 150) Defense +(11 to 15) to all Attributes 50% Damage Reflected (101 to 125)% Extra Gold from Monsters +4 to Light Radius
Lily Level 65		0-5 Jewels +Jah	Circlets	+(1 to 2) to All Skills Slows Target by 5% +(31 to 50)% Enhanced Defense (11 to 15)% Bonus to Vitality Replenish Life +(21 to 30) +(11 to 20) Life after each Kill Level 5 Elvensong (20 Charges)
Eulenspiegel Level 84		0-5 Jewels +Thur	Circlets	+(31 to 50) Energy Factor to Spell Damage 15% Chance to cast level 1 Teleport when Struck +2 to All Skills 20% Faster Run/Walk 20% Faster Cast Rate (21 to 25)% Bonus to Dexterity (21 to 25)% Bonus to Energy
Wintermute Level 100		0-5 Jewels +Qor	Circlets	+2 to All Skills +(31 to 40)% to Spell Damage +(1 to 9) to Mana Coil +750 to Mana All Resists +(31 to 40)% Total Character Defense Plus (21 to 30)% Requirements -40%
Indigo Level 100		0-5 Jewels +Sha'ad	Circlets	+100 Energy Factor to Spell Damage +2 to All Skills 50% 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 +30% Enhanced Defense -500 Defense +5% to All Maximum Resistances Requirements -100%
Geas Level 13		0-5 Jewels +Nef	Shields	+(41 to 50)% Bonus to Poison Skill Duration +(21 to 40)% Enhanced Defense Fire Resist +15% Lightning Resist +15% Cold Resist +15%

				Poison Resist -75% (11 to 15)% Chance of Uninterruptable Attack
Pharaoh Level 27		0-5 Jewels +Sol	Shields	+1 to All Skills +(11 to 15)% to Poison Spell Damage +(11 to 15) to Strength +(11 to 15) to Vitality Requirements -10%
Nomad Level 43		0-5 Jewels +Lem	Shields	5% Chance to cast level 44 Carpet of Spiders on Attack 40% Faster Block Rate +(101 to 150)% Enhanced Defense +163 Defense 40% Slower Stamina Drain +(6 to 10)% to Experience Gained (101 to 150)% Extra Gold from Monsters
Goddess Level 63		0-5 Jewels +Ber	Shields	+2 to All Skills -150 Defense 50% Chance of Uninterruptable Attack Cannot Be Frozen Requirements -10%
Kodo Level 90		0-5 Jewels +Ath	Shields	5% Chance to cast level 8 Bloodlust when you Kill an Enemy +(11 to 15)% Bonus Damage to Bloodlust -10% Slower Hit Recovery 10% Chance of Crushing Blow (11 to 20)% Bonus to Strength (11 to 20)% Bonus to Vitality +(201 to 250)% Enhanced Defense
Wall of Fire Level 100		0-5 Jewels +On	Shields	+1 to All Skills 40% Faster Block Rate +(251 to 300)% Enhanced Defense (31 to 40)% Bonus to Strength (31 to 40)% Bonus to Vitality Total Character Defense Plus (16 to 25)% Attacker Takes Fire Damage of 500
Avatar Level 100		0-5 Jewels +Qor	Shields	100% Chance to cast level 61 Supernova when you Die +1 to All Skills 45% Faster Cast Rate 45% Faster Hit Recovery -(41 to 50)% to Enemy Fire Resistance -(41 to 50)% to Enemy Lightning Resistance -(41 to 50)% to Enemy Cold Resistance +(301 to 350)% Enhanced Defense (31 to 50)% Better Chance of Getting Magic Items Requirements +33%
Derweze Level 100		0-5 Jewels +Sha'ad	Shields	20% Chance to cast level 27 Lava Pit on Attack 15% Chance to cast level 27 Pentagram when Attacked 1% Increased Chance of Blocking +250% Damage to Demons +(231 to 280)% Enhanced Defense +15% to Maximum Fire Resist Fire Resist +150%
Rainbow Level 15		0-5 Jewels +Eth	Belts	+5 to Maximum Damage +5% to Spell Damage All Resists +(11 to 15)% (11 to 15)% Better Chance of Getting Magic Items +2 to Light Radius
Prodigy Level 33		0-5 Jewels +Hel	Belts	20% Faster Cast Rate 100% Bonus to Attack Rating +(11 to 15)% to Fire Spell Damage +(11 to 15)% to Lightning Spell Damage Regenerate Mana +(21 to 40)% +(21 to 30) Mana after each Kill
Fuse Level 49		0-5 Jewels +Mal	Belts	25% Chance to cast level 14 Immolation Bomb when Struck Adds 19-93 Fire Damage (0.25 per level)% to Fire Spell Damage (Based on Character Level) +(101 to 150)% Enhanced Defense Fire Resist +(31 to 50)% Level 5 Blast Wave (20 Charges)
Pulsa Dinura Level 72		0-5 Jewels +Sha	Belts	2% Chance to cast level 6 Banish on Attack +1 to Paladin Skill Levels +(21 to 40)% Bonus Damage to Wrath 30% Increased Attack Speed 15% Faster Cast Rate Adds 50-150 fire damage +(151 to 200)% Enhanced Defense +(31 to 50) Life after each Kill
Truce Level 98		0-5 Jewels +Vith	Belts	-5% Decreased Attack Speed -5% Slower Cast Rate Stun Attack +(301 to 350)% Enhanced Defense Damage Reduced by 10% Slows Attacker by 5%
Dyaus Pita Level 100		0-5 Jewels +On	Belts	100% Chance to cast level 19 Death of a God when you Die (11 to 15)% Bonus to Strength (11 to 15)% Bonus to Energy (11 to 15)% Bonus to Vitality +(201 to 250)% Enhanced Defense Total Character Defense Plus 5%
Ahriman Level 100		0-5 Jewels +Ghal	Belts	+1 to All Skills Adds 200-600 fire damage Adds 200-600 lightning damage Adds 200-600 cold damage +(301 to 350)% Enhanced Defense +(31 to 50) to all Attributes All Resists +(31 to 40)% Requirements +10%

Nero Level 100	 0-5 Jewels +Auhe	Belts	10% Chance to cast level 14 Fortress on Attack Adds 25-100 damage +150% Damage to Demons Adds 500-1000 fire damage +(31 to 40)% to Fire Spell Damage +(15 to 19) to Path of Flames +(201 to 250)% Enhanced Defense Regenerate Mana +5%
Iblis Level 13	 0-5 Jewels +Nef	Gloves	+(11 to 15)% Bonus to Poison Skill Duration +(16 to 20)% to Fire Spell Damage 10% Bonus to Energy Fire Absorb 5% +5 to Light Radius
Mercy Level 29	 0-5 Jewels +Shael	Gloves	5% Chance to cast level 14 Punisher on Attack +(21 to 30) to Maximum Damage +26 Defense +(11 to 20) to Strength (11 to 15)% Bonus to Vitality when using a Healing Potion
Brawl Level 35	 0-5 Jewels +Io	Gloves	10% Increased Attack Speed Adds 5-15 damage +(2 to 5) to Clobber +(101 to 120)% Enhanced Defense +(21 to 25) to Strength 5% Bonus to Dexterity
Kali Level 45	 0-5 Jewels +Pul	Gloves	33% Chance to cast level 6 Fire Splash when you Kill an Enemy +2 to All Skills -214 Defense +10% to Maximum Fire Resist Fire Resist +32% Level 2 Possess (124 Charges)
Aiwass Level 69	 0-5 Jewels +Zod	Gloves	+2 to Necromancer Skill Levels Shadows Spawn Corpses on Striking 5% +(21 to 25)% Bonus to Summoned Minion Damage (11 to 20)% Bonus to Strength +93 Defense Level 4 Rune of Mana (78 Charges)
Skald Level 94	 0-5 Jewels +Kra	Gloves	40% Chance to cast level 6 Frozen Soul on Attack 20% Faster Cast Rate (14 to 18)% Mana stolen per Hit +(16 to 20)% Bonus to Summoned Minion Resistances +(201 to 250)% Enhanced Defense Level 3 Raven Heart (33 Charges) Level 3 Bloodlust (33 Charges)
Icarus Level 100	 0-5 Jewels +Lai	Gloves	+(101 to 200) Crafting Points 100% Chance to cast level 62 Meteor Shower when you Die 80% Faster Run/Walk Enhanced Weapon Damage +5% +(251 to 300)% Enhanced Defense +75 to Energy +75 to Vitality Fire Resist -20%
Drekavac Level 100	 0-5 Jewels +Taha	Gloves	+1 to All Skills 45% Increased Attack Speed 45% Faster Cast Rate +(91 to 110) to Maximum Damage Adds 100-200 cold damage Maximum Skill Level Increased by 1 Attacker Takes Cold Damage of (101 to 150) (21 to 40)% Better Chance of Getting Magic Items
Snowsquall Level 100	 0-5 Jewels +Krys	Gloves	10% Chance to cast level 9 Cone of Cold on Attack Adds 75-175 cold damage Slows Target by 5% +(101 to 150)% Enhanced Defense +(21 to 25) to Energy +(21 to 25) to Dexterity Cold Absorb 5% Target Takes Additional Damage of 25
Epicenter Level 15	 0-5 Jewels +Ith	Boots	100% Chance to cast level 21 Tremor when you Die (0.125 per level)% Chance of Crushing Blow (Based on Character Level) +(21 to 40)% Enhanced Defense Increase Maximum Life (11 to 15)%
Outlaw Level 31	 0-5 Jewels +Dol	Boots	+2 Extra Shadow Minions +5 to Minimum Damage Attacker Flees after Striking 5% +(51 to 100)% Enhanced Defense -1 Defense +(11 to 15) to Energy
Ginfaxi Level 47	 0-5 Jewels +Um	Boots	+(1 to 4) to Hamstring +(51 to 100)% Enhanced Defense +(16 to 20) to Strength Total Character Defense Plus (11 to 15)% Slows Attacker by 5%
Craton Level 67	 0-5 Jewels +Cham	Boots	5% Chance to cast level 7 Shower of Rocks on Attack 5% Chance of Crushing Blow +(21 to 25) to all Attributes Damage Reduced by (16 to 20) Total Character Defense Plus (31 to 40)% (11 to 20)% Chance of Uninterruptable Attack
Megalith Level 90	 0-5 Jewels +Ath	Boots	+1 to All Skills 25% Faster Cast Rate 15% Faster Hit Recovery +(201 to 250)% Enhanced Defense +(41 to 50) to Strength

			Regenerate Mana +50% Damage Reduced by 5% Level 8 Mana Tide Totem (15 Charges)
			100% Chance to cast level 51 Fire Splash when you Die 10% Bonus to Buff/Debuff/Cold Skill Duration (21 to 25)% Bonus to Strength (21 to 25)% Bonus to Vitality +(251 to 300)% Enhanced Defense +150 Defense +50 to Strength +50 to Vitality
Nephilim Level 100	 0-5 Jewels +Nih	Boots	
Hibagon Level 100	 0-5 Jewels +Qor	Boots	+1 to All Skills +(301 to 350)% Enhanced Defense All Resists +(31 to 40)% 5% Reanimate as: Bronze Titan 5% Reanimate as: Gold Titan 5% Reanimate as: Silver Titan Requirements -15%
Riptide Level 100	 0-5 Jewels +Sha'ad	Boots	25% Chance to cast level 16 Arcane Torrent on Attack 20% Faster Run/Walk +150 magic damage +150 cold damage +(251 to 300)% Enhanced Defense +5% to Maximum Magic Resist +5% to Maximum Cold Resist
Stata Mater Level 35	 0-5 Jewels +Io	Amazon Helms	-10% to Enemy Fire Resistance +(1 to 7) to Fire Cascade (11 to 15)% Bonus to Dexterity (11 to 15)% Bonus to Energy Fire Resist +100% Damage Reduced by (11 to 15) (101 to 150)% Extra Gold from Monsters
Bona Dea Level 41	 0-5 Jewels +Fal	Amazon Helms	40% Faster Cast Rate (1 per level)% to Lightning Spell Damage (Based on Character Level) (1 per level)% to Cold Spell Damage (Based on Character Level) -(31 to 40)% to Enemy Lightning Resistance -(31 to 40)% to Enemy Cold Resistance +(7 to 12) to Electrobolt +(7 to 12) to Hailstorm +10 to Dexterity
Amaterasu Level 51	 0-5 Jewels +Ist	Amazon Helms	+(1 to 2) to Amazon Skill Levels +(21 to 25)% to Fire Spell Damage +(1 to 9) to Pentagram +50 to Energy Fire Absorb (2 to 5)% (201 to 250)% Extra Gold from Monsters +5 to Light Radius
Siegfried Level 65	 0-5 Jewels +Jah	Amazon Helms	40% Increased Attack Speed Adds 333-1000 fire damage Adds 333-1000 lightning damage Adds 333-1000 cold damage 10% Chance of Crushing Blow +(1 to 8) to Vanquish +(151 to 200)% Enhanced Defense +50 to Dexterity All Resists +(21 to 25)%
Cambion Level 78	 0-5 Jewels +Kur	Amazon Helms	+2 to Amazon Skill Levels 15% Faster Run/Walk -(31 to 50)% to Enemy Fire Resistance +(13 to 17) to Summon Sinner +50 to BFG83K Fire Absorb 10% Poison Length Reduced by 50% +(21 to 30) Life after each Kill
Lohengrin Level 98	 0-5 Jewels +Vith	Amazon Helms	40% Increased Attack Speed +(101 to 150) to Maximum Damage +40% Damage to Undead +40 to Strength +40 to Dexterity Fire Resist +40% Lightning Resist +40% Cold Resist +40% +5% Increased Healing Rate from Apples (1 to 2)% Reanimate as: Philios, Priestess of Hefaeirus (1 to 2)% Reanimate as: Lycander, Priestess of Zerae (1 to 2)% Reanimate as: Skovos, Priestess of Karcheus Only Allows the Use of Melee, Summoning and Buff Skills
Unicorn Level 100	 0-5 Jewels +Ghal	Amazon Helms	+(21 to 25) Energy Factor to Spell Damage (15 to 20)% Bonus to Energy Factor +(3 to 5) to Amazon Skill Levels +(6 to 8) Extra Magic Missiles Bolts 40% Faster Cast Rate Cold Absorb 10% Lightning Absorb 10% Fire Absorb 10%
Shaheeda Level 100	 0-5 Jewels +Sha'ad	Amazon Helms	100% Chance to cast level 46 Immolation Bomb when you Die 1% Increased Chance of Blocking Adds 50-150 damage Adds 500-1500 fire damage (21 to 25)% Chance of Crushing Blow +(201 to 250)% Enhanced Defense +75 to Dexterity
Edda Level 33	 0-5 Jewels +Hel	Amazon Shields	+1 to Amazon Skill Levels 15% Faster Cast Rate +(11 to 15)% to Fire Spell Damage +(11 to 15)% to Physical/Magic Spell Damage

				Increase Maximum Mana (11 to 20)% Requirements -15% 20% Increased Attack Speed 40% Faster Hit Recovery 1% Increased Chance of Blocking Enhanced Weapon Damage +(21 to 30)% +(151 to 200)% Enhanced Defense (21 to 30)% Bonus to All Attributes +2 to Light Radius
Lion Level 75		0-5 Jewels +Lah	Amazon Shields	+(11 to 27) to Champions of the Sun +(11 to 15)% Bonus to Summoned Minion Damage +(201 to 250)% Enhanced Defense -25 to Energy +25% Increased Healing Rate from Apples Damage Reduced by 10% Reduces all Vendor Prices 5%
Eloi Level 98		0-5 Jewels +Vith	Amazon Shields	25% Bonus to Buff/Debuff/Cold Skill Duration +(41 to 50)% to Cold Spell Damage +(1 to 3) to Elvensong +(22 to 29) to Frozen Crown +(301 to 350)% Enhanced Defense 25% Bonus to Dexterity 10% Reanimate as: Shroom
Nix Level 100		0-5 Jewels +Nih	Amazon Shields	+(31 to 50) Energy Factor to Spell Damage +2 to Amazon Skill Levels 40% Faster Run/Walk 60% Faster Cast Rate +(41 to 60)% to Fire Spell Damage +(41 to 60)% to Physical/Magic Spell Damage +(201 to 250)% Enhanced Defense Requirements -20%
Ea Level 100		0-5 Jewels +Ghal	Amazon Shields	3% Chance to cast level 26 Fire Splash on Striking 1% Increased Chance of Blocking +150% Damage to Demons Adds 1000-3000 fire damage -(31 to 40)% to Enemy Fire Resistance Reduced Weapon Damage -50% +(201 to 250)% Enhanced Defense Target Takes Additional Damage of 25
Eos Level 100		0-5 Jewels +Krys	Amazon Shields	
Afrit Level 29		0-5 Jewels +Shael	Assassin Shields	15% Faster Cast Rate +(11 to 20)% to Physical/Magic Spell Damage +(1 to 9) to Pain Spirit -10 to Strength Damage Reduced by (3 to 5) (21 to 40)% Better Chance of Getting Magic Items
Rahab Level 41		0-5 Jewels +Fal	Assassin Shields	10% Chance to cast level 4 Arcane Torrent on Attack (2 to 4)% Life stolen per Hit +(1 to 4) to Thunder Slam +(51 to 100)% Enhanced Defense +15 to Strength +15 to Dexterity (11 to 15)% Chance of Uninterruptable Attack
Iambe Level 49		0-5 Jewels +Mal	Assassin Shields	+1 to Assassin Skill Levels 20% Faster Run/Walk 20% Faster Cast Rate (0.5 per level)% to Cold Spell Damage (Based on Character Level) +(7 to 14) to Cone of Cold +(101 to 150)% Enhanced Defense Increase Maximum Mana (21 to 25)% Poison Resist +30%
Ligeia Level 59		0-5 Jewels +Lo	Assassin Shields	25% Chance to cast level 13 Pounce when you Kill an Enemy 100% Chance to cast level 34 Raven Flight when you Die +(11 to 14) to Shadow Blade +(11 to 14) to Time Strike Fire Resist +40% Lightning Resist +70% Cold Resist +70% Poison Resist -50%
Dar-Al-Harb Level 81		0-5 Jewels +Ix	Assassin Shields	+(3 to 4) to Assassin Skill Levels 30% Faster Cast Rate (0.5 per level)% to Lightning Spell Damage (Based on Character Level) (0.5 per level)% to Fire Spell Damage (Based on Character Level) +(19 to 22) to Summon Shadows +(16 to 19) to Summon Darklings +25 to Energy +25 to Dexterity
Scorched Earth Level 100		0-5 Jewels +Taha	Assassin Shields	33% Chance to cast level 59 Pentagon on Attack +(51 to 100) to Maximum Damage Adds 250-500 fire damage Stun Attack +(301 to 350)% Enhanced Defense +(41 to 50)% to Fire Spell Damage +(31 to 50) to all Attributes
Orchid Level 100		0-5 Jewels +Auhe	Assassin Shields	5% Chance to cast level 19 Blood Fury on Attack +50% Bonus to Poison Skill Duration -10% Decreased Attack Speed +(31 to 50)% to Poison Spell Damage Stun Attack +(201 to 250)% Enhanced Defense Regenerate Mana +5% +500 Mana on Striking in Melee
Algiz Level 21		0-5 Jewels +Ort	Barbarian Helms	10% Chance to cast level 4 Thunder Hammer on Attack Adds 1-40 lightning damage +5% to Lightning Spell Damage 5% Chance of Crushing Blow

				10% Bonus to Strength 10% Bonus to Vitality Total Character Defense Plus (11 to 15)%
Nasrudin Level 41		0-5 Jewels +Fal	Barbarian Helms	50% Faster Run/Walk 50% Increased Attack Speed 30% Faster Cast Rate 50% Faster Hit Recovery 30% Faster Block Rate +(3 to 9) to Cautious Strike +(101 to 150)% Enhanced Defense +(41 to 50) to Dexterity (101 to 150)% Extra Gold from Monsters
Ekam Level 57		0-5 Jewels +Ohm	Barbarian Helms	+3 Enhanced Stance Radius +1 to Barbarian Skill Levels 40% Faster Cast Rate +(21 to 25)% Bonus to Summoned Minion Damage +(21 to 25)% Bonus to Summoned Minion Life 5% Bonus to Vitality Magic Resist +(31 to 40)% Requirements -25%
Fawkes Level 69		0-5 Jewels +Zod	Barbarian Helms	20% Chance to cast level 19 Elemental on Attack +2 to All Skills 50% Faster Cast Rate (1.5 per level)% to Fire Spell Damage (Based on Character Level) +(18 to 26) to Powder Keg +50 to Energy +(31 to 50) Life after each Kill Slows Attacker by 5%
Sagarmatha Level 78		0-5 Jewels +Kur	Barbarian Helms	35% Chance to cast level 9 Shackles of Ice on Attack 15% Faster Run/Walk Adds 150-400 cold damage 10% Chance of Crushing Blow +(101 to 150)% Enhanced Defense Cold Resist +(51 to 70)% Level 12 Winter Avatar (50 Charges)
Morthwyrtha Level 100		0-5 Jewels +No	Barbarian Helms	+(3 to 4) to Barbarian Skill Levels -5% Slower Block Rate (41 to 50)% Bonus to Summoned Minion Attack Rating +(1 to 3) to Banish +(31 to 34) to Death's Fury Totem +2 to Maximum Barbarian Minions +(31 to 40)% Bonus to Summoned Minion Damage
Wodziwob Level 100		0-5 Jewels +Qor	Barbarian Helms	100% Chance to cast level 23 Lemures on Attack +100% Damage to Undead +(31 to 50)% to Cold Spell Damage Increase Maximum Mana (21 to 25)% 5% Chance to Avoid Damage +250 Mana after each Kill Requirements -15%
Greisen Level 100		0-5 Jewels +Krys	Barbarian Helms	Stun Attack +(5 to 6) to Rock Shock +(201 to 250)% Enhanced Defense (21 to 25)% Bonus to Strength (21 to 25)% Bonus to Vitality All Resists +(31 to 40)% Total Character Defense Plus (11 to 15)% Target Takes Additional Damage of 25
Enmerkar Level 37		0-5 Jewels +Lum	Barbarian Shields	+1 to Barbarian Skill Levels +(51 to 70)% Damage to Protector Spirit Bloodlust +(101 to 150)% Enhanced Defense (11 to 20)% Bonus to All Attributes 20% Better Chance of Getting Magic Items Level 6 Sacred Armor (10 Charges)
Warpath Level 57		0-5 Jewels +Ohm	Barbarian Shields	10% Chance to cast level 4 Time Strike on Attack 20% Faster Block Rate Adds 50-150 Damage 10% Chance of Crushing Blow +(151 to 200)% Enhanced Defense 15% Bonus to Vitality
Gauntlet Level 87		0-5 Jewels +Nas	Barbarian Shields	33% Chance to cast level 3 Crucify on Attack -10% Decreased Chance of Blocking 100% Chance of Open Wounds +(151 to 200)% Enhanced Defense +(51 to 100) Life after each Kill (201 to 250)% Damage Reflected
Huracan Level 100		0-5 Jewels +Yul	Barbarian Shields	15% Chance to cast level 7 Claw Tornado on Attack 40% Increased Attack Speed Adds 1-1000 fire damage Adds 1-1000 lightning damage Adds 1-1000 cold damage +(22 to 26) to Elemental Totem +10% Bonus to Summoned Minion Damage +(251 to 300)% Enhanced Defense Fire Resist +50% Lightning Resist +50% Cold Resist +50%
E-Engur-A Level 100		0-5 Jewels +Ghal	Barbarian Shields	+3 to Barbarian Skill Levels Blinds Attacker +(2 to 5) +(301 to 350)% Enhanced Defense +50 to all Attributes Fire Resist +100% Poison Resist +100% (51 to 100)% Better Chance of Getting Magic Items
Tonatiuh Level 100		0-5 Jewels +Auhe	Barbarian Shields	20% Chance to cast level 36 Ring of Light on Attack +2 to Barbarian Skill Levels Adds 500-3500 fire damage

				-(31 to 50)% to Enemy Fire Resistance +(6 to 12) to Crane Stance +(201 to 250)% Enhanced Defense Regenerate Mana +5% +5 to Light Radius
Aegipan Level 21		0-5 Jewels +Ort	Druid Helms	1% Chance to cast level 15 Diseased Cattle on Attack +(6 to 9) to Ravage +(6 to 9) to Thorn Field +(6 to 9) to Feral Strike 10% Bonus to Strength Total Character Defense Plus (21 to 25)% * This item allows druids to fight in melee with a new skill set.
Nezha Level 39		0-5 Jewels +Ko	Druid Helms	+1 to Druid Skill Levels 20% Increased Attack Speed 5% Bonus to Strength 10% Bonus to Dexterity +(101 to 150)% Enhanced Defense Increase Maximum Mana (11 to 20)% 5% Chance to Avoid Damage (21 to 40)% Better Chance of Getting Magic Items
Natha Level 59		0-5 Jewels +Lo	Druid Helms	10% Chance to cast level 2 Arrow on Striking 20% Increased Attack Speed 50% Faster Hit Recovery (31 to 50)% Bonus to Attack Rating +(101 to 150)% Enhanced Defense Damage Reduced by 10%
Norma Level 84		0-5 Jewels +Thur	Druid Helms	(21 to 25)% Bonus to Energy Factor +2 to Druid Skill Levels +(21 to 30)% Bonus Elemental Damage to Mark of the Wild 15% Faster Cast Rate +(4 to 8) to Cold Fear +(201 to 250)% Enhanced Defense
Grove Level 100		0-5 Jewels +Thai	Druid Helms	+(21 to 30)% Bonus Damage to Mark of the Wild 10% Chance of Crushing Blow +(1 to 5) to Ambush 20% Bonus to Strength 20% Bonus to Dexterity All Resists +(31 to 40)% (11 to 20)% Reanimate as: Razor Sting
Sylph Level 100		0-5 Jewels +Ghal	Druid Helms	+5 Energy Factor to Spell Damage +2 to Druid Skill Levels +(31 to 50)% to Poison Spell Damage +(41 to 60)% Bonus to Summoned Minion Life +(31 to 40)% Bonus to Summoned Minion Damage Slows Ranged Attacker by (3 to 5)% +(301 to 350)% Enhanced Defense Damage Reduced by 5%
Nigra Level 100		0-5 Jewels +Sha'ad	Druid Helms	+4 to Druid Skill Levels +1 Hunting Banshee/Elemental Missiles +(251 to 300)% Enhanced Defense Drains 2% Life per Second Poison Length Reduced by 50% (21 to 25)% Reanimate as: Hell Stone
Cube Level 35		0-5 Jewels +Io	Necromancer Shields	+1 to Necromancer Skill Levels 10% Bonus to Strength 10% Bonus to Energy 10% Bonus to Vitality +(101 to 150)% Enhanced Defense +20 to Strength +20 to Energy +20 to Vitality (31 to 50)% Extra Gold from Monsters
Warlock Level 53		0-5 Jewels +Gul	Necromancer Shields	50% Chance to cast level 12 Flamefront on Attack (9 to 13)% Life stolen per Hit (21 to 25)% Chance of Crushing Blow +(3 to 8) to Ecstatic Frenzy +(101 to 150)% Enhanced Defense Fire Resist +30% Cold Resist -15%
Nahual Level 78		0-5 Jewels +Kur	Necromancer Shields	10% Chance to cast level 4 Gift of the Wild when Struck +2 to All Skills 15% Faster Run/Walk +(4 to 14) to Defender Spirit +(2 to 12) to Greater Manifestations +(201 to 250)% Enhanced Defense +(31 to 40) to all Attributes Increase Maximum Life and Mana (21 to 40)%
Lorelei Level 84		0-5 Jewels +Thur	Necromancer Shields	+1 to Necromancer Skill Levels 50% Bonus to Summoned Minion Attack Rating Stun Attack +(17 to 24) to Summon Sirens +(151 to 200)% Enhanced Defense +500 to Life Cold Resist +(41 to 50)% Damage Reduced by 5%
Quimbanda Level 100		0-5 Jewels +Xar	Necromancer Shields	+2 to Necromancer Skill Levels 40% Faster Cast Rate +(31 to 50)% to Fire Spell Damage +(31 to 50)% to Lightning Spell Damage +(31 to 50)% to Cold Spell Damage +(1 to 4) to Summon Corpse +(1 to 4) to Fear Bomb Totem +(21 to 25)% Bonus to Summoned Minion Life
Wyrn Level 100		0-5 Jewels	Necromancer Shields	+(51 to 100) to Maximum Damage Adds 5000-10000 poison damage over 10 seconds

		+Taha		(21 to 25)% Chance of Crushing Blow +(21 to 25) to Wings of Wrath +(301 to 350)% Enhanced Defense (31 to 40)% Bonus to Strength (31 to 40)% Bonus to Dexterity
Hecatomb Level 100		0-5 Jewels +Auhe	Necromancer Shields	+3 to Necromancer Skill Levels +(21 to 28) to Diseased Cattle Enhanced Weapon Damage +(101 to 150)% +(101 to 150) to Energy +(101 to 150) to Dexterity Regenerate Mana +5% Drains 2% Life per Second
Ilmatar Level 23		0-5 Jewels +Thul	Paladin Helms	25% Chance to cast level 7 Lightning Wall on Attack +1 to Paladin Skill Levels +5% to Lightning Spell Damage +5% to Cold Spell Damage +(21 to 25) to Strength +(21 to 25) to Energy +(21 to 25) to Dexterity Replenish Life +(11 to 15)
Hierodule Level 53		0-5 Jewels +Gul	Paladin Helms	+1 to Paladin Skill Levels 20% Faster Cast Rate +(11 to 15)% to Lightning Spell Damage +(11 to 15)% to Physical/Magic Spell Damage Sorceress Morph
Crusade Level 81		0-5 Jewels +Ix	Paladin Helms	5% Chance to cast level 3 Charm on Attack +(6 to 12) to Lion Stance +(6 to 12) to Eagle Stance +(101 to 150)% Enhanced Defense +(21 to 30) to Strength 45% Chance of Uninterruptable Attack
Surya Level 100		0-5 Jewels +Rha	Paladin Helms	+(1 to 12) to Vanquish +(1 to 4) to Eagle Stance (11 to 15)% Bonus to All Attributes +(201 to 250)% Enhanced Defense +200 Defense Fire Resist +(41 to 50)% 333% Extra Gold from Monsters +4 to Light Radius
Malakbel Level 100		0-5 Jewels +Qor	Paladin Helms	100% Chance to cast level 41 Death of a God when you Die +2 to Paladin Skill Levels 10% Faster Cast Rate (0.5 per level)% to Fire Spell Damage (Based on Character Level) Fire Resist +100% 2% Reanimate as: Baal (Vision of Destruction) Requirements -25%
Rotundjere Level 100		0-5 Jewels +Krys	Paladin Helms	+3 to Paladin Skill Levels Adds 250-1500 fire damage Adds 250-1500 lightning damage Adds 250-1500 cold damage Adds 250-1500 poison damage over 10 seconds Stun Attack +(201 to 250)% Enhanced Defense +(21 to 25) to all Attributes +250 Mana after each Kill Target Takes Additional Damage of 25
Asmodai Level 31		0-5 Jewels +Dol	Paladin Shields	5% Chance to cast level 4 Blood Fury when you Kill an Enemy +(16 to 25) to Minimum Damage (21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration +(11 to 20) Life after each Kill +(11 to 20) Mana after each Kill 32% Extra Gold from Monsters
Sangreal Level 59		0-5 Jewels +Lo	Paladin Shields	Level 1 Demon Blood Aura when Equipped 25% Increased Attack Speed 25% Faster Hit Recovery -10% Decreased Chance of Blocking +33 Defense
Zohar Level 69		0-5 Jewels +Zod	Paladin Shields	20% Increased Attack Speed +(151 to 200) to Maximum Damage +(1 to 7) to Cherub Strike +(151 to 200)% Enhanced Defense (6 to 10)% Chance to Avoid Damage Slows Attacker by 25% Reduces all Vendor Prices (11 to 15)%
Asclepiion Level 100		0-5 Jewels +Rha	Paladin Shields	+(1 to 2) to Paladin Skill Levels 15% Increased Attack Speed 15% Faster Cast Rate 30% Faster Block Rate +(26 to 34) to Snake Stance +200 Defense Replenish Life +(1.5 per level) (Based on Character Level) Fire Resist +25% Lightning Resist +25% Cold Resist +25% Poison Resist +100%
Amaymon Level 100		0-5 Jewels +Taha	Paladin Shields	+(201 to 250) to Maximum Damage +(4 to 13) to Howling Totem Slows Target by 10% +(41 to 50)% Bonus to Summoned Minion Damage +(51 to 75)% Bonus to Summoned Minion Life All Resists +100% 25% Reanimate as: Darksister
Myrrhbearer Level 100		0-5 Jewels +Auhe	Paladin Shields	+2 to Paladin Skill Levels 1% Increased Chance of Blocking +(41 to 50)% to Fire Spell Damage

				+(41 to 50)% to Physical/Magic Spell Damage +20 to Body of the Savior +50% Bonus to Summoned Minion Damage +(201 to 250)% Enhanced Defense Regenerate Mana +5%
Lyrannikin Level 25		0-5 Jewels +Amn	Sorceress Body Armors	+(3 to 5) to Call Treewarden +(3 to 5) to Elvensong +(51 to 75)% Enhanced Defense All Resists +5% Damage Reduced by (3 to 5) Poison Length Reduced by (21 to 25)% 25% Damage Reflected
Kundalini Level 27		0-5 Jewels +Sol	Sorceress Body Armors	+1 to Sorceress Skill Levels 10% Faster Cast Rate +5% to Poison Spell Damage +(2 to 5) to Rapture +(31 to 50)% Enhanced Defense All Resists +(11 to 15)% Requirements -25%
Demeter Level 49		0-5 Jewels +Mal	Sorceress Body Armors	+2 to Sorceress Skill Levels -(31 to 40)% to Enemy Poison Resistance +(12 to 15) to Gamma Field +(101 to 150)% Enhanced Defense Poison Resist +50% Damage Reduced by (11 to 20)
Curandera Level 61		0-5 Jewels +Sur	Sorceress Body Armors	+25 Crafting Points +2 to Sorceress Skill Levels +(101 to 150)% Enhanced Defense Replenish Life +(1.5 per level) (Based on Character Level) All Resists +(11 to 15)% Damage Reduced by (16 to 20)%
Astarte Level 72		0-5 Jewels +Sha	Sorceress Body Armors	40% Increased Attack Speed +(151 to 200) to Minimum Damage Stun Attack +(1 to 5) to Spiral Dance +(1 to 5) to Moon Queen +(151 to 200)% Enhanced Defense +(151 to 200)% Enhanced Damage to Moonstrike
Oracle Level 90		0-5 Jewels +Ath	Sorceress Body Armors	+(3 to 4) to Sorceress Skill Levels 40% Faster Cast Rate 15% Faster Hit Recovery +(201 to 250)% Enhanced Defense +500 Defense Increase Maximum Mana (31 to 50)% +(15 per level) to Mana (Based on Character Level)
Vanity Level 100		0-5 Jewels +Xar	Sorceress Body Armors	+(3 to 5) to Sorceress Skill Levels +(251 to 300)% Enhanced Defense +(51 to 100) to Energy +(51 to 100) to Dexterity (301 to 400)% Extra Gold from Monsters (31 to 50)% Better Chance of Getting Magic Items
Comaetho Level 100		0-5 Jewels +On	Sorceress Body Armors	+2 to Sorceress Skill Levels -(31 to 50)% to Enemy Fire Resistance -(31 to 50)% to Enemy Lightning Resistance -(31 to 50)% to Enemy Cold Resistance -(31 to 50)% to Enemy Poison Resistance +(251 to 300)% Enhanced Defense 5% Chance to Avoid Damage Total Character Defense Plus 5% Miasma Effect Duration: +2 seconds Slows Attacker by 10%
Venefica Level 100		0-5 Jewels +Qor	Sorceress Body Armors	+(4 to 5) to Sorceress Skill Levels +(201 to 250)% Bonus to Poison Skill Duration (1 per level)% to Poison Spell Damage (Based on Character Level) Attacker Flees after Striking (21 to 25)% +(301 to 350)% Enhanced Defense Maximum Skill Level Increased by 1 Requirements -20%
Cassilda Level 100		0-5 Jewels +Krys	Sorceress Body Armors	+5 to Sorceress Skill Levels +(51 to 70)% to Fire Spell Damage +(51 to 70)% to Lightning Spell Damage +(51 to 70)% to Poison Spell Damage +(2 to 6) to Stormlord Attacker Flees after Striking 33% +(201 to 250)% Enhanced Defense Target Takes Additional Damage of 25
Archangel Level 100		Secret!	Secret!	???
Checkmate Level 100		Secret!	Secret!	???
Knave Level 100		Secret!	Secret!	???
Kyrie Level 100		Secret!	Secret!	???
Pygmalion Level 100		Secret!	Secret!	???

* Secret runewords require jewels followed by two identical Great Runes. Experiment!