
SACRED UNIQUES

ADVERTISEMENT:

This category includes the unique versions of Sacred items and some specifically marked amulets, rings, quivers and jewels. Sacred uniques drop only in Destruction difficulty.

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.

Sacred One-Handed Swords



The Xiphos

Short Sword (Sacred)

One-Hand Damage: (359-396) to (667-754)

Durability: 16

Required Strength: 376

Required Level: 100

+(251 to 300)% Enhanced damage

15% Faster Run/Walk

-5% Decreased Chance of Blocking

Adds 100-(401-450) damage

(0.25 per level)% Chance of Crushing Blow (Based on Character Level)

50% Chance of Open Wounds

-1 to Mana

Socketed: 3



Hellforge Edge

Short Sword (Sacred)

One-Hand Damage: (546-583) to (554-592)

Durability: 16

Required Strength: 376

Required Level: 100

+250 Crafting Points

+(301 to 350)% Enhanced damage

1% Increased Chance of Blocking

+250 damage

+500 to Monster Defense per Hit

40% Bonus to Strength

+5% to Maximum Fire Resist

Damage Reduced by 5%

Socketed: 3



Al Nair

Scimitar (Sacred)

One-Hand Damage: (231-269) to (240-280)

Durability: 30

Required Strength: 252

Required Level: 100

50% Chance to cast level 18 Rune of Fire when you Kill an Enemy

+(201 to 250)% Enhanced damage

60% Increased Attack Speed

60% Faster Cast Rate

60% Faster Hit Recovery

+(31 to 40)% to Fire Spell Damage

Requirements -40%

Socketed: 3



Kraken's Cutlass

Scimitar (Sacred)

One-Hand Damage: (270-308) to (381-470)

Durability: 30

Required Strength: 421

Required Level: 100

5% Chance to cast level 3 Broadside on Attack

+(251 to 300)% Enhanced damage

50% Faster Run/Walk

+(101 to 150) to Maximum Damage

+(7 to 12) to Whirlpool

Enhanced Weapon Damage +50%

Hit Causes Monster to Flee +2%

Slows Target by 15%

+50 to Dexterity

500% Extra Gold from Monsters

Socketed: 3

InfernoLash

Saber (Sacred)

One-Hand Damage: (293-333) to (452-494)

Durability: 44



Required Strength: 443
Required Level: 100
33% Chance to cast level 49 Elemental when you Kill an Enemy
+(201 to 250)% Enhanced damage
30% Increased Attack Speed
Adds 50-200 damage
(101 to 150)% Bonus to Attack Rating
(0.375 per level)% to Fire Spell Damage (Based on Character Level)
(21 to 40)% Chance of Open Wounds
+(41 to 50) to Dexterity
Socketed: 3



Saber of the Stormsail
Saber (Sacred)
One-Hand Damage: (393-433) to (602-644)
Durability: 44
Required Strength: 443
Required Level: 100
5% Chance to cast level 27 Broadside on Attack
5% Chance to cast level 15 Tainted Blood when you Kill an Enemy
+(201 to 250)% Enhanced damage
20% Increased Attack Speed
Adds 150-350 damage
15% Chance of Crushing Blow
50% Chance of Open Wounds
25% Bonus to Strength
500% Extra Gold from Monsters
Socketed: 3



Bone Gasher
Falchion (Sacred)
One-Hand Damage: (352-394) to (414-458)
Durability: 58
Required Strength: 466
Required Level: 100
15% Chance to cast level 6 Crucify on Attack
+(2 to 3) to Paladin Skill Levels
+(201 to 250)% Enhanced damage
Adds 100-150 damage
+250% Damage to Undead
+(31 to 50) to Strength
Socketed: 3



Falx Chthon
Falchion (Sacred)
One-Hand Damage: (444-486) to (608-652)
Durability: 58
Required Strength: 466
Required Level: 100
25% Chance to cast level 5 Earthquake on Attack
Indestructible
+1 to All Skills
+(251 to 300)% Enhanced damage
Adds 150-300 damage
+500 to Life
Replenish Life +500
Damage Reduced by 50
Level 14 Tremor (10 Charges)
Socketed: 3



Plaguemourn
Broad Sword (Sacred)
One-Hand Damage: (455-498) to (572-618)
Durability: 72
Required Strength: 488
Required Level: 100
20% Chance to cast level 26 Plague Avatar on Attack
15% Chance to cast level 30 Punisher on Attack
+(3 to 4) to Paladin Skill Levels
+(251 to 300)% Enhanced damage
Adds 150-250 damage
Adds 200-400 poison damage over 2 seconds
-(31 to 40)% to Enemy Poison Resistance
+(11 to 15)% to Poison Spell Damage
(11 to 15)% Chance of Crushing Blow
Slows Target by (11 to 15)%
Socketed: 6



Sarandeshi Hellcaller
Broad Sword (Sacred)
One-Hand Damage: (348-391) to (368-414)
Durability: 72
Required Strength: 244
Required Level: 100
5% Chance to cast level 43 Pentagram on Attack
5% Chance to cast level 16 Spellbind on Attack
+(300 to 350)% Enhanced damage



100% Increased Attack Speed
 -(21 to 30)% Target Defense
 Adds 500-1000 fire damage
 Adds 2000-2500 magic damage
 +75 to Energy
 Socketed: 6
 Requirements -50%

**Warwind
 Long Sword (Sacred)**

One-Hand Damage: (315-360) to (487-584)

Durability: 86

Required Strength: 510

Required Level: 100

15% Chance to cast level 14 Bionic Blast when you Kill an Enemy

+(251 to 300)% Enhanced damage

35% Faster Run/Walk

50% Increased Attack Speed

+(151 to 200) to Maximum Damage

Adds 250-750 cold damage

Stun Attack

-15 to Monster Defense per Hit

+(31 to 40) to all Attributes

+500 Maximum Stamina

Socketed: 6



Demacian Justice

Long Sword (Sacred)

One-Hand Damage: (315-360) to (487-584)

Durability: 86

Required Strength: 510

Required Level: 100

+(251 to 300)% Enhanced damage

20% Faster Run/Walk

+(151 to 200) to Maximum Damage

5% Chance of Crushing Blow

+(3 to 5) to Spin to Win

Replenish Life +200

40% Chance of Uninterruptable Attack

Target Takes Additional Damage of 500

Socketed: 6



Aurumvorax

War Sword (Sacred)

One-Hand Damage: (322-368) to (647-756)

Durability: 100

Required Strength: 533

Required Level: 100

+(251 to 300)% Enhanced damage

50% Increased Attack Speed

+(3 per level) to Maximum Damage (Based on Character Level)

(14 to 18)% Life stolen per Hit

Hit Blinds Target +1

Slows Target by (21 to 30)%

+100 to Strength

+100 to Dexterity

+10% to Experience Gained

-75% Less Gold from Monsters

Socketed: 3



Legion's Name

War Sword (Sacred)

One-Hand Damage: (368-414) to (796-925)

Durability: 100

Required Strength: 533

Required Level: 100

100% Chance to cast level 55 Carpet of Spiders when you Die

+(301 to 350)% Enhanced damage

40% Increased Attack Speed

40% Faster Cast Rate

+(4 per level) to Maximum Damage (Based on Character Level)

+1 to Maximum Necromancer Minions

+50% Bonus to Summoned Minion Damage

-25% Penalty to Summoned Minion Life

Socketed: 3

Sacred Crystal Swords

Worldstone Shard

Crystal Sword (Sacred)

One-Hand Damage: (250-290) to (410-452)

Durability: 40

Required Dexterity: 510

Required Level: 100

50% Chance to cast level 39 Supernova on Attack

100% Chance to cast level 59 Static Trap when you Die



5% Chance to cast level 8 Mana Sweep on Attack
+(2 to 3) to All Skills
+(151 to 200)% Enhanced damage
30% Increased Attack Speed
30% Faster Cast Rate
Adds 50-200 damage
Adds 1-1000 magic damage
Adds 1-1000 lightning damage
-(21 to 30)% to Enemy Lightning Resistance
Socketed: 6



Whispers of Mirakodus
Crystal Sword (Sacred)
One-Hand Damage: (670-710) to (836-878)
Durability: 40
Required Dexterity: 510
Required Level: 100
50% Chance to cast level 44 Apocalypse on Attack
100% Chance to cast level 1 Taunt on Attack
+(301 to 350)% Enhanced damage
Adds 350-500 damage
Adds 320-480 poison damage over 5 seconds
Hit Causes Monster to Flee +2%
-500 to Monster Defense per Hit
Replenish Life +(2 per level) (Based on Character Level)
Only Allows the Use of Melee, Summoning and Buff/Debuff Skills
Socketed: 6

Sacred Two-Handed Swords



Darkfeast
Two-Handed Sword (Sacred)
One-Hand Damage: (222-259) to (382-469)
Two-Hand Damage: (331-385) to (488-592)
Durability: 28
Required Strength: 421
Required Level: 100
50% Chance to cast level 26 Mind Flay on Attack
20% Chance to cast level 26 Bloodstorm on Attack
+(201 to 250)% Enhanced damage
+(151 to 200) to Maximum Damage
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Lightning Spell Damage
Increase Maximum Life (11 to 15)%
+(61 to 80) Life after each Kill
(101 to 150)% Extra Gold from Monsters
Socketed: 4



Two-Face Blade
Two-Handed Sword (Sacred)
One-Hand Damage: (309-346) to (420-458)
Two-Hand Damage: (436-490) to (543-598)
Durability: 28
Required Strength: 421
Required Level: 100
+(251 to 300)% Enhanced damage
Adds 50-150 damage
+(2 to 4) to Dire Charm
20% Bonus to Strength
-20% Penalty to Vitality
1% Extra Gold from Monsters
Socketed: 4



Lavafrost
Claymore (Sacred)
One-Hand Damage: (377-416) to (487-528)
Two-Hand Damage: (521-580) to (628-688)
Durability: 42
Required Strength: 450
Required Level: 100
25% Chance to cast level 23 Frostfire Wave on Attack
+(2 to 3) to All Skills
+(251 to 300)% Enhanced damage
25% Increased Attack Speed
Adds 100-200 damage
+(31 to 50)% to Fire Spell Damage
+(31 to 50)% to Cold Spell Damage
+400 to Life
+(101 to 150) Life on Striking in Melee
Socketed: 4

Mordhau
Claymore (Sacred)
One-Hand Damage: (516-555) to (728-769)
Two-Hand Damage: (681-740) to (889-949)
Durability: 42



Required Strength: 225
Required Level: 100
2% Chance to cast level 5 Thunder Slam on Attack
+(301 to 350)% Enhanced damage
Adds 200-400 damage
Stun Attack
(31 to 40)% Chance of Crushing Blow
(21 to 25)% Bonus to Strength
+100 to Strength
Requirements -50%
Socketed: 4



Quietus
Giant Sword (Sacred)
One-Hand Damage: (252-294) to (668-811)
Two-Hand Damage: (391-455) to (801-965)
Durability: 56
Required Strength: 480
Required Level: 100
25% Chance to cast level 23 Poison Flash on Attack
+(2 to 3) to All Skills
+(151 to 200)% Bonus to Poison Skill Duration
+(201 to 250)% Enhanced damage
+(401 to 500) to Maximum Damage
Adds 200-1000 cold damage
(14 to 20)% Mana stolen per Hit
+(21 to 25)% to Cold Spell Damage
+(21 to 25)% to Poison Spell Damage
Level 6 Unholy Armor (25 Charges)
Socketed: 4



Qarak's Will
Giant Sword (Sacred)
One-Hand Damage: (494-536) to (812-856)
Two-Hand Damage: (656-720) to (966-1032)
Durability: 56
Required Strength: 480
Required Level: 100
25% Chance to cast level 34 Spike Nova on Attack
10% Chance to cast level 36 Bloodlust when you Kill an Enemy
15% Chance to cast level 58 Pentagram on Attack
+250% Bonus Damage to Bloodlust
+(251 to 300)% Enhanced damage
Adds 200-500 damage
Adds 666-1333 fire damage
+(51 to 75)% to Fire Spell Damage
33% Reanimate as: Flesh Clan
+333 Life after each Kill
Socketed: 4



Fleshdoom
Bastard Sword (Sacred)
One-Hand Damage: (364-408) to (482-529)
Two-Hand Damage: (521-590) to (633-704)
Durability: 70
Required Strength: 510
Required Level: 100
10% Chance to cast level 36 Death Coil on Attack
+(201 to 250)% Enhanced damage
Adds 100-200 damage
+(201 to 250)% Damage to Demons
(31 to 50)% Chance of Open Wounds
+(51 to 75) to Vitality
Increase Maximum Life (21 to 25)%
Damage Reduced by (21 to 40)
+(101 to 150) Life after each Kill
Socketed: 4



Tylwulf's Betrayal
Bastard Sword (Sacred)
One-Hand Damage: (264-308) to (483-579)
Two-Hand Damage: (421-490) to (634-754)
Durability: 70
Required Strength: 510
Required Level: 100
10% Chance to cast level 8 Balefire on Attack
+(201 to 250)% Enhanced damage
+(201 to 250) to Maximum Damage
-20% Damage to Demons
Slows Target by 10%
+(41 to 50)% Bonus to Summoned Minion Damage
+(11 to 15) to all Attributes
750% Extra Gold from Monsters
Level 9 Summon Jinn (20 Charges)
Socketed: 4

Fogo Da Sombra



Flamberge (Sacred)

One-Hand Damage: (422-468) to (651-700)

Two-Hand Damage: (626-700) to (840-916)

Durability: 84

Required Strength: 540

Required Level: 100

25% Chance to cast level 36 Slayer Bolt on Attack

5% Chance to cast level 16 Charm on Attack

+(1 to 2) to All Skills

+(251 to 300)% Enhanced damage

60% Increased Attack Speed

Adds 100-300 damage

+500 Defense vs. Melee

(21 to 25)% Reanimate as: Wracked Soul

(21 to 25)% Reanimate as: Bloodbrother

150% Extra Gold from Monsters

Socketed: 6



Doomswath

Flamberge (Sacred)

One-Hand Damage: (184-230) to (201-250)

Two-Hand Damage: (301-375) to (309-385)

Durability: 84

Required Strength: 540

Required Level: 100

+(101 to 150)% Enhanced damage

Area Effect Attack

(9 to 11)% Life stolen per Hit

+(21 to 30) to Strength

+(21 to 30) to Dexterity

-2 to Light Radius

Socketed: 6



Feltongue

Great Sword (Sacred)

One-Hand Damage: (486-534) to (565-616)

Two-Hand Damage: (701-778) to (768-848)

Durability: 98

Required Strength: 570

Required Level: 100

25% Chance to cast level 16 Fire Cannonade on Attack

+(251 to 300)% Enhanced damage

Adds 150-200 damage

(101 to 150)% Bonus to Summoned Minion Attack Rating

+(31 to 40)% Bonus to Summoned Minion Damage

+(51 to 60) to Strength

+150% Damage when using a Healing Potion

Fire Absorb 10%

+(101 to 150) Life on Striking in Melee

Cannot Be Frozen

Socketed: 6



Jere Harash's Ghostwing

Great Sword (Sacred)

One-Hand Damage: (336-384) to (766-916)

Two-Hand Damage: (551-628) to (969-1148)

Durability: 98

Required Strength: 570

Required Level: 100

4% Chance to cast level 29 Unseelie Curse on Attack

6% Chance to cast level 15 Psychic Scream when Struck

+(251 to 300)% Enhanced damage

-75% Target Defense

+(401 to 500) to Maximum Damage

Adds 1500-2500 magic damage

+100 Mana on Striking in Melee

Slows Target by (11 to 15)%

100% Chance of Uninterruptable Attack

Socketed: 6

Sacred One-Handed Axes



Wererat's Bite

Hand Axe (Sacred)

One-Hand Damage: (322-359) to (381-419)

Durability: 22

Required Strength: 376

Required Level: 100

25% Chance to cast level 18 Poison Flash on Attack

25% Chance to cast level 29 Carpet of Spiders when you Kill an Enemy

+(201 to 250)% Enhanced damage

+(31 to 50)% Bonus to Poison Skill Duration

Adds 100-150 damage

(11 to 15)% Chance of Open Wounds

Slows Target by (11 to 15)%

(11 to 15)% Chance of Uninterruptable Attack
Socketed: 3



Flintstone Axe
Hand Axe (Sacred)

One-Hand Damage: 74 to 77

Durability: 22

Required Strength: 376

Required Level: 100

+(41 to 50) Strength Factor to Spell Damage

+2 to Druid Skill Levels

Adds 250-500 magic damage

Adds 250-500 fire damage

Stun Attack

+(41 to 50)% to Fire Spell Damage

-(21 to 25)% to Enemy Fire Resistance

+250 to Life

Socketed: 3



Throatseeker
Axe (Sacred)

One-Hand Damage: (284-323) to (408-451)

Durability: 36

Required Strength: 432

Required Level: 100

10% Chance to cast level 16 Blood Flash on Attack

+(201 to 250)% Enhanced damage

30% Increased Attack Speed

Adds 50-150 damage

(19 to 25)% Life stolen per Hit

Slows Target by (21 to 25)%

+500 to Life

+(61 to 100) Life after each Kill

Socketed: 6



Lavasurge
Axe (Sacred)

One-Hand Damage: (373-412) to (501-544)

Durability: 36

Required Strength: 432

Required Level: 100

100% Chance to cast level 20 Bloodstar on Striking

+(251 to 300)% Enhanced damage

-50% Slower Hit Recovery

Adds 100-200 damage

Adds 500-1000 fire damage

-200 to Monster Defense per Hit

Replenish Life +(201 to 250)

(11 to 15)% Chance of Uninterruptable Attack

Socketed: 6



Moonbender's Wing
Double Axe (Sacred)

One-Hand Damage: (299-340) to (432-479)

Durability: 50

Required Strength: 466

Required Level: 100

40% Chance to cast level 1 Teleport on Striking

40% Chance to cast level 1 Teleport when Struck

+(201 to 250)% Enhanced damage

Adds 50-150 damage

(21 to 25)% Bonus to Dexterity

(21 to 25)% Bonus to Energy

+1000 Defense vs. Missile

Socketed: 6



Doublecross
Double Axe (Sacred)

One-Hand Damage: (491-532) to (729-776)

Durability: 50

Required Strength: 233

Required Level: 100

25% Chance to cast level 15 Dire Charm on Attack

+(251 to 300)% Enhanced damage

100% Increased Attack Speed

Adds 200-400 damage

Reduces all Vendor Prices 15%

Requirements -50%

Socketed: 6

Snowhammer
Military Pick (Sacred)

One-Hand Damage: (264-308) to (310-360)

Durability: 64

Required Strength: 335

Required Level: 100

25% Chance to cast level 60 Frozen Crown on Attack



+(201 to 250)% Enhanced damage
40% Increased Attack Speed
Adds 500-2000 cold damage
-(21 to 30)% to Enemy Cold Resistance
+(41 to 50)% to Cold Spell Damage
Cold Resist +(51 to 70)%
Requirements -33%
Socketed: 6



Klonk
Military Pick (Sacred)
One-Hand Damage: (458-502) to (661-712)
Durability: 64
Required Strength: 500
Required Level: 100
2% Chance to cast level 18 Thunder Slam on Attack
+(251 to 300)% Enhanced damage
Adds 150-300 damage
Stun Attack
Hit Causes Monster to Flee +3%
-25 to Dexterity
-25 to Vitality
Socketed: 6



Nimmenjuushin
War Axe (Sacred)
One-Hand Damage: (276-322) to (738-992)
Durability: 78
Required Strength: 426
Required Level: 100
8% Chance to cast level 10 Claw Tornado on Striking
50% Faster Hit Recovery
+(5 to 8) to Druid Skill Levels
+(41 to 50)% Bonus Damage to Mark of the Wild
+(201 to 250)% Enhanced damage
+(401 to 600) to Maximum Damage
(151 to 175)% Duration Bonus to Mark of the Wild
(8 to 17)% Life stolen per Hit
(21 to 30)% Bonus to Strength
Socketed: 6
Requirements -20%



Fleshmender
War Axe (Sacred)
One-Hand Damage: (426-472) to (787-842)
Durability: 78
Required Strength: 533
Required Level: 100
+(201 to 250)% Enhanced damage
Adds 150-450 damage
Slows Target by 25%
+100 to Strength
+200 to Vitality
Replenish Life +500
+250 Life on Striking in Melee
Socketed: 6

Sacred Two-Handed Axes



Demonsong
Large Axe (Sacred)
Two-Hand Damage: (325-378) to (637-752)
Durability: 28
Required Strength: 408
Required Level: 100
50% Chance to cast level 16 Seal of Fire on Attack
+(201 to 250)% Enhanced damage
40% Increased Attack Speed
+(3 per level) to Maximum Damage (Based on Character Level)
+(6 per level) to Life (Based on Character Level)
Fire Resist +(51 to 75)%
+(51 to 75) Life after each Kill
Socketed: 6



Ghoul Lord
Large Axe (Sacred)
Two-Hand Damage: (325-378) to (337-392)
Durability: 28
Required Strength: 408
Required Level: 100
+(201 to 250)% Enhanced damage
(14 to 18)% Mana stolen per Hit
+(41 to 50)% Bonus to Summoned Minion Life
+(31 to 40) to Strength
+(31 to 40) to Energy

Damage Reduced by 5%
100% Reanimate as: Black Death
Socketed: 6

Goreshifter

Broad Axe (Sacred)

Two-Hand Damage: (414-472) to (639-750)

Durability: 44

Required Strength: 447

Required Level: 100

5% Chance to cast level 22 Cluster Mine when you Kill an Enemy

15% Chance to cast level 4 Crucify on Attack

+(251 to 300)% Enhanced damage

25% Faster Run/Walk

+(201 to 250) to Maximum Damage

100% Chance of Open Wounds

+100 Life on Striking in Melee

Socketed: 6

Rofichopper

Broad Axe (Sacred)

Two-Hand Damage: (564-622) to (838-900)

Durability: 44

Required Strength: 447

Required Level: 100

50% Chance to cast level 13 Fowl Fight when you Kill an Enemy

100% Chance to cast level 50 Cow Disguise when you Level-Up

+(251 to 300)% Enhanced damage

Adds 150-400 damage

150% Bonus to Attack Rating

+500 to Monster Defense per Hit

+(51 to 70) to Strength

Random Walk/Run Speed

Socketed: 6

Steelwoe

Battle Axe (Sacred)

Two-Hand Damage: (305-367) to (377-445)

Durability: 60

Required Strength: 486

Required Level: 100

10% Chance to cast level 22 Punisher on Attack

25% Chance to cast level 43 Pain Spirit when you Kill an Enemy

+(101 to 150)% Enhanced damage

Adds 50-100 damage

(201 to 250)% Bonus to Attack Rating

Slows Target by (11 to 15)%

+50 to all Attributes

+(201 to 250) Mana on Striking in Melee

Socketed: 6

Blackstorm Slayer

Battle Axe (Sacred)

Two-Hand Damage: (645-708) to (884-952)

Durability: 60

Required Strength: 486

Required Level: 100

2% Chance to cast level 55 Singularity on Attack

25% Chance to cast level 3 Amplify Damage when you Kill an Enemy

+(251 to 300)% Enhanced damage

-30% Slower Run/Walk

Adds 200-400 damage

+500 Defense

Damage Reduced by 50

Socketed: 6

Lex Ferarum

Great Axe (Sacred)

Two-Hand Damage: (780-848) to (1133-1208)

Durability: 76

Required Strength: 526

Required Level: 100

4% Chance to cast level 37 Mark of the Wild when you Kill an Enemy

+4 to Barbarian Skill Levels

+4 to Druid Skill Levels

+(251 to 300)% Enhanced damage

+(51 to 100)% Bonus Damage to Mark of the Wild

75% Increased Attack Speed

Adds 300-600 damage

Damage Reduced by 5%

+(101 to 200) Life after each Kill

(401 to 500)% Extra Gold from Monsters

Socketed: 6

Elder Law

Great Axe (Sacred)

Two-Hand Damage: (680-748) to (933-1008)



Durability: 76
Required Strength: 526
Required Level: 100
+(251 to 300)% Enhanced damage
Adds 200-400 damage
+150% Damage to Undead
+400 to Strength
+200 to Dexterity
500% Extra Gold from Monsters
Reduces all Vendor Prices 10%
150% Better Chance of Getting Magic Items
Socketed: 6



Griswold's Revenge
Giant Axe (Sacred)
Two-Hand Damage: (484-552) to (1090-1672)
Durability: 92
Required Strength: 1695
Required Level: 100
+(201 to 250) Crafting Points
15% Chance to cast level 9 Rust Storm on Attack
25% Chance to cast level 18 Fire Splash when you Kill an Enemy
+(251 to 300)% Enhanced damage
50% Increased Attack Speed
+(501 to 1000) to Maximum Damage
Adds (301-500)-(2001-3000) fire damage
(31 to 50)% Bonus to Strength
Requirements +200%
Socketed: 6



Axekicker
Giant Axe (Sacred)
Two-Hand Damage: (884-952) to (1189-1272)
Durability: 92
Required Strength: 565
Required Level: 100
33% Chance to cast level 4 Earthquake on Attack
+2 to Druid Skill Levels
+(251 to 300)% Enhanced damage
Adds 400-600 damage
(11 to 15)% Chance of Crushing Blow
Slows Target by 20%
(21 to 25)% Bonus to Strength
+200% Damage when using a Healing Potion
+100 Life after each Kill
Socketed: 6

Sacred Maces



Branch of a Million Splinters
Club (Sacred)
One-Hand Damage: (148-185) to (152-190)
Durability: 8
Required Strength: 376
Required Level: 100
25% Chance to cast level 3 Spike Nova on Attack
+4 to Druid Skill Levels
+(101 to 150)% Enhanced damage
(31 to 50)% Chance of Open Wounds
Slows Target by 10%
Socketed: 3



Mr. Clubbo
Club (Sacred)
One-Hand Damage: (796-833) to (1304-1342)
Durability: 8
Required Strength: 376
Required Level: 100
+(301 to 350)% Enhanced damage
-25% Decreased Attack Speed
Adds 500-1000 damage
Stun Attack
10% Chance of Crushing Blow
100% Better Chance of Getting Magic Items
Socketed: 3



Skullbat
Spiked Club (Sacred)
One-Hand Damage: (114-152) to (125-166)
Durability: 24
Required Strength: (372-335)
Required Level: 100
+(51 to 100)% Enhanced damage
Stun Attack
40% Chance of Crushing Blow
+50 to Strength



-100 to Mana
Requirements (-11 to -20)%
Socketed: 3

**Crushskull's Crusher
Spiked Club (Sacred)**

One-Hand Damage: (416-454) to (591-632)

Durability: 24

Required Strength: 419

Required Level: 100

100% Chance to cast level 16 Fire Cascade on Attack

+(251 to 300)% Enhanced damage

50% Increased Attack Speed

Adds 150-300 damage

Adds 333-999 fire damage

Stun Attack

33% Chance of Crushing Blow

40% Bonus to Strength

Decrease Maximum Mana -75%

Socketed: 3



Dreamflange

Mace (Sacred)

One-Hand Damage: 80 to 90

Durability: 40

Required Strength: 442

Required Level: 100

+(51 to 75) Energy Factor to Spell Damage

+(3 to 4) to All Skills

50% Faster Cast Rate

+(31 to 40)% to Spell Damage

+(51 to 100) to Energy

+5% to All Maximum Resistances

+2 to Light Radius

Socketed: 3



Starbreaker

Mace (Sacred)

One-Hand Damage: 80 to 90

Durability: 40

Required Strength: 442

Required Level: 100

2% Chance to cast level 1 Starfire on Attack

+1 to All Skills

20% 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

-100 to Mana

All Resists +25%

Socketed: 3



Lychnus Lyaei

Morning Star (Sacred)

One-Hand Damage: (346-387) to (438-486)

Durability: 56

Required Strength: 464

Required Level: 100

5% Chance to cast level 21 Blast Wave when you Kill an Enemy

+(201 to 250)% Enhanced damage

Adds 100-150 damage

-50% to Enemy Fire Resistance

+(301 to 400) Defense vs. Melee

+(41 to 50) to Strength

+(41 to 50) to Vitality

(11 to 20)% Bonus to Vitality when using a Healing Potion

+(101 to 150) Life after each Kill

+5 to Light Radius

Socketed: 3



Eosphoros

Morning Star (Sacred)

One-Hand Damage: (387-428) to (536-584)

Durability: 56

Required Level: 100

+2 to Barbarian Skill Levels

+2 to Paladin Skill Levels

+(251 to 300)% Enhanced damage

Adds 100-200 damage

Stun Attack

Blinds Attacker +2

+15 to Light Radius

Requirements -100%

Socketed: 3

Lash of the Titans



Flail (Sacred)

One-Hand Damage: (308-351) to (432-482)
 Durability: 72
 Required Strength: 486
 Required Level: 100
 +2 to All Skills
 +(201 to 250)% Enhanced damage
 20% Increased Attack Speed
 Adds 50-125 damage
 Slows Target by (11 to 15)%
 +(101 to 150) to Strength
 Total Character Defense Plus (11 to 15)%
 (11 to 15)% Reanimate as: Bronze Titan
 (11 to 15)% Reanimate as: Gold Titan
 (11 to 15)% Reanimate as: Silver Titan
 Socketed: 6

Khalim's Punisher

Flail (Sacred)

One-Hand Damage: (344-387) to (710-859)
 Durability: 72
 Required Strength: 486
 Required Level: 100
 2% Chance to cast level 59 Lava Pit on Attack
 +(301 to 350)% Enhanced damage
 40% Increased Attack Speed
 +(301 to 400) to Maximum Damage
 250% Bonus to Attack Rating
 +(201 to 250)% Damage to Demons
 (21 to 30)% Bonus to Energy
 (21 to 30)% Bonus to Vitality
 Increase Maximum Life and Mana 20%
 +100 Life after each Kill
 Socketed: 6



Sacred One-Handed Hammers

Hammer of Ghrab Thaar

War Hammer (Sacred)

One-Hand Damage: (270-308) to (301-344)
 Durability: 75
 Required Strength: 356
 Required Level: 100
 50% Chance to cast level 21 Fire Splash on Attack
 +(2 to 4) to Paladin Skill Levels
 +(251 to 300)% Enhanced damage
 +(101 to 150)% Damage to Demons
 +(41 to 50) to Strength
 +(41 to 50) to Energy
 +(41 to 50) to Vitality
 (11 to 15)% Reanimate as: Blood Templar
 -25% Less Gold from Monsters
 +2 to Light Radius
 Socketed: 6



Brainsplatter

War Hammer (Sacred)

One-Hand Damage: (508-546) to (744-787)
 Durability: 75
 Required Strength: 356
 Required Level: 100
 20% Chance to cast level 15 Spike Nova on Attack
 +2 to Paladin Skill Levels
 +(301 to 350)% Enhanced damage
 50% Increased Attack Speed
 -50% Slower Cast Rate
 Adds 200-400 damage
 (25 to 34)% Life stolen per Hit
 Stun Attack
 100% Chance of Open Wounds
 -500 to Monster Defense per Hit
 Socketed: 6



Sacred Two-Handed Hammers

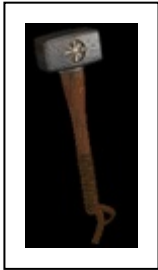
Death's Bellringer

Maul (Sacred)

Two-Hand Damage: (373-434) to (709-836)
 Durability: 114
 Required Strength: 372
 Required Level: 100
 50% Chance to cast level 21 Shower of Rocks on Attack
 +(201 to 250)% Enhanced damage
 +(3 per level) to Maximum Damage (Based on Character Level)
 +150% Damage to Undead



Stun Attack
+(51 to 75) to Strength
+(51 to 75) to Dexterity
Damage Reduction Decreased by -25%
(21 to 25)% Reanimate as: Steel Lord
Socketed: 6



**Trollhammaren
Maul (Sacred)**
Two-Hand Damage: (797-858) to (1145-1212)
Durability: 114
Required Strength: 372
Required Level: 100
5% Chance to cast level 20 Thunder Slam on Attack
+(301 to 350)% Enhanced damage
Adds 300-600 damage
Stun Attack
(31 to 40)% Chance of Crushing Blow
100% Chance of Open Wounds
Hit Causes Monster to Flee +5%
500% Extra Gold from Monsters
+300% Enhanced Damage vs. the Zakarum
Socketed: 6



**Hammer of Jholm
Great Maul (Sacred)**
Two-Hand Damage: (442-504) to (820-992)
Durability: 138
Required Strength: 745
Required Level: 100
20% Chance to cast level 12 Thunder Hammer on Striking
+(4 to 5) to Paladin Skill Levels
+(251 to 300)% Enhanced damage
+(301 to 400) to Maximum Damage
Adds 1-3333 lightning damage
Stun Attack
+100 to Strength
+100 to Vitality
Socketed: 6
Requirements +15%



**Siegehammer of Morgen Keep
Great Maul (Sacred)**
Two-Hand Damage: 326 to 648
Durability: 138
Required Strength: 648
Required Level: 100
Adds 200-500 damage
+500% Damage to Demons
50% Chance of Crushing Blow
+(4 to 6) to Rock Shock
+666 to Life
+400 Life after each Demon Kill
Socketed: 6

Sacred Sceptres



**The Celebrant
Scepter (Sacred)**
One-Hand Damage: 42 to 55
Durability: 14
Required Dexterity: 202
Required Level: 100
(21 to 25)% Velocity Bonus to Sacred Armor
+(3 to 4) to Paladin Skill Levels
+(21 to 25)% to Searing Glow Dazzle Duration
40% Faster Cast Rate
+(41 to 50)% to Fire Spell Damage
+250 Defense
+75 Life after each Kill
(31 to 50)% Better Chance of Getting Magic Items
Socketed: 3
Requirements -50%

**Scepter of Tremain
Scepter (Sacred)**
One-Hand Damage: 42 to 55
Durability: 14
Required Dexterity: 404
Required Level: 100
+4 to Paladin Skill Levels



+40% to Searing Glow Dazzle Duration
20% Faster Hit Recovery
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
+(17 to 19) to Inner Fire
+400 Defense
+(10 per skill level) to Strength (Based on Blessed Life Skill Level)
Replenish Life +500
Socketed: 3



Pagan's Geis
Grand Scepter (Sacred)

One-Hand Damage: 59 to 76
Durability: 30

Required Dexterity: 449

Required Level: 100

+(101 to 150) Energy Factor to Spell Damage
+(2 to 4) to Amazon Skill Levels
+(2 to 4) Extra Magic Missiles Bolts
50% Faster Cast Rate
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
+(1 to 7) to Blood Fury
(21 to 25)% Bonus to Energy
Drains 2% Life per Second
Socketed: 3



Dead Lake's Lady
Grand Scepter (Sacred)

One-Hand Damage: 59 to 76
Durability: 30

Required Dexterity: 449

Required Level: 100

+100 Strength Factor to Spell Damage
+100 Energy Factor to Spell Damage
+4 to Paladin Skill Levels
50% Faster Block Rate
+(41 to 50)% to Lightning Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
(21 to 25)% Bonus to Energy
Regenerate Mana +25%
Socketed: 3



Thunderbane
War Scepter (Sacred)

One-Hand Damage: (240-270) to (344-387)
Durability: 46

Required Dexterity: 494

Required Level: 100

10% Chance to cast level 18 Hammertime when you Kill an Enemy
10% Chance to cast level 16 Lightning Cascade on Attack
10% Chance to cast level 29 Mana Sweep on Attack
+(301 to 350)% Enhanced damage
50% Faster Run/Walk
50% Increased Attack Speed
Adds 1-2500 lightning damage
-50% to Enemy Lightning Resistance
+15% to Experience Gained
Socketed: 6



Firequeen
War Scepter (Sacred)

One-Hand Damage: 60 to 86
Durability: 46

Required Dexterity: 296

Required Level: 100

+2 to Amazon Skill Levels
+(51 to 70)% Bonus Elemental Damage to Bloodlust
20% Faster Cast Rate
(41 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
+(41 to 50)% Bonus to Summoned Minion Life
(21 to 25)% Bonus to Dexterity
(21 to 25)% Bonus to Energy
Replenish Life +(10 per level) (Based on Character Level)
Requirements -40%
Socketed: 6

Sacred Javelins

Raindance
Javelin (Sacred)

Throw Damage: (368-420) to (587-690)
One-Hand Damage: (249-284) to (457-542)
Durability: 32



Required Dexterity: 376
Required Level: 100
25% Chance to cast level 29 Shower of Rocks when you Kill an Enemy
+(251 to 300)% Enhanced damage
40% Faster Run/Walk
50% Increased Attack Speed
+(201 to 250) to Maximum Damage
(51 to 70)% Bonus to Attack Rating
Slows Target by (11 to 15)%
(21 to 25)% Bonus to Dexterity
Cannot Be Frozen
Socketed: 3



Magelock
Javelin (Sacred)
Throw Damage: (421-472) to (742-895)
One-Hand Damage: (284-319) to (593-728)
Durability: 32

Required Dexterity: 376
Required Level: 100
100% Chance to cast level 16 Ice Lance when you Kill an Enemy
+(301 to 350)% Enhanced damage
15% Faster Block Rate
+(301 to 400) to Maximum Damage
(21 to 29)% Mana stolen per Hit
-(21 to 25)% to Enemy Cold Resistance
15% Deadly Strike
Slows Target by 25%
-5% to All Maximum Resistances
Socketed: 4



Phantom Flight
Pilum (Sacred)
Throw Damage: (536-590) to (678-738)
One-Hand Damage: (406-442) to (523-562)
Durability: 56

Required Dexterity: 428
Required Level: 100
50% Chance to cast level 29 Hunting Banshee when you Kill an Enemy
5% Chance to cast level 33 Pagan Rites when you Kill an Enemy
+(3 to 5) to Amazon Skill Levels
+(251 to 300)% Enhanced damage
50% Faster Run/Walk
Adds 150-250 damage
+1899 cold damage
-(41 to 50)% to Enemy Cold Resistance
+(51 to 75) to Energy
+(51 to 75) to Dexterity
Socketed: 3



Screaming Serpent
Pilum (Sacred)
Throw Damage: (641-695) to (889-949)
One-Hand Damage: (492-528) to (712-751)
Durability: 56

Required Dexterity: 428
Required Level: 100
10% Chance to cast level 6 Flurry of Javelins when you Kill an Enemy
+(301 to 350)% Enhanced damage
40% Increased Attack Speed
Adds 200-400 damage
Adds 500-1000 magic damage
Adds 500-1000 fire damage
Adds 500-1000 lightning damage
Adds 500-1000 cold damage
5% Chance of Crushing Blow
Socketed: 4



Emberstorm
Short Spear (Sacred)
Throw Damage: (553-610) to (766-832)
One-Hand Damage: (413-450) to (594-636)
Durability: 80

Required Dexterity: 462
Required Level: 100
15% Chance to cast level 51 Cataclysm when you Kill an Enemy
100% Chance to cast level 18 Pyroclastic Flow when you Die
+(251 to 300)% Enhanced damage
30% Faster Run/Walk
60% Increased Attack Speed
Adds 150-300 damage
Adds 1500-2000 fire damage
-50% to Enemy Fire Resistance
-75 Maximum Stamina
+(101 to 150) Life after each Kill
Socketed: 3



**Fjordwind
Short Spear (Sacred)**

Throw Damage: (461-517) to (533-598)
One-Hand Damage: (300-337) to (336-378)
Durability: 80

Required Dexterity: 462
Required Level: 100

3% Chance to cast level 20 Forked Lightning on Striking
+2 to Amazon Skill Levels
+(301 to 350)% Enhanced damage
50% Faster Run/Walk
30% Increased Attack Speed
-(16 to 20)% to Enemy Lightning Resistance
-(16 to 20)% to Enemy Cold Resistance
Blinds Attacker +1
Slows Target by 10%
+(41 to 50) to Dexterity
Socketed: 3

**Ashenwind
Glaive (Sacred)**

Throw Damage: (421-480) to (505-576)
One-Hand Damage: (270-308) to (315-360)
Durability: 104

Required Dexterity: 496
Required Level: 100

10% Chance to cast level 24 Crater when you Kill an Enemy
15% Chance to cast level 8 Javelin on Striking
50% Chance to cast level 21 Fire Splash when you Kill an Enemy
+(251 to 300)% Enhanced damage
+250% Damage to Undead
Slows Target by 33%
+100 to Dexterity
Fire Resist +(31 to 50)%
(11 to 15)% Chance of Uninterruptable Attack
Socketed: 4

**Moonfang
Glaive (Sacred)**

Throw Damage: (581-640) to (977-1048)
One-Hand Damage: (408-446) to (760-805)
Durability: 104

Required Dexterity: 496
Required Level: 100

10% Chance to cast level 56 Shatter the Flesh when you Kill an Enemy
+(301 to 350)% Enhanced damage
Adds 100-400 damage
Adds 500-1500 cold damage
-(21 to 25)% to Enemy Cold Resistance
(11 to 15)% Chance of Crushing Blow
Fire Resist -50%
Cold Resist +50%
-5 to Light Radius
Socketed: 4

**Windwall
Throwing Spear (Sacred)**

Throw Damage: (435-496) to (648-774)
One-Hand Damage: (280-320) to (430-526)
Durability: 126

Required Dexterity: 530
Required Level: 100

10% Chance to cast level 10 Typhoon Sentry when you Kill an Enemy
+(251 to 300)% Enhanced damage
25% Increased Attack Speed
30% Faster Hit Recovery
1% Increased Chance of Blocking
+(101 to 150) to Maximum Damage
(11 to 16)% Stamina stolen per Hit
Stun Attack
+250 Defense vs. Missile
Damage Reduced by (6 to 10)%
Socketed: 4

**Heartseeker
Throwing Spear (Sacred)**

Throw Damage: (535-596) to (697-774)
One-Hand Damage: (380-420) to (479-526)
Durability: 126

Required Dexterity: 530
Required Level: 100

10% Chance to cast level 4 Charm when you Kill an Enemy
+2 to Amazon Skill Levels
+(251 to 300)% Enhanced damage
Adds 100-150 damage
250% Bonus to Attack Rating
(11 to 14)% Life stolen per Hit



(21 to 25)% Chance of Crushing Blow
 100% Chance of Open Wounds
 -10 to Vitality
 Socketed: 4

Sacred Spears



Silverstrike Spear (Sacred)

Two-Hand Damage: (469-521) to (640-695)
 Durability: 24
 Required Strength: 376
 Required Dexterity: 376
 Required Level: 100
 10% Chance to cast level 12 Punisher on Attack
 +(201 to 250)% Enhanced damage
 Adds 150-300 damage
 +500% Damage to Undead
 (16 to 20)% Bonus to Dexterity
 +2 to Light Radius
 Socketed: 6

Void Seeker Spear (Sacred)

Two-Hand Damage: (372-424) to (396-452)
 Durability: 24
 Required Strength: 376
 Required Dexterity: 376
 Required Level: 100
 5% Chance to cast level 10 Phase Bomb on Attack
 5% Chance to cast level 20 Singularity on Attack
 +(6 to 8) to All Skills
 +(251 to 300)% Enhanced damage
 100% Increased Attack Speed
 Adds 2000-4000 magic damage
 (57 to 63)% Mana stolen per Hit
 Stun Attack
 Cold Absorb 10%
 Lightning Absorb 10%
 Fire Absorb 10%
 Damage Reduced by 15%
 Socketed: 6

* Phase Bomb lowers monster resistances, but also makes it so you die when you hit them with a weapon attack. When Phase Bomb goes off, you may want to switch weapons.



The Retiarius Trident (Sacred)

Two-Hand Damage: (734-787) to (997-1058)
 Durability: 48
 Required Strength: 408
 Required Dexterity: 428
 Required Level: 100
 10% Chance to cast level 9 Celerity on Attack
 +(3 to 5) to Paladin Skill Levels
 +(301 to 350)% Enhanced damage
 Adds 301-500 damage
 (21 to 25)% Chance of Crushing Blow
 Slows Target by 25%
 (21 to 30)% Bonus to Strength
 (21 to 30)% Bonus to Vitality
 Damage Reduced by 15%
 Total Character Defense Plus (31 to 40)%
 Socketed: 6

Stormcaller Trident (Sacred)

Two-Hand Damage: (579-632) to (935-996)
 Durability: 48
 Required Strength: 408
 Required Dexterity: 428
 Required Level: 100
 25% Chance to cast level 23 Forked Lightning on Attack
 10% Chance to cast level 8 Stormblast on Attack
 +(251 to 300)% Enhanced damage
 Strength Damage Bonus: (0.09375 per strength)%
 Adds 200-500 damage
 -(31 to 40)% to Enemy Lightning Resistance
 Stun Attack
 Slows Target by 15%
 -50% to Maximum Lightning Resist
 Socketed: 6

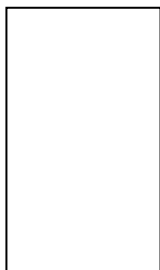


Goredrill Brandistock (Sacred)

Two-Hand Damage: (439-494) to (627-694)



Durability: 72
Required Strength: 430
Required Dexterity: 460
Required Level: 100
5% Chance to cast level 19 Blood Flash on Attack
+(251 to 300)% Enhanced damage
Adds 50-150 damage
100% Chance of Open Wounds
+100 to Strength
+100 to Dexterity
Fire Resist +(61 to 80)%
+250 Life on Striking in Melee
(21 to 25)% Chance of Uninterruptable Attack
+500 Life after each Kill
Socketed: 6



Greiz' Cheat
Brandistock (Sacred)
Two-Hand Damage: (445-499) to (746-862)
Durability: 72
Required Strength: 215
Required Dexterity: 230
Required Level: 100
5% Chance to cast level 49 Punisher on Attack
+(4 to 6) to Amazon Skill Levels
+(301 to 350)% Enhanced damage
-20% Decreased Attack Speed
+(201 to 250) to Maximum Damage
+500 poison damage over 20 seconds
-50% to Enemy Poison Resistance
Stun Attack
Requirements -50%
Socketed: 6



Darkspite
Spetum (Sacred)
Two-Hand Damage: (340-395) to (643-764)
Durability: 96
Required Strength: 453
Required Dexterity: 492
Required Level: 100
1% Chance to cast level 9 Unholy Armor on Attack
+(8 to 12) to All Skills
+(201 to 250)% Enhanced damage
+(201 to 250) to Maximum Damage
+400% Damage to Demons
Enhanced Weapon Damage +(101 to 150)%
Poison Resist +(41 to 50)%
Total Character Defense Plus (31 to 40)%
Poison Length Reduced by (31 to 50)%
+4 to Light Radius
Socketed: 6

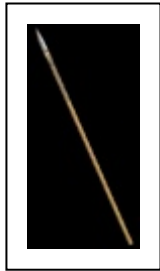


Silambam
Spetum (Sacred)
Two-Hand Damage: (653-708) to (1089-1161)
Durability: 96
Required Strength: 339
Required Dexterity: 369
Required Level: 100
2% Chance to cast level 8 Thunder Slam when Struck
+(301 to 350)% Enhanced damage
25% Faster Run/Walk
40% Increased Attack Speed
35% Faster Hit Recovery
Adds 200-500 damage
(24 to 27)% Stamina stolen per Hit
Stun Attack
(11 to 15)% Chance of Uninterruptable Attack
Socketed: 6
Requirements -25%



Rei Di Gelo
Pike (Sacred)
Two-Hand Damage: (825-877) to (1265-1347)
Durability: 120
Required Strength: 475
Required Dexterity: 524
Required Level: 100
+(3 to 5) to All Skills
+(301 to 350)% Enhanced damage
-50% Decreased Attack Speed
Adds 400-600 damage
(0.75 per level)% to Cold Spell Damage (Based on Character Level)
50% Chance of Crushing Blow
Freezes Target +(2 to 4)
Cold Resist +100%

Cold Absorb (11 to 15)%
Attacker Takes Cold Damage of 1000
Socketed: 6



**The Pride of Caldeum
Pike (Sacred)**

Two-Hand Damage: (725-777) to (1265-1347)

Durability: 120

Required Strength: 475

Required Dexterity: 524

Required Level: 100

15% Chance to cast level 5 Guard Tower when you Kill an Enemy

+(6 to 8) to All Skills

+(301 to 350)% Enhanced damage

50% Increased Attack Speed

Adds 300-600 damage

+(4 to 6) to Elfin Weapons

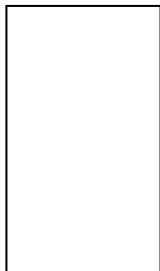
25% Bonus to Strength

25% Bonus to Dexterity

100% Better Chance of Getting Magic Items

Socketed: 6

Sacred Scythes



**Moonscythe
Scythe (Sacred)**

Two-Hand Damage: (522-574) to (762-834)

Durability: 74

Required Strength: 466

Required Dexterity: 466

Required Level: 100

+(101 to 150) Energy Factor to Spell Damage

15% Chance to cast level 23 Frozen Crown on Attack

+(4 to 6) to Necromancer Skill Levels

+(251 to 300)% Enhanced damage

40% Increased Attack Speed

Adds 150-250 damage

+100% Bonus to Summoned Minion Life

Lightning Resist +(61 to 80)%

Cold Resist +(61 to 80)%

Socketed: 6

**Freakshow
Scythe (Sacred)**

Two-Hand Damage: (675-727) to (1335-1407)

Durability: 74

Required Strength: 466

Required Dexterity: 466

Required Level: 100

+(10 to 12) to Necromancer Skill Levels

+(301 to 350)% Enhanced damage

Adds 250-750 damage

+(3 to 5)% to Spell Damage

+4 to Maximum Necromancer Minions

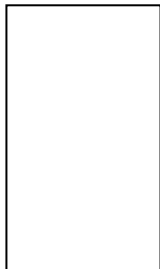
Random Resistance Bonus

10% Reanimate as: Ratfink

15% Reanimate as: Slain Soul

15% Reanimate as: Slain Soul

Socketed: 6



Sacred Daggers



**Dusk Shard
Dagger (Sacred)**

One-Hand Damage: (222-259) to (523-609)

Durability: 8

Required Dexterity: 376

Required Level: 100

+4 to Druid Skill Levels

+4 to Necromancer Skill Levels

+(201 to 250)% Enhanced damage

100% Increased Attack Speed

+(301 to 350) to Maximum Damage

-(21 to 30)% Target Defense

Adds 500-1500 magic damage

Slows Target by 20%

25% Bonus to Dexterity

-5% Penalty to Vitality

Socketed: 2

**Jalal's Soulstealer
Dagger (Sacred)**

One-Hand Damage: (148-185) to (149-186)

Durability: 8

Required Dexterity: 376



Required Level: 100
 +20 Energy Factor to Spell Damage
 +(101 to 150)% Enhanced damage
 +500 Life after each Kill
 +500 Mana after each Kill
 Socketed: 2



Gryphon's Claw
Dirk (Sacred)
 One-Hand Damage: (413-450) to (470-508)
 Durability: 14
 Required Dexterity: 421
 Required Level: 100
 +(101 to 150) Energy Factor to Spell Damage
 50% Chance to cast level 24 Flash on Attack
 +(2 to 4) to Druid Skill Levels
 +(2 to 4) to Necromancer Skill Levels
 +(251 to 300)% Enhanced damage
 Adds 150-200 damage
 +(31 to 40)% to Lightning Spell Damage
 +(6 to 13) to Lightning Shield
 +(41 to 50) to Energy
 +(41 to 50) to Dexterity
 Socketed: 2



Helgrotha's Fang
Dirk (Sacred)
 One-Hand Damage: (263-300) to (371-458)
 Durability: 14
 Required Dexterity: 421
 Required Level: 100
 +(251 to 300)% Enhanced damage
 60% Faster Run/Walk
 100% Increased Attack Speed
 40% Faster Hit Recovery
 +(101 to 150) to Maximum Damage
 15% Deadly Strike
 Slows Target by 40%
 Level 15 Chronofield (5 Charges)
 Socketed: 3



Frostneedle
Kriss (Sacred)
 One-Hand Damage: (234-273) to (391-480)
 Durability: 20
 Required Dexterity: 454
 Required Level: 100
 33% Chance to cast level 19 Glacial Nova when you Kill an Enemy
 +(2 to 3) to Necromancer Skill Levels
 +(201 to 250)% Enhanced damage
 35% Increased Attack Speed
 +(151 to 200) to Maximum Damage
 -50% Target Defense
 +(31 to 40)% to Cold Spell Damage
 Cold Resist +(41 to 60)%
 Half Freeze Duration
 Socketed: 3



Plunderbird
Kriss (Sacred)
 One-Hand Damage: (473-512) to (680-720)
 Durability: 20
 Required Dexterity: 454
 Required Level: 100
 +2 to Druid Skill Levels
 +(251 to 300)% Enhanced damage
 Adds 200-400 damage
 Adds 1-1000 lightning damage
 (11 to 15)% Bonus to Buff/Debuff/Cold Skill Duration
 (19 to 23)% Life stolen per Hit
 (19 to 23)% Mana stolen per Hit
 (71 to 80)% Better Chance of Getting Magic Items
 (201 to 300)% Extra Gold from Monsters
 5% Reanimate as: Death Watcher
 Socketed: 3



Drow Valor
Blade (Sacred)
 One-Hand Damage: (280-320) to (692-832)
 Durability: 26
 Required Dexterity: 488
 Required Level: 100
 15% Chance to cast level 37 Carpet of Spiders when you Kill an Enemy
 +(4 to 5) to All Skills
 +(251 to 300)% Enhanced damage
 40% Increased Attack Speed



+(401 to 500) to Maximum Damage
Stun Attack
(31 to 40)% Bonus to Dexterity
(21 to 25)% Chance of Crushing Blow
Total Character Defense Plus (21 to 25)%
40% Reanimate as: Soul Spider
Socketed: 3

**Eko Azarak
Blade (Sacred)**

One-Hand Damage: (320-360) to (633-773)
Durability: 26
Required Dexterity: 488
Required Level: 100
+2 to All Skills
+(301 to 350)% Enhanced damage
15% Faster Cast Rate
+(301 to 400) to Maximum Damage
(101 to 150)% Bonus to Buff/Debuff/Cold Skill Duration
(11 to 15)% Chance of Crushing Blow
+500 Defense
+50 to Energy
Level 1 Pagan Heart (20 Charges)
Socketed: 3

Sacred Throwing Knives



**Meshif's Iron Parrot
Throwing Knife (Sacred)**

Throw Damage: (522-574) to (729-782)
One-Hand Damage: (399-434) to (602-638)
Durability: 8
Required Dexterity: 402
Required Level: 100
15% Chance to cast level 9 Broadside when you Kill an Enemy
+1 to Assassin Skill Levels
+(251 to 300)% Enhanced damage
40% Increased Attack Speed
Adds 150-350 damage
(19 to 22)% Life stolen per Hit
+(51 to 70) to Dexterity
100% Reanimate as: Parrot (Critter)
(201 to 300)% Extra Gold from Monsters
(81 to 100)% Better Chance of Getting Magic Items
Socketed: 2

**Starmaiden
Throwing Knife (Sacred)**

Throw Damage: (575-627) to (733-786)
One-Hand Damage: (434-469) to (588-624)
Durability: 8
Required Dexterity: 402
Required Level: 100
5% Chance to cast level 29 Banish when you Kill an Enemy
+4 to Assassin Skill Levels
+(301 to 350)% Enhanced damage
Adds 150-300 damage
-(21 to 25)% to Enemy Fire Resistance
-(21 to 25)% to Enemy Cold Resistance
-(21 to 25)% to Enemy Poison Resistance
+3 Life on Striking
+5 Mana on Striking
Socketed: 2



**Angler's Hook
Flying Knife (Sacred)**

Throw Damage: (355-413) to (518-627)
One-Hand Damage: (228-266) to (385-473)
Durability: 12
Required Dexterity: 473
Required Level: 100
15% Chance to cast level 6 Knife Throw on Striking
+(2 to 3) to Assassin Skill Levels
+(201 to 250)% Enhanced damage
30% Increased Attack Speed
+(151 to 200) to Maximum Damage
(16 to 22)% Life stolen per Hit
(21 to 25)% Chance of Open Wounds
(21 to 25)% Better Chance of Getting Magic Items
Socketed: 2



**Piranha Swarm
Flying Knife (Sacred)**

Throw Damage: (355-413) to (517-577)
One-Hand Damage: (228-266) to (384-423)
Durability: 12



Required Dexterity: 473
Required Level: 100
20% Chance to cast level 5 Knife Throw on Striking
+2 to Assassin Skill Levels
+(201 to 250)% Enhanced damage
+150 to Maximum Damage
250% Bonus to Attack Rating
-50% to Enemy Fire Resistance
-50% to Enemy Poison Resistance
+2 Life on Striking
+150 Life after each Kill
Socketed: 2

Pixie Legion

Balanced Knife (Sacred)

Throw Damage: (388-516) to (409-544)
One-Hand Damage: (246-328) to (255-340)
Durability: 16
Required Dexterity: 544
Required Level: 100
100% Chance to cast level 48 Scorpion Blade when you Kill an Enemy
+(31 to 50)% Bonus to Poison Skill Duration
+(201 to 300)% Enhanced damage
20% Faster Run/Walk
(101 to 150)% Bonus to Attack Rating
50% Slower Stamina Drain
Poison Resist +(31 to 40)%
(301 to 500)% Extra Gold from Monsters
75% Curse Length Reduction
Socketed: 2



Buzzbomb

Balanced Knife (Sacred)

Throw Damage: (452-516) to (477-544)
One-Hand Damage: (287-328) to (298-340)
Durability: 16
Required Dexterity: 544
Required Level: 100
5% Chance to cast level 40 Flamestrike on Striking
+4 to Assassin Skill Levels
+(251 to 300)% Enhanced damage
50% Faster Run/Walk
25% Increased Attack Speed
+(41 to 50)% to Fire Spell Damage
Hit Causes Monster to Flee +7%
+50 to Energy
+50 to Dexterity
Socketed: 2



Sacred Throwing Axes

Stormbreaker

Throwing Axe (Sacred)

Throw Damage: (469-570) to (580-682)
One-Hand Damage: (350-434) to (453-538)
Durability: 12
Required Strength: 402
Required Level: 100
10% Chance to cast level 24 Forked Lightning when Attacked
+(251 to 300)% Enhanced damage
Adds (101-150)-(201-250) damage
Adds 1-1000 lightning damage
+(31 to 50)% to Lightning Spell Damage
(21 to 25)% Chance of Crushing Blow
-500 to Monster Defense per Hit
+150 to Strength
+50 to Energy
Socketed: 2



The Whistling Death

Throwing Axe (Sacred)

Throw Damage: (316-367) to (325-378)
One-Hand Damage: (213-248) to (216-252)
Durability: 12
Required Strength: 402
Required Level: 100
10% Chance to cast level 15 Time Strike on Striking
+4 to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
Adds 125-500 poison damage over 10 seconds
-100% to Enemy Poison Resistance
Hit Causes Monster to Flee +7%
Slows Target by 20%
-250 to Monster Defense per Hit
+200 Life after each Kill
Socketed: 2





Griefbringer

Balanced Axe (Sacred)

Throw Damage: (543-598) to (947-1024)
One-Hand Damage: (409-446) to (729-776)

Durability: 20

Required Strength: 518

Required Level: 100

50% Chance to cast level 12 Bear Claw when you Kill an Enemy
+(251 to 300)% Enhanced damage
40% Increased Attack Speed
Adds 150-400 damage
(101 to 150)% Bonus to Attack Rating
+250% Damage to Undead
(21 to 25)% Chance of Open Wounds
-25 to Energy
+(51 to 100)% Damage when using a Healing Potion
Damage Reduced by (31 to 40)
Socketed: 6

Hawking Axe

Balanced Axe (Sacred)

Throw Damage: (599-654) to (1025-1102)
One-Hand Damage: (446-483) to (776-823)

Durability: 20

Required Strength: 518

Required Level: 100

5% Chance to cast level 46 Singularity when you Kill an Enemy
+(301 to 350)% Enhanced damage
25% Faster Run/Walk
Adds 150-400 damage
+(14 to 18) to Hawk Talons
Slows Target by 20%
+100 to Strength
+100 to Energy
+250 Mana after each Kill
Socketed: 6



Sacred Staves



Vizjerei's Folly

Short Staff (Sacred)

Two-Hand Damage: 106 to 109

Durability: 22

Required Dexterity: 188

Required Level: 100

+(51 to 100) Energy Factor to Spell Damage
1% Chance to cast level 4 Unholy Armor when you Take Damage
+(5 to 6) to All Skills
-(31 to 40)% to Enemy Fire Resistance
-(31 to 40)% to Enemy Lightning Resistance
-(31 to 40)% to Enemy Cold Resistance
+500 to Mana
-75% to All Maximum Resistances
Socketed: 3

Staff of Lady Salene

Short Staff (Sacred)

Two-Hand Damage: 106 to 109

Durability: 22

Required Dexterity: 188

Required Level: 100

5% Chance to cast level 39 Death Blossom when Struck by a Missile
+(10 to 12) to All Skills
+(41 to 50)% to Cold Spell Damage
+(71 to 100)% to Poison Spell Damage
+(4 to 7) to Dire Charm
25% Reanimate as: Soul Spider
Slows Attacker by 33%
25% Damage Taken Goes To Mana
Total Character Defense = 0
Socketed: 3



Shamanka

Long Staff (Sacred)

Two-Hand Damage: 112 to 116

Durability: 46

Required Dexterity: 203

Required Level: 100

100% Chance to cast level 25 Raven Flight when you Level-Up
+(3 to 6) to Sorceress Skill Levels
45% Faster Cast Rate
45% Faster Hit Recovery
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Cold Spell Damage
+(41 to 50)% to Poison Spell Damage





+ (6 to 16) to Bloodlust
Increase Maximum Life (31 to 40)%
Fire Resist + (51 to 70)%
Lightning Resist + (51 to 70)%
Druid Morph
Socketed: 4

**Black King Bar
Long Staff (Sacred)**

Two-Hand Damage: 112 to 116
Durability: 46
Required Dexterity: 203
Required Level: 100
2% Chance to cast level 5 Unholy Armor when you Kill an Enemy
+8 to All Skills
+50% Bonus to Poison Skill Duration
+ (61 to 80)% to Poison Spell Damage
Attacker Flees after Striking (11 to 15)%
+100 to Energy
Increase Maximum Life 20%
Poison Length Reduced by 50%
Level 44 Summon Veil King (10 Charges)
Socketed: 4



**Aerin Nexus
Gnarled Staff (Sacred)**

Two-Hand Damage: 117 to 124
Durability: 70
Required Dexterity: 218
Required Level: 100
+ (101 to 150) Energy Factor to Spell Damage
+ (4 to 6) to Sorceress Skill Levels
20% Faster Run/Walk
40% Faster Cast Rate
+ (51 to 60)% to Spell Damage
All Resists + (51 to 60)%
-25% Reduced Healing Rate from Apples
Damage Reduced by 15%
(11 to 20)% Reanimate as: Crystal Lord
25% Damage Taken Goes To Mana
Socketed: 4



**Azgar's Nemeton
Gnarled Staff (Sacred)**

Two-Hand Damage: 117 to 124
Durability: 70
Required Dexterity: 109
Required Level: 100
+100 Strength Factor to Spell Damage
+ (10 to 12) to Druid Skill Levels
+ (81 to 100)% Bonus Elemental Damage to Mark of the Wild
10% Faster Run/Walk
20% Faster Cast Rate
150% Duration Bonus to Mark of the Wild
Attacker Flees after Striking (21 to 25)%
+2000 Defense
Damage Reduced by 25%
Requirements -50%
Socketed: 4



**Xorine's Cane
Battle Staff (Sacred)**

Two-Hand Damage: 121 to 131
Durability: 94
Required Dexterity: 234
Required Level: 100
+ (101 to 150) Energy Factor to Spell Damage
+ (6 to 8) to All Skills
60% Faster Cast Rate
Adds 250-1000 magic damage
+ (51 to 60)% to Spell Damage
+ (5 to 12) to Bane
All Resists -15%
Damage Reduced by 15%
Socketed: 4



**Issalfarstafr
Battle Staff (Sacred)**

Two-Hand Damage: 121 to 131
Durability: 94
Required Dexterity: 234
Required Level: 100
+ (6 to 8) to Druid Skill Levels
+ (6 to 8) to Sorceress Skill Levels
200% Bonus to Buff/Debuff/Cold Skill Duration
+ (101 to 150)% to Cold Spell Damage
+ (7 to 14) to Charm

+ (4 to 7) to Glacial Nova
+ (12 to 17) to Cone of Cold
Freezes attacker +2
+ (101 to 150)% Bonus to Summoned Minion Life
Cold Resist +250%
Socketed: 4

Spire of Kehjan
War Staff (Sacred)

Two-Hand Damage: 125 to 138
Durability: 118
Required Dexterity: 150
Required Level: 100
+ (101 to 150) Energy Factor to Spell Damage
Indestructible
+ (8 to 10) to All Skills
20% Faster Cast Rate
(41 to 50)% Bonus to All Attributes
Replenish Life +250
All Resists + (31 to 40)%
+ (201 to 250) Life after each Kill
250% Damage Reflected
Socketed: 6
Requirements -40%

Spire of Sarnakyle
War Staff (Sacred)

Two-Hand Damage: 125 to 138
Durability: 118
Required Dexterity: 250
Required Level: 100
1% Chance to cast level 16 Arcane Fury when Attacked
+ (10 to 12) to Druid Skill Levels
+ (10 to 12) to Sorceress Skill Levels
+ (51 to 100)% to Fire Spell Damage
+ (51 to 100)% to Cold Spell Damage
- (41 to 50)% to Enemy Fire Resistance
- (41 to 50)% to Enemy Cold Resistance
+ (201 to 250) Life after each Demon Kill
+30% to Experience Gained
Socketed: 6

Sacred Bows

Sinewstring
Short Bow (Sacred)

Two-Hand Damage: (319-371) to (328-381)
Required Dexterity: 402
Required Level: 100
50% Chance to cast level 25 Bloodstar on Striking
+ (201 to 250)% Enhanced damage
40% Increased Attack Speed
+ (201 to 250)% Damage to Demons
Adds 500-1000 fire damage
- (31 to 40)% to Enemy Fire Resistance
Slows Target by (11 to 15)%
+ (31 to 50) to Dexterity
Fire Resist + (21 to 25)%
+ (101 to 150) Life after each Demon Kill
Socketed: 6

Snotflinger
Short Bow (Sacred)

Two-Hand Damage: (472-524) to (632-686)
Required Dexterity: 402
Required Level: 100
+ (251 to 300)% Enhanced damage
Adds 100-250 damage
- (31 to 50)% to Enemy Poison Resistance
Hit Causes Monster to Flee +2%
+ (31 to 40) to Dexterity
Poison Length Reduced by 25%
50% Reanimate as: Poison Spitter
Level 5 Snake Stance (5 Charges)
Socketed: 6

Demonstorm
Hunter's Bow (Sacred)

Two-Hand Damage: (431-486) to (543-601)
Required Dexterity: 318
Required Level: 100
33% Chance to cast level 54 Fire Cannonade when you Kill an Enemy
+ (151 to 200)% Enhanced damage
Adds 150-250 damage
(151 to 200)% Bonus to Attack Rating
+150% Damage to Demons

+ (31 to 50)% to Fire Spell Damage
(21 to 25)% Chance of Crushing Blow
+ (51 to 60) to Dexterity
+25% Increased Healing Rate from Apples
Socketed: 6
Requirements -25%

Faerie Pyre

Hunter's Bow (Sacred)

Two-Hand Damage: (643-698) to (910-968)

Required Dexterity: 425

Required Level: 100

10% Chance to cast level 59 Fire Splash when you Kill an Enemy
+ (251 to 300)% Enhanced damage
Adds 250-500 damage
-25% to Enemy Fire Resistance
+ (4 to 6) to Charm
Slows Target by 15%
-500 to Monster Defense per Hit
+100 to Dexterity
Fire Resist +40%
Socketed: 6

Seraph Wing

Long Bow (Sacred)

Two-Hand Damage: (352-409) to (524-634)

Required Dexterity: 447

Required Level: 100

50% Chance to cast level 19 Rune of Ice when you Kill an Enemy
+ (201 to 250)% Enhanced damage
25% Faster Run/Walk
35% Increased Attack Speed
+ (151 to 200) to Maximum Damage
+ (151 to 200)% Damage to Demons
+ (151 to 200)% Damage to Undead
+5% to All Maximum Resistances
All Resists + (51 to 60)%
+2 to Light Radius
Socketed: 6

Vizjuns Scitek

Long Bow (Sacred)

Two-Hand Damage: (510-568) to (635-696)

Required Dexterity: 447

Required Level: 100

5% Chance to cast level 40 Cryo Beam on Striking
+ (251 to 300)% Enhanced damage
50% Faster Run/Walk
30% Increased Attack Speed
Adds 100-200 damage
150% Bonus to Attack Rating
Adds 500-1500 lightning damage
Adds 500-1500 cold damage
-25% to Enemy Cold Resistance
5% Chance of Crushing Blow
Socketed: 6

Ryuuseiu Kyanon

Composite Bow (Sacred)

Two-Hand Damage: (478-538) to (763-828)

Required Dexterity: 470

Required Level: 100

50% Chance to cast level 28 Apocalypse when you Kill an Enemy
10% Chance to cast level 7 Sacrifices when you Kill an Enemy
+ (251 to 300)% Enhanced damage
Adds 50-300 damage
+ (101 to 150)% Damage to Demons
+ (31 to 40)% to Fire Spell Damage
+ (6 to 9) to Blast Wave
Damage Reduced by 5%
15% Reanimate as: Deathfire Bearer
50% Better Chance of Getting Magic Items
Socketed: 6

Gjallarhorn

Composite Bow (Sacred)

Two-Hand Damage: (578-638) to (863-928)

Required Dexterity: 470

Required Level: 100

25% Chance to cast level 15 Thunder Hammer on Striking
10% Chance to cast level 26 Stormblast when you Kill an Enemy
+ (251 to 300)% Enhanced damage
Adds 150-400 damage
Adds 1-4000 lightning damage
- (31 to 50)% to Enemy Lightning Resistance
(11 to 15)% Bonus to Strength
(21 to 30)% Bonus to Dexterity

+(201 to 250)% Damage when using a Healing Potion
(11 to 15)% Reanimate as: Asatruar
Socketed: 6

Serpent Angel

Short Battle Bow (Sacred)

Two-Hand Damage: (592-654) to (787-856)

Required Dexterity: 492

Required Level: 100

33% Chance to cast level 15 Time Strike on Striking

+(251 to 300)% Enhanced damage

Adds 150-300 damage

250% Bonus to Attack Rating

Adds 2000-5000 poison damage over 20 seconds

+100 to Dexterity

-25 to Vitality

Damage Reduced by 40

Magic Damage Reduced by 20

(51 to 75)% Better Chance of Getting Magic Items

Socketed: 6

Stormhowl

Short Battle Bow (Sacred)

Two-Hand Damage: (505-567) to (758-875)

Required Dexterity: 492

Required Level: 100

+(301 to 350)% Enhanced damage

+(201 to 250) to Maximum Damage

Adds 1-1000 lightning damage

Adds 1-1000 cold damage

+(16 to 19) to Squall Gust

+(16 to 19) to Cyclone

Hit Causes Monster to Flee +1%

-250 to Monster Defense per Hit

+(51 to 60) to Dexterity

-5% to Experience Gained

Socketed: 6

Hand of Karcheus

Long Battle Bow (Sacred)

Two-Hand Damage: (432-546) to (433-547)

Required Dexterity: 514

Required Level: 100

50% Chance to cast level 24 Glacial Nova when you Kill an Enemy

25% Chance to cast level 13 Frozen Soul on Striking

+(151 to 200)% Enhanced damage

25% Faster Run/Walk

+(101 to 150) to Minimum Damage

Adds 1000-1500 cold damage

Cold Resist +(31 to 50)%

+(21 to 25) Cold Absorb

Cannot Be Frozen

Socketed: 6

Hwanin's Gungdo

Long Battle Bow (Sacred)

Two-Hand Damage: (431-496) to (568-641)

Required Dexterity: 514

Required Level: 100

10% Chance to cast level 9 Arrow on Striking

10% Chance to cast level 34 Fire Cannonade when you Kill an Enemy

+1 to All Skills

+(151 to 200)% Enhanced damage

Adds 100-200 damage

(31 to 40)% Bonus to Buff/Debuff/Cold Skill Duration

150% Bonus to Attack Rating

+(31 to 40)% to Fire Spell Damage

(11 to 15)% Chance of Crushing Blow

+1500 to Life

Socketed: 6

Flamelord

Short War Bow (Sacred)

Two-Hand Damage: (477-544) to (791-916)

Required Dexterity: 537

Required Level: 100

5% Chance to cast level 3 Inner Fire when you Kill an Enemy

25% Chance to cast level 36 Pentagram when you Kill an Enemy

+(251 to 300)% Enhanced damage

+(251 to 300) to Maximum Damage

-(31 to 50)% to Enemy Fire Resistance

(21 to 25)% Bonus to Dexterity

+50% Damage when using a Healing Potion

+10% to Maximum Fire Resist

Fire Resist +(51 to 75)%

10% Reanimate as: Balrog

Socketed: 6



Walfang

Short War Bow (Sacred)

Two-Hand Damage: (677-744) to (940-1016)

Required Dexterity: 483

Required Level: 100

15% Chance to cast level 2 Javelin on Striking

+(251 to 300)% Enhanced damage

Adds 200-400 damage

Ignore Target's Defense

Adds 1-500 fire damage

Slows Target by 15%

500% Extra Gold from Monsters

Requirements -10%

Socketed: 6

Harp of Vengeance

Long War Bow (Sacred)

Two-Hand Damage: (568-636) to (925-1003)

Required Dexterity: 559

Required Level: 100

40% Chance to cast level 6 Arrow on Striking

+(201 to 250)% Enhanced damage

30% Faster Run/Walk

45% Increased Attack Speed

Adds 150-450 damage

Adds 333-666 fire damage

(12 to 18)% Life stolen per Hit

Fire Resist +(61 to 80)%

5% Reanimate as: Lament

Level 10 Pain Spirit (75 Charges)

Socketed: 6

Hammerfall

Long War Bow (Sacred)

Two-Hand Damage: (707-775) to (933-1011)

Required Dexterity: 838

Required Level: 100

1% Chance to cast level 48 Tremor when you Kill an Enemy

5% Chance to cast level 29 Forked Lightning on Striking

15% Chance to cast level 4 Thunder Hammer on Striking

+5 to All Skills

+(301 to 350)% Enhanced damage

Adds 150-300 damage

(11 to 15)% Chance of Crushing Blow

+100 to Strength

+100 to Dexterity

Requirements +50%

Socketed: 6

Sacred Crossbows



Razorjack

Light Crossbow (Sacred)

Two-Hand Damage: (461-522) to (583-649)

Required Strength: 350

Required Level: 100

15% Chance to cast level 9 Starburst on Striking

+(2 to 3) to All Skills

+(151 to 200)% Enhanced damage

50% Increased Attack Speed

Adds 150-250 damage

+(31 to 40)% to Physical/Magic Spell Damage

(16 to 20)% Chance of Open Wounds

-250 to Monster Defense per Hit

+(21 to 25) to all Attributes

Socketed: 6

Al Hazir's Quillholder

Light Crossbow (Sacred)

Two-Hand Damage: (523-584) to (700-765)

Required Strength: 350

Required Level: 100

5% Chance to cast level 49 Lorenado on Striking

+(201 to 250)% Enhanced damage

Adds 150-300 damage

Adds 7813-15625 poison damage over 20 seconds

-(41 to 50)% to Enemy Poison Resistance

Hit Causes Monster to Flee +1%

Damage Reduced by 5%

Poison Length Reduced by 75%

+20% to Experience Gained

Socketed: 6

The Needler

Crossbow (Sacred)





Two-Hand Damage: (456-520) to (505-576)
Required Strength: 360
Required Level: 100
20% Chance to cast level 2 Arrow on Striking
10% Chance to cast level 6 Spike Nova when Struck by a Missile
10% Chance to cast level 1 Arrow on Striking
+(251 to 300)% Enhanced damage
100% Increased Attack Speed
+200% Damage to Demons
(21 to 25)% Chance of Crushing Blow
(31 to 50)% Chance of Open Wounds
Socketed: 6



Boss Crow
Crossbow (Sacred)
Two-Hand Damage: (261-325) to (389-460)
Required Strength: 241
Required Level: 100
3% Chance to cast level 56 Doom on Striking
+(101 to 150)% Enhanced damage
100% Increased Attack Speed
+100 to Maximum Damage
(201 to 250)% Bonus to Attack Rating
Adds 100-250 cold damage
Requirements -33%
Socketed: 6



Thunder Machine
Heavy Crossbow (Sacred)
Two-Hand Damage: (880-954) to (943-1026)
Required Strength: 370
Required Level: 100
+(251 to 300)% Enhanced damage
+350 damage
Adds 1-2000 lightning damage
(21 to 25)% Chance of Crushing Blow
Slows Target by (21 to 25)%
50% Bonus to Strength
+200 to Strength
Level 38 Blindside (200 Charges)
Socketed: 6



Ratbane
Heavy Crossbow (Sacred)
Two-Hand Damage: (730-804) to (1093-1176)
Required Strength: 370
Required Level: 100
1% Chance to cast level 7 Charm on Striking
+(251 to 300)% Enhanced damage
Adds 200-500 damage
Ignore Target's Defense
Adds 750-1500 poison damage over 5 seconds
(11 to 15)% Chance of Crushing Blow
(31 to 40)% Bonus to Strength
10% Reanimate as: Ratfink
Socketed: 6



Larzuk's Bombard
Repeating Crossbow (Sacred)
Two-Hand Damage: (765-838) to (1096-1180)
Required Strength: 376
Required Level: 100
20% Chance to cast level 45 Lava Pit when you Kill an Enemy
100% Chance to cast level 49 Blast Wave when you Die
+(251 to 300)% Enhanced damage
40% Increased Attack Speed
Adds 250-500 damage
(21 to 25)% Chance of Crushing Blow
(31 to 40)% Bonus to Strength
+(20 per level) Defense (Based on Character Level)
Total Character Defense Plus (31 to 40)%
+(11 to 15)% to Experience Gained
Socketed: 6



Mons Meg
Repeating Crossbow (Sacred)
Two-Hand Damage: (589-661) to (681-765)
Required Strength: 376
Required Level: 100
4% Chance to cast level 26 Hail of Stones when you Kill an Enemy
+(301 to 350)% Enhanced damage
-20% Slower Run/Walk
Adds 5-2000 fire damage
+(31 to 40)% to Fire Spell Damage
(21 to 25)% Chance of Crushing Blow
+3 to Flametail Shot
+200 to Strength

-50 to Dexterity
Damage Reduced by 5%
Socketed: 6

Sacred Amazon Weapons



Sky Sweeper Stag Bow (Sacred)

Two-Hand Damage: (529-591) to (618-686)
(Amazon Only)

Required Dexterity: 365

Required Level: 100

10% Chance to cast level 7 Blindside on Striking

+(2 to 4) to Amazon Skill Levels

+(201 to 250)% Enhanced damage

50% Increased Attack Speed

Adds 150-200 damage

Adds 1-2500 lightning damage

Adds 1-2500 cold damage

(18 to 20)% Mana stolen per Hit

Lightning Absorb (11 to 15)%

Level 5 Mana Coil (30 Charges)

Socketed: 6

Horned Hunter Stag Bow (Sacred)

Two-Hand Damage: (805-867) to (1057-1125)
(Amazon Only)

Required Dexterity: 365

Required Level: 100

25% Chance to cast level 10 Arrow on Striking

5% Chance to cast level 20 Spiral Dance when you Kill an Enemy

+3 to Amazon Skill Levels

+(301 to 350)% Enhanced damage

Adds 300-500 damage

-(31 to 40)% to Enemy Fire Resistance

-(31 to 40)% to Enemy Cold Resistance

-(31 to 40)% to Enemy Lightning Resistance

-(31 to 40)% to Enemy Poison Resistance

(21 to 25)% Chance of Crushing Blow

+1 to Familiar

(21 to 25)% Bonus to Dexterity

Socketed: 6

Athulua's Command Reflex Bow (Sacred)

Two-Hand Damage: (466-532) to (927-1100)
(Amazon Only)

Required Dexterity: 376

Required Level: 100

25% Chance to cast level 10 Blindside when you Kill an Enemy

+(251 to 300)% Enhanced damage

25% Faster Run/Walk

45% Increased Attack Speed

35% Faster Hit Recovery

+(401 to 500) to Maximum Damage

Ignore Target's Defense

(16 to 20)% Chance of Crushing Blow

+(17 to 36) to Champions of the Sun

+(9 to 12) to Sacred Armor

Socketed: 6

Chasmstriker Reflex Bow (Sacred)

Two-Hand Damage: (533-598) to (1102-1275)
(Amazon Only)

Required Dexterity: 376

Required Level: 100

50% Chance to cast level 14 Shower of Rocks when you Kill an Enemy

25% Chance to cast level 1 Arrow on Striking

+(301 to 350)% Enhanced damage

-15% Slower Run/Walk

+(501 to 600) to Maximum Damage

-250 to Monster Defense per Hit

+(101 to 150) to Strength

+(101 to 150) to Dexterity

Socketed: 6

Ghost Anchor Maiden Spear (Sacred)

Two-Hand Damage: (361-420) to (619-736)

Durability: 64

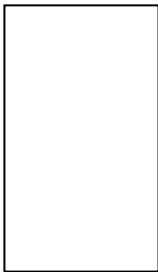
(Amazon Only)

Required Strength: 259

Required Dexterity: 270

Required Level: 100





Mega Impact
Indestructible
+(201 to 250)% Enhanced damage
+(201 to 250) to Maximum Damage
Stun Attack
Slows Target by (41 to 50)%
+(41 to 50) to Dexterity
Damage Reduced by (11 to 15)%
Socketed: 6
Requirements -25%



Cranium Bore
Maiden Spear (Sacred)
Two-Hand Damage: (731-790) to (1307-1375)
Durability: 64
(Amazon Only)
Required Strength: 346
Required Dexterity: 360
Required Level: 100
Mega Impact
+(301 to 350)% Enhanced damage
Adds 250-750 damage
Stun Attack
(21 to 25)% Chance of Crushing Blow
+(51 to 100) to Strength
+(51 to 100) to Dexterity
+500 Life on Striking in Melee
Total Character Defense Plus (11 to 15)%
+1000 Life after each Kill
Socketed: 6



Celestia's Defense
Maiden Pike (Sacred)
Two-Hand Damage: (515-566) to (1152-1244)
Durability: 80
(Amazon Only)
Required Strength: 350
Required Dexterity: 369
Required Level: 100
Mega Impact
+(3 to 5) to Amazon Skill Levels
+(251 to 300)% Enhanced damage
50% Increased Attack Speed
Adds 150-500 damage
+(2 to 9) to Sacred Armor
+100 to all Attributes
+5% to All Maximum Resistances
All Resists +(41 to 50)%
Total Character Defense Plus (31 to 50)%
Socketed: 6



Serenthia's Glory
Maiden Pike (Sacred)
Two-Hand Damage: (917-968) to (1495-1587)
Durability: 80
(Amazon Only)
Required Strength: 350
Required Dexterity: 369
Required Level: 100
Mega Impact
10% Chance to cast level 18 Miasma on Attack
100% Chance to cast level 22 Ice Lance on Attack
+3 to Amazon Skill Levels
+(301 to 350)% Enhanced damage
30% Increased Attack Speed
Adds 500-750 damage
(41 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
-(31 to 40)% to Enemy Cold Resistance
+2000 Defense
Socketed: 6



Storm Cloud
Maiden Javelin (Sacred)
Throw Damage: (667-726) to (962-1034)
One-Hand Damage: (520-558) to (765-810)
Durability: 84
(Amazon Only)
Required Strength: 350
Required Dexterity: 369
Required Level: 100
15% Chance to cast level 8 Flurry of Javelins when you Kill an Enemy
+(251 to 300)% Enhanced damage
60% Increased Attack Speed
Adds 250-450 damage
Adds 1-(2001-2500) lightning damage
+(31 to 50)% to Lightning Spell Damage

+ (1 to 6) to Maelstrom
+ (7 to 16) to Doom
Slows Target by 15%
Socketed: 3

Hellrain

Maiden Javelin (Sacred)

Throw Damage: (727-785) to (1085-1157)
One-Hand Damage: (558-596) to (860-905)

Durability: 84
(Amazon Only)

Required Strength: 350

Required Dexterity: 369

Required Level: 100

2% Chance to cast level 60 Hailstorm on Striking

2% Chance to cast level 60 Rain of Fire on Striking

+2 to Amazon Skill Levels

+(301 to 350)% Enhanced damage

100% Increased Attack Speed

Adds 250-500 damage

-50% to Enemy Fire Resistance

-50% to Enemy Cold Resistance

Slows Target by 25%

+100 to Dexterity

Socketed: 3

Sacred Assassin Weapons

Ghoulhand

Katar (Sacred)

One-Hand Damage: (216-252) to (323-459)

Durability: 10

(Assassin Only)

Required Dexterity: 333

Required Level: 100

25% Chance to cast level 37 Carpet of Spiders when you Kill an Enemy

50% Chance to cast level 26 Poison Flash on Attack

+(201 to 250)% Enhanced damage

+(101 to 200) to Maximum Damage

+(31 to 50)% to Poison Spell Damage

100% Chance of Open Wounds

(11 to 20)% Bonus to Vitality

Poison Resist +(31 to 50)%

666% Extra Gold from Monsters

Socketed: 3

Katar Hero

Katar (Sacred)

One-Hand Damage: 72 to 74

Durability: 10

(Assassin Only)

Required Dexterity: 333

Required Level: 100

2% Chance to cast level 12 Superbeast when you Take Damage

+3 to Assassin Skill Levels

50% Increased Attack Speed

+(51 to 70)% to Physical/Magic Spell Damage

Attacker Flees after Striking 5%

5% Reanimate as: Knight of Pestilence

5% Reanimate as: Knight of Famine

5% Reanimate as: Knight of War

+100 Mana after each Kill

Socketed: 3

Al Dhih

Wrist Blade (Sacred)

One-Hand Damage: (463-500) to (670-708)

Durability: 20

(Assassin Only)

Required Dexterity: 170

Required Level: 100

33% Chance to cast level 16 Elemental on Attack

+(3 to 5) to Assassin Skill Levels

+(251 to 300)% Enhanced damage

50% Increased Attack Speed

50% Faster Cast Rate

Adds 200-400 damage

+(41 to 60)% to Spell Damage

(21 to 25)% Chance of Crushing Blow

+(31 to 50) to all Attributes

+(101 to 150) Life on Striking in Melee

Socketed: 3

Requirements -50%

Banecat

Wrist Blade (Sacred)



One-Hand Damage: (500-537) to (708-746)

Durability: 20

(Assassin Only)

Required Dexterity: 341

Required Level: 100

1% Chance to cast level 1 Baneblade when you Kill an Enemy

+2 to Assassin Skill Levels

+(301 to 350)% Enhanced damage

50% Increased Attack Speed

Adds 200-400 damage

(11 to 16)% Mana stolen per Hit

(11 to 15)% Reanimate as: Hellcat

-5 to Light Radius

Socketed: 3

The Toecutter

Hatchet Hands (Sacred)

One-Hand Damage: (335-473) to (544-683)

Durability: 29

(Assassin Only)

Required Dexterity: 345

Required Level: 100

10% Chance to cast level 12 Spike Nova when you Kill an Enemy

+(201 to 250)% Enhanced damage

20% Faster Run/Walk

30% Increased Attack Speed

Adds (101-200)-(301-400) damage

(21 to 40)% Chance of Open Wounds

Slows Target by 25%

+(41 to 50) to Dexterity

Socketed: 3

Kamehameha

Hatchet Hands (Sacred)

One-Hand Damage: 78 to 81

Durability: 29

(Assassin Only)

Required Dexterity: 276

Required Level: 100

+(41 to 50) Energy Factor to Spell Damage

+3 to Assassin Skill Levels

40% Faster Cast Rate

+(41 to 50)% to Fire Spell Damage

(-16 to -20)% to Poison Spell Damage

+(15 to 18) to Pyroblast

Regenerate Mana +(21 to 25)%

Fire Absorb 5%

Socketed: 3

Requirements -20%

Noblebane

Cestus (Sacred)

One-Hand Damage: (434-474) to (598-640)

Durability: 38

(Assassin Only)

Required Dexterity: 349

Required Level: 100

+(3 to 4) to All Skills

+(251 to 300)% Enhanced damage

30% Increased Attack Speed

1% Increased Chance of Blocking

Adds 150-300 damage

(21 to 30)% Bonus to All Attributes

+500 to Life

+500 to Mana

Total Character Defense Plus (21 to 30)%

Socketed: 3

The Cactus

Cestus (Sacred)

One-Hand Damage: (434-474) to (598-640)

Durability: 38

(Assassin Only)

Required Dexterity: 349

Required Level: 100

25% Chance to cast level 10 Spike Nova when Struck

1% Chance to cast level 59 Doom on Striking

+(251 to 300)% Enhanced damage

Adds 150-300 damage

150% Bonus to Attack Rating

-100% to Enemy Poison Resistance

100% Chance of Open Wounds

Slows Target by 20%

+5 Life on Striking

Poison Length Reduced by 50%

Socketed: 3





**Harpy's Strike
Claws (Sacred)**

One-Hand Damage: (444-486) to (558-602)
Durability: 48
(Assassin Only)
Required Dexterity: 300
Required Level: 100
+(2 to 3) to All Skills
+(251 to 300)% Enhanced damage
Adds 150-250 damage
250% Bonus to Attack Rating
+(21 to 25)% Bonus to Summoned Minion Life
+(31 to 40)% Bonus to Summoned Minion Damage
All Resists +(11 to 15)%
+(151 to 200) Life on Striking in Melee
Socketed: 3
Requirements -15%



**Dark Maiden's Talons
Claws (Sacred)**

One-Hand Damage: (586-628) to (702-746)
Durability: 48
(Assassin Only)
Required Dexterity: 353
Required Level: 100
20% Chance to cast level 3 Crucify on Attack
5% Chance to cast level 11 Tainted Blood on Attack
+(301 to 350)% Enhanced damage
Adds 250-350 damage
Adds 250-500 magic damage
10% Chance of Crushing Blow
100% Chance of Open Wounds
-5 to Light Radius
Socketed: 3



**Mermaid's Song
Blade Talons (Sacred)**

One-Hand Damage: (420-514) to (594-692)
Durability: 65
(Assassin Only)
Required Dexterity: 368
Required Level: 100
10% Chance to cast level 9 Charm on Attack
+50% Bonus to Poison Skill Duration
+(251 to 300)% Enhanced damage
Adds (101-150)-(251-300) damage
Adds 1500-2500 cold damage
-(31 to 50)% to Enemy Poison Resistance
+(5 to 12) to Snake Stance
+(61 to 80) to Dexterity
Damage Reduced by 5%
Socketed: 3



**Dreamweaver
Blade Talons (Sacred)**

One-Hand Damage: 91 to 98
Durability: 65
(Assassin Only)
Required Dexterity: 368
Required Level: 100
+100 Energy Factor to Spell Damage
25% Chance to cast level 1 Teleport on Attack
40% Faster Run/Walk
20% Faster Cast Rate
+(61 to 80)% to Lightning Spell Damage
+(61 to 80)% to Cold Spell Damage
-50% to Enemy Lightning Resistance
-50% to Enemy Cold Resistance
Freezes Target +5
Socketed: 3

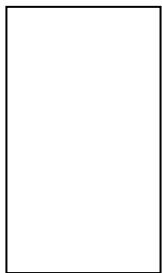


**The Atom Splitter
Scissors Katar (Sacred)**

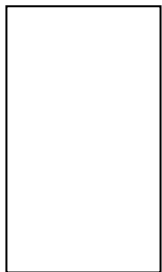
One-Hand Damage: (267-311) to (282-329)
Durability: 66
(Assassin Only)
Required Dexterity: 361
Required Level: 100
50% Chance to cast level 24 Apocalypse on Attack
25% Chance to cast level 17 Gamma Field when you Kill an Enemy
+(201 to 250)% Enhanced damage
Adds (1202-1400)-(2875-3200) poison damage over 16 seconds
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Poison Spell Damage
Fire Resist +(51 to 60)%
Poison Resist +(51 to 60)%
Socketed: 3



Legio Di Manes
Scissors Katar (Sacred)
One-Hand Damage: 89 to 94
Durability: 66
(Assassin Only)
Required Dexterity: 288
Required Level: 100
+3 to Assassin Skill Levels
25% Faster Cast Rate
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Lightning Spell Damage
+(41 to 50)% to Cold Spell Damage
+(41 to 50)% to Poison Spell Damage
+(101 to 150) to Energy
Increase Maximum Mana (11 to 15)%
15% Reanimate as: random Lost Soul type
Requirements -20%
Socketed: 3



Frysturgard
Naginata (Sacred)
Two-Hand Damage: (1273-1356) to (1602-1700)
Durability: 88
(Assassin Only)
Required Dexterity: 558
Required Level: 100
Area Effect Attack
25% Chance to cast level 18 Glacial Nova when you Kill an Enemy
15% Chance to cast level 12 Fortress on Attack
+(6 to 8) to Assassin Skill Levels
+(301 to 350)% Enhanced damage
Adds 600-800 damage
(21 to 25)% Chance of Crushing Blow
Enhanced Weapon Damage +250%
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
Socketed: 6



Zular Khan's Tempest
Naginata (Sacred)
Two-Hand Damage: (1073-1156) to (1602-1700)
Durability: 88
(Assassin Only)
Required Dexterity: 558
Required Level: 100
Area Effect Damage
1% Chance to cast level 20 Superbeast on Attack
+(301 to 350)% Enhanced damage
60% Increased Attack Speed
Adds 400-800 damage
-60% to Enemy Fire Resistance
-60% to Enemy Lightning Resistance
-60% to Enemy Cold Resistance
-60% to Enemy Poison Resistance
50% Bonus to Strength
50% Bonus to Dexterity
Drain Life -500
10% Chance to Avoid Damage
Socketed: 6

Sacred Barbarian Weapons



Gheed's Pigsticker
Spatha (Sacred)
One-Hand Damage: (230-276) to (240-288)
Durability: 66
(Barbarian Only)
Required Strength: 500
Required Level: 100
+(151 to 200)% Enhanced damage
40% Increased Attack Speed
(14 to 20)% Life stolen per Hit
Stun Attack
Slows Target by (11 to 15)%
(201 to 400)% Extra Gold from Monsters
(31 to 50)% Better Chance of Getting Magic Items
Reduces all Vendor Prices (11 to 15)%
Socketed: 3

Firekeeper
Spatha (Sacred)
One-Hand Damage: (276-322) to (288-336)
Durability: 66
(Barbarian Only)
Required Strength: 500



Required Level: 100
50% Chance to cast level 37 Fire Splash on Attack
+2 to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
Adds 1000-2000 magic damage
+(41 to 50)% to Fire Spell Damage
-(21 to 25)% to Enemy Fire Resistance
Replenish Life +(10 per level) (Based on Character Level)
(11 to 15)% Bonus to Vitality when using a Healing Potion
Fire Resist +(51 to 60)%
Socketed: 6



Kaskara of the Taan
Backsword (Sacred)
One-Hand Damage: (388-436) to (554-603)
Durability: 87
(Barbarian Only)
Required Strength: 526
Required Level: 100
+5 Enhanced Stance Radius
2% Chance to cast level 18 Hymn on Attack
+(3 to 4) to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
Adds 100-250 damage
Enhanced Weapon Damage +250%
+(51 to 70)% Bonus to Summoned Minion Life
+500 to Life
+500 to Mana
+(101 to 150) Life on Striking in Melee
Socketed: 3



Soulhungerer
Backsword (Sacred)
One-Hand Damage: (336-384) to (655-804)
Durability: 87
(Barbarian Only)
Required Strength: 526
Required Level: 100
2% Chance to cast level 19 Glacial Nova when you Kill an Enemy
2% Chance to cast level 4 Unholy Armor when you Kill an Enemy
+(251 to 300)% Enhanced damage
+(301 to 400) to Maximum Damage
(21 to 25)% Bonus to Buff/Debuff/Cold Skill Duration
(23 to 26)% Mana stolen per Hit
Drain Life -250
Socketed: 3

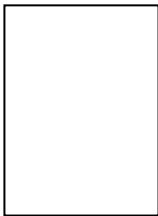


Claw of the Spirit Wolf
Ida (Sacred)
One-Hand Damage: (301-350) to (319-371)
Durability: 108
(Barbarian Only)
Required Strength: 552
Required Level: 100
10% Chance to cast level 22 Gift of the Wild when you Kill an Enemy
+(3 to 5) to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
40% Increased Attack Speed
40% Faster Cast Rate
+(41 to 60)% Bonus to Summoned Minion Damage
+(41 to 60)% Bonus to Summoned Minion Life
(31 to 50)% Bonus to Dexterity
(31 to 50)% Bonus to Energy
+(101 to 150)% Damage when using a Healing Potion
All Resists +(31 to 40)%
Socketed: 6

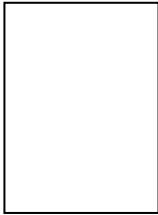


Thunder King of Sescheron
Ida (Sacred)
One-Hand Damage: (401-450) to (425-477)
Durability: 108
(Barbarian Only)
Required Strength: 552
Required Level: 100
+2 to Barbarian Skill Levels
+(301 to 350)% Enhanced damage
Adds 1-777 lightning damage
Stun Attack
(11 to 15)% Chance of Crushing Blow
Slows Target by 20%
+100 to Strength
-50 to Vitality
+3 Life on Striking
Socketed: 6

Blade of the Jitan
Bronze Sword (Sacred)



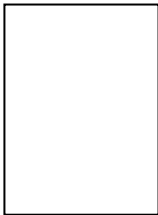
One-Hand Damage: (313-364) to (532-785)
Durability: 122
(Barbarian Only)
Required Strength: 576
Required Level: 100
+(201 to 250)% Enhanced damage
40% Faster Cast Rate
+(201 to 400) to Maximum Damage
Adds 1500-2000 fire damage
Adds 1500-2000 lightning damage
+(15 to 18) to Elemental Totem
+(15 to 18) to Death's Fury Totem
Slows Target by (21 to 25)%
+100% Damage to Protector Spirit Bloodlust
Socketed: 6



Esubane
Bronze Sword (Sacred)
One-Hand Damage: (667-718) to (941-995)
Durability: 122
(Barbarian Only)
Required Strength: 576
Required Level: 100
5% Chance to cast level 18 Thunder Slam when you Kill an Enemy
+2 to Barbarian Skill Levels
+(301 to 350)% Enhanced damage
Adds 250-500 damage
Adds 1-500 lightning damage
(42 to 47)% Mana stolen per Hit
+100 to Strength
+100 to Dexterity
All Resists +(31 to 40)%
Socketed: 6



Skeld's Battlesong
Kriegsmesser (Sacred)
One-Hand Damage: (519-571) to (743-799)
Durability: 126
(Barbarian Only)
Required Strength: 602
Required Level: 100
25% Chance to cast level 23 Frozen Soul on Attack
+(3 to 5) to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
30% Faster Run/Walk
Adds 200-400 damage
Adds 2000-4000 cold damage
-(31 to 50)% to Enemy Cold Resistance
+(23 to 27) to Shatter the Flesh
Freezes Target +(1 to 2)
25% Chance of Uninterruptable Attack
Socketed: 6



Chanunpa
Kriegsmesser (Sacred)
One-Hand Damage: 106 to 114
Durability: 126
(Barbarian Only)
Required Strength: 602
Required Level: 100
Adds 1500-3500 fire damage
Adds 1500-3500 lightning damage
+(41 to 50)% to Spell Damage
+(26 to 32) to Fire Fountain
+(26 to 32) to Static Ward
+4 to Maximum Barbarian Minions
+(41 to 50)% Bonus to Summoned Minion Life
+(41 to 50)% Bonus to Summoned Minion Damage
Random Resistance Bonus
Socketed: 6

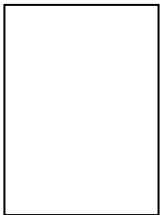


Elite Hacker
Mammen Axe (Sacred)
One-Hand Damage: (438-472) to (729-776)
Durability: 24
(Barbarian Only)
Required Strength: 452
Required Level: 100
+(2 to 4) to Barbarian Skill Levels
+(251 to 300)% Enhanced damage
20% Increased Attack Speed
Adds 200-400 damage
(41 to 50)% Chance of Crushing Blow
+500 Defense
+(51 to 150) to Strength
+(51 to 150) to Dexterity
+(51 to 150) to Vitality

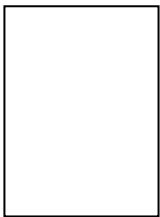
100% Better Chance of Getting Magic Items
Socketed: 3



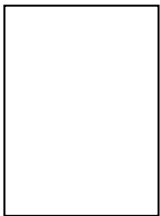
Pitlord's Pendulum
Mammen Axe (Sacred)
One-Hand Damage: (438-472) to (729-776)
Durability: 24
(Barbarian Only)
Required Strength: 452
Required Level: 100
+(251 to 300)% Enhanced damage
Adds 200-400 damage
+(201 to 250)% Damage to Demons
Adds 8192-12288 poison damage over 10 seconds
-100% to Enemy Poison Resistance
25% Chance of Open Wounds
Hit Causes Monster to Flee +7%
Slows Target by (21 to 25)%
5% Reanimate as: Armored Titan
Socketed: 3



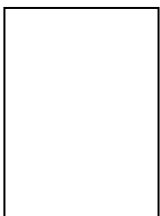
Peace Warder
Hammerhead Axe (Sacred)
One-Hand Damage: (304-353) to (529-631)
Durability: 85
(Barbarian Only)
Required Strength: 586
Required Level: 100
+(3 to 4) to Barbarian Skill Levels
+(201 to 250)% Enhanced damage
+(201 to 250) to Maximum Damage
Adds 1000-1500 fire damage
Adds 1000-1500 cold damage
+(3 to 7) to Terror Strike
+(24 to 29) to Scourge
+(31 to 50)% Bonus to Summoned Minion Life
+5% to All Maximum Resistances
-5 to Light Radius
Socketed: 6



Facemelter
Hammerhead Axe (Sacred)
One-Hand Damage: (405-454) to (1037-1210)
Durability: 85
(Barbarian Only)
Required Strength: 586
Required Level: 100
+75 Energy Factor to Spell Damage
+3 to All Skills
+(301 to 350)% Enhanced damage
40% Faster Cast Rate
+(6 per level) to Maximum Damage (Based on Character Level)
+(51 to 60)% to Spell Damage
+(16 to 18) to Mind Flay
+(9 to 12) to Disintegrate
+5% to Experience Gained
Socketed: 6



Warfeast
Ono (Sacred)
Two-Hand Damage: (603-669) to (1015-1083)
Durability: 30
(Barbarian Only)
Required Strength: 489
Required Level: 100
Thunderfury
5% Chance to cast level 19 Plague Avatar on Attack
+(201 to 250)% Enhanced damage
-10% Decreased Attack Speed
Adds 200-600 damage
+1000 poison damage over 10 seconds
-(41 to 50)% to Enemy Poison Resistance
(11 to 15)% Chance of Crushing Blow
+(33 to 39) to Diseased Cattle
+150 Life on Striking in Melee
Socketed: 6



Bellifortis
Ono (Sacred)
Two-Hand Damage: (537-603) to (1054-1221)
Durability: 30
(Barbarian Only)
Required Strength: 489
Required Level: 100
Thunderfury
10% Chance to cast level 7 Arrow on Striking
25% Chance to cast level 18 Guard Tower when you Kill an Enemy

+3 to Barbarian Skill Levels
 +(301 to 350)% Enhanced damage
 +(501 to 600) to Maximum Damage
 (11 to 15)% Chance of Crushing Blow
 +(41 to 50) to Strength
 5% Chance to Avoid Damage
 Damage Reduced by 10%
 Socketed: 6

Dreadarc

Valaska (Sacred)

Two-Hand Damage: (989-1072) to (1417-1504)

Durability: 91

(Barbarian Only)

Required Strength: 578

Required Level: 100

Thunderfury

33% Chance to cast level 28 Forked Lightning on Attack

+4 to Barbarian Skill Levels

+(251 to 300)% Enhanced damage

Area Effect Attack

Adds 400-800 damage

Adds 1-2500 lightning damage

Stun Attack

(26 to 30)% Chance of Crushing Blow

+(41 to 50) to all Attributes

Socketed: 6

Ord Rekar's Testament

Valaska (Sacred)

Two-Hand Damage: (973-1056) to (1305-1392)

Durability: 91

(Barbarian Only)

Required Strength: 578

Required Level: 100

Thunderfury

15% Chance to cast level 11 Forked Lightning on Attack

+(301 to 350)% Enhanced damage

Adds 300-600 damage

+(2 to 4) to Sacred Armor

Slows Target by 15%

+(15 per level) Defense (Based on Character Level)

All Resists +(41 to 50)%

Damage Reduced by 25%

100% Chance of Uninterruptable Attack

Socketed: 6

Yaggai's Sagaris

Labrys (Sacred)

Two-Hand Damage: (1317-1405) to (1529-1619)

Durability: 101

(Barbarian Only)

Required Strength: 811

Required Level: 100

Thunderfury

100% Chance to cast level 16 Stormblast on Attack

+(301 to 350)% Enhanced damage

50% Increased Attack Speed

Adds 600-800 damage

-50% to Enemy Lightning Resistance

+100 to Strength

+100 to Vitality

All Resists +(31 to 40)%

+250 Life on Striking in Melee

Socketed: 6

Wotansvolk

Labrys (Sacred)

Two-Hand Damage: (1467-1555) to (1729-1819)

Durability: 101

(Barbarian Only)

Required Strength: 706

Required Level: 100

Thunderfury

1% Chance to cast level 58 Mark of the Wild when you Kill an Enemy

25% Chance to cast level 38 Supernova on Attack

+250% Bonus Elemental Damage to Mark of the Wild

+(301 to 350)% Enhanced damage

Adds 750-1000 damage

-100% to Enemy Lightning Resistance

Stun Attack

+250 to Strength

+250 to Vitality

Socketed: 6





Firestreak
Compound Bow (Sacred)
Two-Hand Damage: (412-479) to (427-497)
(Druid Only)
Required Strength: 477
Required Level: 100
10% Chance to cast level 19 Flamefront when you Take Damage
+(2 to 3) to Druid Skill Levels
+(201 to 250)% Enhanced damage
60% Faster Run/Walk
40% Increased Attack Speed
Adds (2501-3000)-(3001-3500) fire damage
-(31 to 50)% to Enemy Fire Resistance
+5% to Experience Gained
Requirements -10%
Socketed: 6



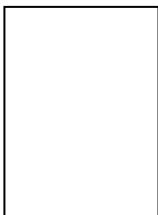
Crystal Arch
Compound Bow (Sacred)
Two-Hand Damage: (480-548) to (498-568)
(Druid Only)
Required Strength: 530
Required Level: 100
+50 Strength Factor to Spell Damage
2% Chance to cast level 41 Hailstorm on Striking
100% Chance to cast level 10 Slayer Bolt on Striking
100% Chance to cast level 49 Trinity Nova when you Die
+(251 to 300)% Enhanced damage
Adds 500-1500 fire damage
Adds 500-1500 lightning damage
Adds 500-1500 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
+(2 to 4) to Warp Armor
+150 to Strength
555% Extra Gold from Monsters
Socketed: 6



Magma Spitter
Serpent Bow (Sacred)
Two-Hand Damage: (427-497) to (752-875)
(Druid Only)
Required Strength: 555
Required Level: 100
50% Chance to cast level 28 Cataclysm when you Kill an Enemy
+(3 to 5) to Druid Skill Levels
+(201 to 250)% Enhanced damage
+(301 to 350) to Maximum Damage
Adds (201-500)-(1001-1500) fire damage
Slows Target by (21 to 25)%
(21 to 25)% Bonus to Strength
+(51 to 75) to Strength
Socketed: 6



Pitchburner
Serpent Bow (Sacred)
Two-Hand Damage: (769-839) to (1001-1075)
(Druid Only)
Required Strength: 555
Required Level: 100
10% Chance to cast level 29 Fire Splash on Striking
+2 to Druid Skill Levels
+(301 to 350)% Enhanced damage
Adds 200-400 damage
Adds 1500-2500 magic damage
Adds 1500-2500 fire damage
-(41 to 50)% to Enemy Fire Resistance
Slows Target by 25%
-500 to Monster Defense per Hit
-25% to Maximum Fire Resist
Socketed: 6



Leathdhiabhala
Maple Bow (Sacred)
Two-Hand Damage: (593-666) to (1033-1191)
(Druid Only)
Required Strength: 581
Required Level: 100
33% Chance to cast level 52 Ice Lance on striking
+(4 to 6) to Druid Skill Levels
+(301 to 350)% Enhanced damage
+(4 per level) to Maximum Damage (Based on Character Level)
Adds 1000-2000 fire damage
Adds 1000-2000 poison damage over 5 seconds
+(24 to 30) to Summon Rampagor

+ (14 to 26) to Summon Void Archon
+ (61 to 80)% Bonus to Summoned Minion Damage
+ (61 to 80)% Bonus to Summoned Minion Life
Fire Resist +50%
Poison Resist +50%
Socketed: 6

Nereid's Calliope
Maple Bow (Sacred)

Two-Hand Damage: (519-592) to (554-632)
(Druid Only)

Required Strength: 581

Required Level: 100

5% Chance to cast level 22 Spiral Dance when you Kill an Enemy

1% Chance to cast level 2 Charm on Striking

+2 to Druid Skill Levels

+(251 to 300)% Enhanced damage

75% Faster Run/Walk

+(41 to 50)% Bonus to Summoned Minion Life

(21 to 25)% Bonus to Strength

Replenish Life +(4 per level) (Based on Character Level)

Damage Reduced by 50

Poison Length Reduced by 75%

Socketed: 6

Azgar's Mark

Viper Bow (Sacred)

Two-Hand Damage: (787-862) to (979-1060)

(Druid Only)

Required Strength: 606

Required Level: 100

50% Chance to cast level 4 Arrow on Striking

1% Chance to cast level 52 Meteor Shower when you Kill an Enemy

+(2 to 4) to Druid Skill Levels

+(51 to 100)% Bonus Damage to Mark of the Wild

+(251 to 300)% Enhanced damage

Adds 250-400 damage

(51 to 100)% Duration Bonus to Mark of the Wild

(6 to 11)% Life stolen per Hit

(11 to 15)% Chance of Open Wounds

+50% Increased Healing Rate from Apples

Socketed: 6

The Caduceus

Viper Bow (Sacred)

Two-Hand Damage: (763-838) to (1161-1242)

(Druid Only)

Required Strength: 606

Required Level: 100

+2 to Druid Skill Levels

+(301 to 350)% Enhanced damage

Adds 150-500 damage

+150% Damage to Demons

-(11 to 15)% to Enemy Poison Resistance

+(4 to 7) to Snake Stance

Slows Target by 20%

Replenish Life +1000

Socketed: 6

Fiacia-Gear's Wisdom

Recurve Bow (Sacred)

Two-Hand Damage: (697-774) to (946-1030)

(Druid Only)

Required Strength: 632

Required Level: 100

+(3 to 5) to Druid Skill Levels

+(251 to 300)% Enhanced damage

40% Increased Attack Speed

100% Faster Hit Recovery

Adds 150-350 damage

Adds 2000-2500 fire damage

Adds 2000-2500 cold damage

Slows Target by 33%

-25% Less Gold from Monsters

Reduces all Vendor Prices (11 to 15)%

Socketed: 6

Mr. Painless

Recurve Bow (Sacred)

Two-Hand Damage: (647-724) to (1196-1280)

(Druid Only)

Required Strength: 632

Required Level: 100

25% Chance to cast level 31 Punisher on Striking

+4 to Druid Skill Levels

+(31 to 40)% Bonus Elemental Damage to Mark of the Wild

+(251 to 300)% Enhanced damage



40% Increased Attack Speed
Adds 100-600 damage
Slows Target by (21 to 25)%
+100 to Strength
Damage Reduced by 10%
Socketed: 6

**The Scourge of Aranoch
Flamen Staff (Sacred)**

Two-Hand Damage: 96 to 102
Durability: 77
(Druid Only)

Required Strength: 96
Required Level: 100
+(8 to 12) to Druid Skill Levels
+1 Hunting Banshee/Elemental Missiles
+(61 to 80)% to Poison Spell Damage
-(31 to 50)% to Enemy Poison Resistance
Attacker Flees after Striking 33%
+100% Bonus to Summoned Minion Damage
+250 to Strength
All Resists +(51 to 75)%
Level 16 Hive (50 Charges)
Socketed: 4
Requirements -60%



**Bryn Celli Ddu
Flamen Staff (Sacred)**

Two-Hand Damage: 96 to 102
Durability: 77
(Druid Only)

Required Strength: 300
Required Level: 100
+(10 to 14) to Druid Skill Levels
50% Faster Cast Rate
+(41 to 50)% to Spell Damage
+250 to Strength
+50 to Energy
Damage Reduced by 5%
Total Character Defense Plus (21 to 25)%
Requirements +25%
Socketed: 6

Sacred Necromancer Weapons



**Chillspine
Raptor Scythe (Sacred)**

Two-Hand Damage: (787-862) to (1311-1390)
Durability: 26
(Necromancer Only)
Required Strength: 414
Required Level: 100
Mega Impact
+(3 to 5) to Necromancer Skill Levels
+(251 to 300)% Enhanced damage
50% Increased Attack Speed
50% Faster Cast Rate
Adds 250-750 damage
-(31 to 50)% to Enemy Cold Resistance
+(14 to 19) to Harvest
+(8 to 12) to Winter Avatar
Cold Resist +100%
Socketed: 6



**Seven Heads of Tathamet
Raptor Scythe (Sacred)**

Two-Hand Damage: (613-688) to (641-720)
Durability: 26
(Necromancer Only)
Required Strength: 414
Required Level: 100
Mega Impact
100% Chance to cast level 23 Flamefront on Attack
+(301 to 350)% Enhanced damage
Enhanced Weapon Damage +(151 to 200)%
75% Chance of Crushing Blow
-(41 to 50) to Enemy Fire Resistance
-(41 to 50) to Enemy Cold Resistance
-(41 to 50) to Enemy Lightning Resistance
-(41 to 50) to Enemy Poison Resistance
+(101 to 150) to Energy
+250 Life on Striking in Melee
1% Reanimate as: Warlock
Socketed: 6



**Wing of the Dragon God
Bonesplitter (Sacred)**

Two-Hand Damage: (1057-1138) to (1473-1556)
Durability: 96
(Necromancer Only)
Required Strength: 512
Required Level: 100
Mega Impact
+(301 to 350)% Enhanced damage
50% Faster Run/Walk
50% Faster Hit Recovery
Adds 400-800 damage
+(6 to 16) to Titan Strike
+(3 to 13) to Dark King
Slows Target by 20%
All Resists +75%
Damage Reduced by 100
1% Reanimate as: Dark Star Dragon
Socketed: 6



**Timefather
Bonesplitter (Sacred)**

Two-Hand Damage: (1157-1238) to (1423-1506)
Durability: 96
(Necromancer Only)
Required Strength: 512
Required Level: 100
Mega Impact
+4 to Necromancer Skill Levels
+(301 to 350)% Enhanced damage
40% Increased Attack Speed
Adds 500-750 damage
Stun Attack
Freezes Target +2
Knockback
Drains 2% Life per Second
Socketed: 6

**Prince of Nothing
Marrow Staff (Sacred)**

Two-Hand Damage: 90 to 98
Durability: 106
(Necromancer Only)
Required Strength: 275
Required Level: 100
+(8 to 12) to Necromancer Skill Levels
50% Faster Cast Rate



+ (32 to 36) to Singularity
Increase Maximum Life (31 to 40)%
Damage Reduced by 10%
(21 to 25)% Reanimate as: Living Flame
(21 to 25)% Reanimate as: Black Ice Demon
(21 to 25)% Reanimate as: Trap Rat
(21 to 25)% Reanimate as: Avalanche
(21 to 25)% Reanimate as: Dirge
Socketed: 6



Karybdus' Descent
Marrow Staff (Sacred)

Two-Hand Damage: 90 to 98
Durability: 106
(Necromancer Only)
Required Strength: 275
Required Level: 100
+150 Strength Factor to Spell Damage
+(10 to 12) to Necromancer Skill Levels
+(41 to 50)% Bonus to Poison Skill Duration
35% Faster Cast Rate
+100% to Poison Spell Damage
+(13 to 16) to Dominate
+(25 to 29) to Carpet of Spiders
50% Bonus to Strength
25% Reanimate as: Darkling
Socketed: 6



Astrogha's Fang
Hexblade (Sacred)

One-Hand Damage: (279-304) to (743-792)
Durability: 15
(Necromancer Only)
Required Dexterity: 463
Required Level: 100
+(251 to 300)% Enhanced damage
30% Increased Attack Speed
Area Effect Attack
Adds 100-400 damage
(31 to 37)% Life stolen per Hit
40% Bonus to Dexterity
40% Bonus to Vitality
Replenish Life +(201 to 250)
Socketed: 2



Rathma's Athame
Hexblade (Sacred)

One-Hand Damage: (329-354) to (543-592)
Durability: 15
(Necromancer Only)
Required Dexterity: 463
Required Level: 100
15% Chance to cast level 22 Stormblast on Attack
25% Chance to cast level 29 Ice Lance on Striking
10% Chance to cast level 13 Miasma on Attack
+2 to Necromancer Skill Levels
+(251 to 300)% Enhanced damage
30% Faster Hit Recovery
Adds 150-200 damage
-(21 to 25)% to Enemy Lightning Resistance
-(21 to 25)% to Enemy Cold Resistance
+(29 to 33) to Blade Barrier
Socketed: 2



Mente Scura
Spirit Edge (Sacred)

One-Hand Damage: (424-456) to (796-852)
Durability: 28
(Necromancer Only)
Required Dexterity: 537
Required Level: 100
+(251 to 300)% Enhanced damage
40% Increased Attack Speed
Adds 200-400 damage
Adds 500-1000 magic damage
Adds 500-1000 cold damage
Slows Target by 25%
+150 to Dexterity
10% Chance to Avoid Damage
Damage Reduced by 10%
Socketed: 3

Varna's Wraithblade
Spirit Edge (Sacred)

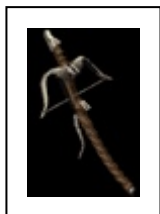
One-Hand Damage: (456-488) to (853-908)



Durability: 28
(Necromancer Only)
Required Dexterity: 537
Required Level: 100
Amazing Grace
Indestructible
+(301 to 350)% Enhanced damage
Adds 200-400 damage
Ignore Target's Defense
+300% Damage to Demons
Stun Attack
Slows Target by 20%
(41 to 50)% Bonus to Dexterity
50% Reanimate as: Gloom
Socketed: 3



Hand of Rathma
Needle Crossbow (Sacred)
Two-Hand Damage: (459-526) to (665-733)
(Necromancer Only)
Required Strength: 244
Required Level: 100
+(201 to 250)% Enhanced damage
Adds 50-250 damage
Adds 406-979 poison damage over 5 seconds
-(41 to 50)% to Enemy Poison Resistance
(11 to 15)% Chance of Crushing Blow
Fire Resist +(31 to 50)%
Lightning Resist +(31 to 50)%
Cold Resist +(31 to 50)%
Poison Resist +(41 to 60)%
(41 to 50)% Reanimate as: Venom Fiend
Socketed: 6



Icharion's Dissuader
Needle Crossbow (Sacred)
Two-Hand Damage: (795-862) to (1053-1121)
(Necromancer Only)
Required Strength: 244
Required Level: 100
2% Chance to cast level 19 Blade Barrier when you Kill an Enemy
+4 Extra Shadow Minions
+(301 to 350)% Enhanced damage
Shadows Spawn Corpses on Striking 5%
Adds 250-500 damage
+200% Damage to Demons
+200% Damage to Undead
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
Socketed: 6



Rattenfanger
Dart Thrower (Sacred)
Two-Hand Damage: (599-718) to (802-972)
(Necromancer Only)
Required Strength: 252
Required Level: 100
25% Chance to cast level 7 Spike Nova when you Kill an Enemy
+(251 to 300)% Enhanced damage
50% Increased Attack Speed
Adds (101-150)-(301-400) damage
(31 to 40)% Bonus to Strength
Poison Resist +100%
(11 to 15)% Reanimate as: Jungle Rat
Reduces all Vendor Prices (11 to 15)%
Level 19 Elvensong (40 Charges)
Socketed: 6



Hwanin's Hwacha
Dart Thrower (Sacred)
Two-Hand Damage: (769-839) to (973-1043)
(Necromancer Only)
Required Strength: 252
Required Level: 100
9% Chance to cast level 28 Flametail Shot on Striking
+3 to Necromancer Skill Levels
+(301 to 350)% Enhanced damage
60% Increased Attack Speed
Adds 200-400 damage
Enhanced Weapon Damage +(31 to 50)%
+150 to Strength
-50 to Dexterity
Socketed: 6

Witchbane
Stinger Crossbow (Sacred)
Two-Hand Damage: (546-627) to (655-738)



(Necromancer Only)
Required Strength: 259
Required Level: 100
+(201 to 250)% Enhanced damage
Adds 50-150 damage
+(24 to 28) to Deathstrike
(11 to 14)% Mana stolen per Hit
+(31 to 40) to Strength
+(31 to 40) to Vitality
Decrease Maximum Mana -25%
+5% to All Maximum Resistances
All Resists +(41 to 50)%
20% Curse Length Reduction
Socketed: 6



Bucking Bertha
Stinger Crossbow (Sacred)
Two-Hand Damage: (961-1042) to (1273-1356)
(Necromancer Only)
Required Strength: 388
Required Level: 100
10% Chance to cast level 7 Earthquake when you Kill an Enemy
+2 to Necromancer Skill Levels
+(301 to 350)% Enhanced damage
-20% Decreased Attack Speed
Adds 300-600 damage
Adds 500-1500 fire damage
(16 to 20)% Chance of Crushing Blow
Slows Target by 20%
+100 to Strength
Requirements +50%
Socketed: 6



Nymyr's Shadow
Trebuchet (Sacred)
Two-Hand Damage: (941-1020) to (1277-1360)
(Necromancer Only)
Required Strength: 262
Required Level: 100
25% Chance to cast level 41 Doom when you Kill an Enemy
+(4 to 6) to Necromancer Skill Levels
+(301 to 350)% Enhanced damage
60% Increased Attack Speed
30% Faster Hit Recovery
Adds 300-600 damage
+(3 to 12) to Hymn
Enhanced Weapon Damage +200%
Slows Target by (21 to 25)%
(51 to 100)% Better Chance of Getting Magic Items
Socketed: 6



Washi Bai Ron
Trebuchet (Sacred)
Two-Hand Damage: (1041-1120) to (1477-1560)
(Necromancer Only)
Required Strength: 262
Required Level: 100
2% Chance to cast level 5 Celerity when you Kill an Enemy
100% Increased Attack Speed
-50% Target Defense
+(301 to 350)% Enhanced damage
Adds 400-800 damage
Adds 1500-2000 magic damage
Socketed: 6



Vizharan
Wand (Sacred)
One-Hand Damage: 69 to 71
Durability: 12
(Necromancer Only)
Required Dexterity: 166
Required Level: 100
Indestructible
+(2 to 3) to Necromancer Skill Levels
+(4 to 9) to Tainted Blood
+300 Defense
+(41 to 50) to all Attributes
All Resists +(21 to 25)%
Damage Reduced by 5%
350% Extra Gold from Monsters
50% Better Chance of Getting Magic Items
Level 4 Lionheart (20 Charges)
Socketed: 2

Slavemaster
Wand (Sacred)
One-Hand Damage: 69 to 71



Durability: 12
(Necromancer Only)
Required Dexterity: 166
Required Level: 100
2% Chance to cast level 8 Charm when Struck by a Missile
+2 to Necromancer Skill Levels
+(4 to 6) to Maximum Necromancer Minions
+(31 to 40)% Bonus to Summoned Minion Damage
+500 Defense vs. Missile
+5% to Experience Gained
Reduces all Vendor Prices 10%
Socketed: 2



Manastorm
Yew Wand (Sacred)
One-Hand Damage: 72 to 76
Durability: 36
(Necromancer Only)
Required Dexterity: 100
Required Level: 100
+(51 to 75) Energy Factor to Spell Damage
+(2 to 3) to Necromancer Skill Levels
50% Faster Cast Rate
+(21 to 25)% to Spell Damage
+(21 to 24) to Psionic Storm
+(11 to 16) to Mana Coil
+(11 to 15)% Bonus to Summoned Minion Resistances
(21 to 25)% Bonus to Energy
Level 7 Blink (30 Charges)
Requirements -40%
Socketed: 2



Zakarwa's Betrayal
Yew Wand (Sacred)
One-Hand Damage: 72 to 76
Durability: 36
(Necromancer Only)
Required Dexterity: 168
Required Level: 100
Level 1 Demon Blood Aura when Equipped
+2 to Necromancer Skill Levels
+(32 to 37) to Summon Sirens
+(19 to 22) to Dead Wall Totem
+(16 to 18) to Dire Charm
+(41 to 60)% Bonus to Summoned Minion Life
+(61 to 80)% Bonus to Summoned Minion Damage
Regenerate Mana +(31 to 50)%
-2 to Light Radius
Socketed: 2



Talon of Trang-Oul
Bone Wand (Sacred)
One-Hand Damage: 74 to 80
Durability: 60
(Necromancer Only)
Required Dexterity: 170
Required Level: 100
+(2 to 4) to Necromancer Skill Levels
(101 to 150)% Bonus to Summoned Minion Attack Rating
+(7 to 18) to Summon Acid Fiends
+(23 to 27) to Ice Beam
+(31 to 40)% Bonus to Summoned Minion Damage
10% Chance to Avoid Damage
Cold Resist +(41 to 50)%
Poison Resist +(41 to 50)%
10% Reanimate as: Blood Mage
10% Reanimate as: Soul Mage
Socketed: 2



The Prestidigitor
Bone Wand (Sacred)
One-Hand Damage: 74 to 80
Durability: 60
(Necromancer Only)
Required Dexterity: 85
Required Level: 100
+2 to Necromancer Skill Levels
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Lightning Spell Damage
+(11 to 14) to Elemental
+(11 to 14) to Thunderstone
(21 to 25)% Bonus to Energy
Reduces all Vendor Prices 5%
Socketed: 2
Requirements -50%

Dragonspine



Grim Wand (Sacred)
One-Hand Damage: 77 to 88
Durability: 108
(Necromancer Only)
Required Dexterity: 172
Required Level: 100
+(3 to 4) to Necromancer Skill Levels
40% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(6 to 8) to Dead Wall Totem
+(15 to 22) to Energy Beam
+(13 to 19) to Meteor Shower
(21 to 25)% Bonus to All Attributes
All Resists +(31 to 40)%
Socketed: 2



Cruciatius
Grim Wand (Sacred)
One-Hand Damage: 77 to 88
Durability: 108
(Necromancer Only)
Required Dexterity: 172
Required Level: 100
+3 to Necromancer Skill Levels
+1 Extra Totems
+(41 to 50)% to Poison Spell Damage
+(22 to 26) to Punisher
+250 to Life
+1000 to Mana
50% Damage Reflected
Socketed: 2

Sacred Paladin Weapons



Mad King's Spine
Bonebreaker (Sacred)
One-Hand Damage: (472-518) to (679-726)
Durability: 37
(Paladin Only)
Required Strength: 544
Required Level: 100
+(3 to 5) to Paladin Skill Levels
+(251 to 300)% Enhanced damage
100% Increased Attack Speed
Adds 150-350 damage
+450% Damage to Undead
Stun Attack
(31 to 40)% Chance of Crushing Blow
(31 to 40)% Reanimate as: Black Death
(151 to 200)% Extra Gold from Monsters
Total Character Defense = 0
Socketed: 3



Globus Cruciger
Bonebreaker (Sacred)
One-Hand Damage: 92 to 94
Durability: 37
(Paladin Only)
Required Strength: 435
Required Level: 100
+250 Strength Factor to Spell Damage
+100 Energy Factor to Spell Damage
+4 to Paladin Skill Levels
-50% Decreased Attack Speed
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
(31 to 40)% Bonus to Strength
(31 to 40)% Bonus to Energy
+(41 to 50) Life after each Kill
Socketed: 3
Requirements -20%



Hand of Naz
Goedendag (Sacred)
One-Hand Damage: (291-339) to (445-543)
Durability: 53
(Paladin Only)
Required Strength: 574
Required Level: 100
+(201 to 250)% Enhanced damage
40% Increased Attack Speed
40% Faster Block Rate
+(151 to 200) to Maximum Damage
Ignore Target's Defense
Adds 33-666 cold damage
+(31 to 40) to Strength

100% Reanimate as: Returned Archer
Socketed: 3

* In the lore, this is actually a glove. The mace is better, though.



The Lyon's Claw
Goedendag (Sacred)

One-Hand Damage: (340-388) to (493-542)
Durability: 53
(Paladin Only)
Required Strength: 143
Required Level: 100
+2 to Paladin Skill Levels
+(251 to 300)% Enhanced damage
50% Increased Attack Speed
+150 to Maximum Damage
+2500 magic damage
66% Chance of Crushing Blow
Slows Target by 25%
33% Bonus to Strength
+150 Life on Striking in Melee
Socketed: 3
Requirements -75%

The Angiris Star
Angel Star (Sacred)

One-Hand Damage: (452-550) to (673-824)
Durability: 69
(Paladin Only)
Required Strength: 602
Required Level: 100
50% Chance to cast level 10 Time Strike on Striking
10% Chance to cast level 27 Trinity Nova when you Kill an Enemy
+(4 to 5) to Paladin Skill Levels
+(251 to 300)% Enhanced damage
1% Increased Chance of Blocking
Adds (101-150)-(301-400) damage
+(201 to 250)% Damage to Demons
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Vitality
Socketed: 3

The Dragon's Star
Angel Star (Sacred)

One-Hand Damage: (551-600) to (725-777)
Durability: 69
(Paladin Only)
Required Strength: 602
Required Level: 100
5% Chance to cast level 12 Banish on Attack
+2 to Paladin Skill Levels
+(301 to 350)% Enhanced damage
Adds 150-300 damage
-(41 to 50)% to Enemy Poison Resistance
+(2 to 3) to Rathma's Chosen
+(101 to 125)% Bonus to Summoned Minion Damage
-50 to Vitality
Socketed: 3

Malleus Maleficarum
Hand of God (Sacred)

Two-Hand Damage: (1107-1192) to (1614-1700)
Durability: 151
(Paladin Only)
Required Strength: 496
Required Level: 100

Amazing Grace

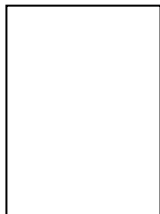
25% Chance to cast level 45 Lava Pit when you Kill an Enemy
100% Chance to cast level 25 Fire Splash on Attack
+(2 to 4) to Paladin Skill Levels
+(251 to 300)% Enhanced damage
Adds 500-1000 damage
+(301 to 350)% Damage to Demons
+(31 to 40)% to Fire Spell Damage
40% Chance of Crushing Blow
(31 to 40)% Bonus to Strength
Socketed: 6

Chober Chaber
Hand of God (Sacred)

Two-Hand Damage: (893-978) to (1201-1287)
Durability: 151
(Paladin Only)
Required Strength: 496
Required Level: 100

Amazing Grace

40% Faster Run/Walk
25% Chance to cast level 12 Arcane Torrent on Attack



100% Chance to cast level 45 Carpet of Spiders when you Die
25% Chance to cast level 16 Forked Lightning on Attack
+(301 to 350)% Enhanced damage
Adds 200-500 damage
+(4 to 7) to Spiral Dance
+2 to All Skills when using a Mana Potion
Increase Maximum Life 25%
Socketed: 6

Skylord

Holy Lance (Sacred)

Two-Hand Damage: (544-593) to (1008-1091)
Durability: 52
(Paladin Only)
Required Strength: 514
Required Level: 100

Amazing Grace

15% Chance to cast level 29 Winter Avatar when you Kill an Enemy
+(201 to 250)% Enhanced damage
Adds 250-500 damage
+1500 fire damage
+1500 lightning damage
+1500 cold damage
+5% to All Maximum Resistances
10% Chance to Avoid Damage
All Resists +(41 to 50)%
50% Chance of Uninterruptable Attack
Socketed: 6

In Fero Salva

Holy Lance (Sacred)

Two-Hand Damage: (642-691) to (1427-1510)
Durability: 52
(Paladin Only)
Required Strength: 514
Required Level: 100

Amazing Grace

+3 to Paladin Skill Levels
+(301 to 350)% Enhanced damage
100% Increased Attack Speed
Adds 250-750 damage
25% Chance of Crushing Blow
+150 to Strength
-50 to Energy
+150 to Dexterity
+10 Life on Striking
Socketed: 6

Black Sun Spear

Tepoztopilli (Sacred)

Two-Hand Damage: 136 to 150
Durability: 96
(Paladin Only)
Required Strength: 733
Required Level: 100

Amazing Grace

+(151 to 200) Energy Factor to Spell Damage
5% Chance to cast level 29 Singularity on Attack
+(8 to 10) to Paladin Skill Levels
50% Increased Attack Speed
+(61 to 100)% to Fire Spell Damage
+(61 to 100)% to Cold Spell Damage
-(51 to 70)% to Enemy Fire Resistance
-(51 to 70)% to Enemy Cold Resistance
+150 to Energy
Socketed: 6

Apocalypa

Tepoztopilli (Sacred)

Two-Hand Damage: (945-1012) to (1401-1475)
Durability: 96
(Paladin Only)
Required Strength: 733
Required Level: 100

Amazing Grace

1% Chance to cast level 1 Celerity on Attack
2% Chance to cast level 20 Lifeblood on Attack
+(301 to 350)% Enhanced damage
Adds 400-800 damage
Stun Attack
+2012 Defense
25% Chance to Avoid Damage
+100 Life on Striking in Melee
100% Chance of Uninterruptable Attack
Socketed: 6



**Habacalva's Firestar
Eagle Orb (Sacred)**

One-Hand Damage: 70 to 72

Durability: 14

(Sorceress Only)

Required Dexterity: 85

Required Level: 100

+(61 to 100) Energy Factor to Spell Damage

+(2 to 3) to Sorceress Skill Levels

-(31 to 50)% to Enemy Fire Resistance

+(31 to 50) to Energy

Fire Resist +100%

Damage Reduced by 10%

Socketed: 2

Requirements -50%

**Leah's Vision
Eagle Orb (Sacred)**

One-Hand Damage: 70 to 72

Durability: 14

(Sorceress Only)

Required Dexterity: 171

Required Level: 100

+50 Energy Factor to Spell Damage

+3 to Sorceress Skill Levels

40% Faster Cast Rate

+(41 to 50)% to Fire Spell Damage

+(41 to 50)% to Lightning Spell Damage

+(21 to 25) to Meteor Shower

Magic Damage Reduced by 10

5% Reanimate as: Horror Sorcerer

5% Reanimate as: Burning Dead Sorcerer

+(101 to 150) Life after each Demon Kill

Socketed: 5



Ghostmoon

Sacred Globe (Sacred)

One-Hand Damage: 72 to 74

Durability: 30

(Sorceress Only)

Required Dexterity: 177

Required Level: 100

+(2 to 3) to Sorceress Skill Levels

40% Faster Cast Rate

30% Faster Hit Recovery

+(31 to 40)% to Spell Damage

15% Chance to Avoid Damage

Total Character Defense Plus (21 to 25)%

(11 to 15)% Reanimate as: Moon Panther

Socketed: 2



Earth's Burden

Sacred Globe (Sacred)

One-Hand Damage: 72 to 74

Durability: 30

(Sorceress Only)

Required Dexterity: 265

Required Level: 100

+200 Strength Factor to Spell Damage

100% Chance to cast level 43 Mythral when you Die

+2 to All Skills

25% Faster Hit Recovery

+500 Defense

+100 to Strength

Damage Reduced by 10%

Druid Morph

Socketed: 2

Requirements +50%



The Foculus

Smoked Sphere (Sacred)

One-Hand Damage: 74 to 78

Durability: 46

(Sorceress Only)

Required Dexterity: 183

Required Level: 100

+(4 to 5) to Sorceress Skill Levels

-(11 to 15)% to Enemy Fire Resistance

+(13 to 19) to Pentagram

Replenish Life +250

Fire Absorb (6 to 10)%

(101 to 150)% Extra Gold from Monsters

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

Socketed: 2



The Belladonna

Smoked Sphere (Sacred)



One-Hand Damage: 74 to 78
Durability: 46
(Sorceress Only)
Required Dexterity: 183
Required Level: 100
+3 to Sorceress Skill Levels
+50% Bonus to Poison Skill Duration
75% Faster Cast Rate
+(41 to 50)% to Cold Spell Damage
+(41 to 50)% to Poison Spell Damage
(21 to 25)% Bonus to Dexterity
Drain Life -100
Socketed: 2

Gravetalon

Clasped Orb (Sacred)

One-Hand Damage: 77 to 82
Durability: 62
(Sorceress Only)
Required Dexterity: 63
Required Level: 100
100% Chance to cast level 35 Summon Ice Elementals when you Kill an Enemy
+(2 to 3) to Sorceress Skill Levels
+(51 to 70)% Bonus to Poison Skill Duration
(31 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
-(51 to 60)% to Enemy Cold Resistance
-(51 to 60)% to Enemy Poison Resistance
Cannot Be Frozen
Poison Length Reduced by 50%
33% Curse Length Reduction
Requirements -66%
Socketed: 2



Weird Sister

Clasped Orb (Sacred)

One-Hand Damage: 77 to 82
Durability: 62
(Sorceress Only)
Required Dexterity: 188
Required Level: 100
+2 to Sorceress Skill Levels
+(20 to 29) to Summon Veil King
+(20 to 29) to Summon Void Archon
+(41 to 50)% Bonus to Summoned Minion Life
+75% Bonus to Summoned Minion Resistances
+1000 to Life
+1000 to Mana
Damage Reduced by 5%
Socketed: 2



Stone of the Skatsim

Jared's Stone (Sacred)

One-Hand Damage: 80 to 86
Durability: 78
(Sorceress Only)
Required Dexterity: 116
Required Level: 100
+(2 to 4) to Sorceress Skill Levels
+(41 to 60)% to Lightning Spell Damage
+(41 to 60)% to Poison Spell Damage
+(17 to 25) to Summon Lamia
+(1 to 6) to Unholy Armor
+(51 to 75) to Energy
+(51 to 75) to Dexterity
+(151 to 200) Life after each Kill
250% Extra Gold from Monsters
Socketed: 3
Requirements -40%



Atanna's Key

Jared's Stone (Sacred)

One-Hand Damage: 80 to 86
Durability: 78
(Sorceress Only)
Required Dexterity: 194
Required Level: 100
-50 Strength Factor to Spell Damage
+2 to Sorceress Skill Levels
60% Faster Cast Rate
+(21 to 25)% to Spell Damage
+(9 to 12) to Magic Missiles
Increase Maximum Mana 15%
5% Reanimate as: Random non-elite monster
5% Reanimate as: Random non-elite monster
+(101 to 150) Life after each Kill
+5 to Light Radius
Socketed: 3





Starhawk

Warp Blade (Sacred)

One-Hand Damage: 97 to 171

Durability: 44

(Sorceress Only)

Required Dexterity: 331

Required Level: 100

Area Effect Damage

25% Chance to cast level 29 Magic Missiles on Attack

+(3 to 5) to Sorceress Skill Levels

50% Increased Attack Speed

Adds 2500-4000 magic damage

Adds 2500-4000 fire damage

Adds 2500-4000 lightning damage

Adds 2500-4000 cold damage

-(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

10% Chance to Avoid Damage

Socketed: 6



Dryhten Ealdor

Warp Blade (Sacred)

One-Hand Damage: (588-636) to (1085-1169)

Durability: 44

(Sorceress Only)

Required Dexterity: 331

Required Level: 100

Area Effect Damage

25% Chance to cast level 44 Crucify on Attack

5% Chance to cast level 59 Doom on Attack

+(3 to 5) to Sorceress Skill Levels

+(301 to 350)% Enhanced damage

50% Increased Attack Speed

Adds 200-400 damage

Adds 1000-2500 magic damage

Slows Target by 15%

Socketed: 6

Sacred Body Armour



Cloak of Flames

Quilted Armor (Sacred)

Defense: (3260-4177)

Durability: 27

Required Strength: 230

Required Level: 100

+150 Energy Factor to Spell Damage

1% Chance to cast level 25 Gift of Inner Fire when you Take Damage

15% Increased Attack Speed

25% Faster Cast Rate

-(21 to 25)% to Enemy Fire Resistance

+(5 to 7) to Demonic Speed

20% Bonus to Energy

20% Bonus to Vitality

+(101 to 150)% Enhanced Defense

Attacker Takes Fire Damage of 1000

Socketed: 6

Requirements -50%



Haraigami

Quilted Armor (Sacred)

Defense: (4882-5848)

Durability: 27

Required Strength: 460

Required Level: 100

Indestructible

3% Chance to cast level 1 Vindicate when Struck

+1 to All Skills

50% Faster Hit Recovery

+(201 to 250)% Enhanced Defense

(21 to 25)% Bonus to Vitality

Replenish Life +(20 per level) (Based on Character Level)

Damage Reduced by 100

Socketed: 6

Runeflesh

Leather Armor (Sacred)

Defense: (4149-5202)

Durability: 33

Required Strength: 474

Required Level: 100

20% Chance to cast level 17 Flamefront when Struck by a Missile



20% Chance to cast level 17 Apocalypse when Attacked
+100% Bonus Damage to Bloodlust
40% Increased Attack Speed
(21 to 24)% Life stolen per Hit
15% Chance of Crushing Blow
+(151 to 200)% Enhanced Defense
Increase Maximum Life (11 to 15)%
Fire Resist +100%
Attacker Takes Fire Damage of (201 to 400)
Level 10 Bloodlust (50 Charges)
Socketed: 6

Belly of the Beast
Leather Armor (Sacred)

Defense: (4975-6069)
Durability: 33
Required Strength: 474
Required Level: 100
(24 to 28)% Stamina stolen per Hit
(11 to 16)% Mana stolen per Hit
(11 to 16)% Life stolen per Hit
+(22 to 24) to Fire Cascade
+(13 to 16) to Blood Flash
+(201 to 250)% Enhanced Defense
Increase Maximum Life 20%
Damage Reduced by 5%
10% Reanimate as: Fireblood
Target Takes Additional Damage of 500
Socketed: 6



Wyand's Fervor
Hard Leather Armor (Sacred)

Defense: (5071-6289)
Durability: 39
Required Strength: 486
Required Level: 100
15% Chance to cast level 13 Forked Lightning on Attack
+1 to All Skills
20% Faster Run/Walk
60% Increased Attack Speed
Adds 100-200 damage
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Lightning Spell Damage
Slows Target by 10%
+(201 to 250)% Enhanced Defense
+(31 to 50) Mana on Striking
Socketed: 6



Maggotspawn Shell
Hard Leather Armor (Sacred)

Defense: (7756-9086)
Durability: 39
Required Strength: 486
Required Level: 100
Indestructible
+2 to All Skills
100% Bonus to Attack Rating
+400 poison damage over 2 seconds
(14 to 16)% Life stolen per Hit
-(11 to 15)% to Enemy Poison Resistance
+(31 to 40)% to Poison Spell Damage
+(301 to 350)% Enhanced Defense
+1000 Defense
Total Character Defense Plus (31 to 40)%
Socketed: 6



Razorspine
Studded Leather (Sacred)

Defense: (3447-4647)
Durability: 45
Required Strength: 499
Required Level: 100
25% Chance to cast level 7 Spike Nova when Struck
Indestructible
(31 to 40)% Chance of Open Wounds
+(101 to 150)% Enhanced Defense
+(41 to 50) to Strength
+(11 to 15)% Increased Healing Rate from Apples
Damage Reduced by 10%
Socketed: 6



Spellbreaker
Studded Leather (Sacred)

Defense: (3447-4647)
Durability: 45
Required Strength: 499
Required Level: 100



4% Chance to cast level 2 Banish on Striking
-50% Slower Cast Rate
+(101 to 150)% Damage to Undead
+(101 to 150)% Enhanced Defense
Decrease Maximum Mana -50%
All Resists +(61 to 80)%
Damage Reduced by 5%
(11 to 15)% Chance of Uninterruptable Attack
Socketed: 6

Hratli's Craft

Ring Mail (Sacred)

Defense: (7005-8649)

Durability: 51

Required Strength: 307

Required Level: 100

+500 Crafting Points

+1 to All Skills

25% Faster Cast Rate

50% Faster Hit Recovery

+(41 to 50)% Bonus to Summoned Minion Life

+(301 to 350)% Enhanced Defense

+75 to Dexterity

Damage Reduced by 10%

125% Better Chance of Getting Magic Items

Repairs 1 Durability in 25 Seconds

Requirements -40%

Socketed: 6

Medivh's Cameo

Ring Mail (Sacred)

Defense: (6131-7688)

Durability: 51

Required Strength: 512

Required Level: 100

+(41 to 50) Energy Factor to Spell Damage

+2 to All Skills

+(51 to 75)% to Physical/Magic Spell Damage

+(36 to 42) to Raven Flight

+(251 to 300)% Enhanced Defense

+500 to Life

Damage Reduced by 75

+(201 to 250) Life after each Demon Kill

(151 to 250)% Extra Gold from Monsters

-2 to Light Radius

Socketed: 6

Crystalshroud

Scale Mail (Sacred)

Defense: (3573-4962)

Durability: 14

Required Strength: 393

Required Level: 100

+(1 to 2) to All Skills

-25% Slower Run/Walk

+(16 to 20)% to Spell Damage

+(101 to 150)% Enhanced Defense

20% Bonus to Energy

20% Bonus to Vitality

All Resists +(51 to 60)%

Decrease Maximum Durability -75%

Requirements -25%

Socketed: 6

Scale of Justice

Scale Mail (Sacred)

Defense: (5351-6947)

Durability: 57

Required Strength: 393

Required Level: 100

5% Chance to cast level 23 Punisher when you Take Damage

+2 to Necromancer Skill Levels

+2 to Paladin Skill Levels

-(21 to 25)% to Enemy Poison Resistance

+(201 to 250)% Enhanced Defense

+500 to Life

+250 Life when Struck by an Enemy

Requirements -25%

Socketed: 6

Hepsheeba's Mantle

Chain Mail (Sacred)

Defense: (5448-7164)

Durability: 63

Required Strength: 360

Required Level: 100

+(2 to 3) to Sorceress Skill Levels





50% Faster Cast Rate
 -(31 to 40)% to Enemy Fire Resistance
 +(18 to 33) to Pentagram
 +(201 to 250)% Enhanced Defense
 Replenish Life +150
 +5% to Maximum Fire Resist
 Fire Resist +(51 to 75)%
 Fire Absorb (6 to 10)%
 +50 Life when Struck by an Enemy
 Requirements -33%
 Socketed: 6

The Chained Mail

Chain Mail (Sacred)

Defense: (6353-8188)

Durability: 63

Required Strength: 538

Required Level: 100

10% Chance to cast level 53 Bloodstorm when Attacked

-10% Slower Run/Walk

Stun Attack

Attacker Flees after Striking 10%

(21 to 25)% Bonus to Strength

(21 to 25)% Bonus to Dexterity

+(251 to 300)% Enhanced Defense

+250 Life on Striking in Melee

Damage Reduced by 10%

Slows Attacker by 15%

Socketed: 6



Light's Widow

Breast Plate (Sacred)

Defense: (6461-8440)

Durability: 69

Required Strength: 550

Required Level: 100

+50 Energy Factor to Spell Damage

+2 to Paladin Skill Levels

+(21 to 25)% to Searing Glow Dazzle Duration

40% Faster Cast Rate

40% Faster Block Rate

+(31 to 50)% to Fire Spell Damage

+(251 to 300)% Enhanced Defense

Damage Reduced by 5%

(21 to 25)% Reanimate as: Blood Marquis

Socketed: 6



Highwayman's Friend

Breast Plate (Sacred)

Defense: (5541-7385)

Durability: 69

Required Strength: 550

Required Level: 100

100% Chance to cast level 20 Arrow when Struck by a Missile

15% Chance of Crushing Blow

+(201 to 250)% Enhanced Defense

+50 to Strength

+50 to Dexterity

Damage Reduced by 100

750% Extra Gold from Monsters

150% Better Chance of Getting Magic Items

-2 to Light Radius

Socketed: 6



Candlewake

Splint Mail (Sacred)

Defense: (5637-7605)

Durability: 75

Required Strength: 478

Required Level: 100

100% Chance to cast level 35 Raven Flight when you Die

Indestructible

5% Chance to cast level 13 Hymn when you Kill an Enemy

25% Increased Attack Speed

75% Faster Block Rate

Enhanced Weapon Damage +100%

Slows Melee Target by 20%

+(201 to 250)% Enhanced Defense

Damage Reduced by (21 to 25)

5% Reanimate as: Iced Soul

Requirements -15%

Socketed: 6



Splinter Mail

Splint Mail (Sacred)

Defense: (5637-7605)

Durability: 75



Required Strength: 563
 Required Level: 100
 20% Chance to cast level 9 Spike Nova when Attacked
 +(101 to 150) to Maximum Damage
 (9 to 14)% Life stolen per Hit
 100% Chance of Open Wounds
 +(5 to 8) to Blade Barrier
 (-301 to -400) to Monster Defense per Hit
 +(201 to 250)% Enhanced Defense
 -25 to Vitality
 Socketed: 6



Arreat's Heart
Plate Mail (Sacred)
 Defense: (5731-7826)
 Durability: 81
 Required Strength: 576
 Required Level: 100
 1% Chance to cast level 36 Bloodlust on Attack
 +(2 to 3) to Barbarian Skill Levels
 Adds 50-150 damage
 Adds 1-1000 lightning damage
 -(11 to 15)% to Enemy Lightning Resistance
 +(11 to 15)% Bonus to Summoned Minion Resistances
 +(201 to 250)% Enhanced Defense
 +(41 to 50) to all Attributes
 Replenish Life +250
 All Resists +(21 to 25)%
 500% Extra Gold from Monsters
 Socketed: 6



Skin of Kabraxis
Plate Mail (Sacred)
 Defense: (6904-7236)
 Durability: 81
 Required Strength: 576
 Required Level: 100
 33% Chance to cast level 29 Fire Splash on Attack
 +100% Damage to Demons
 +5000 Defense
 +150 to Strength
 +100 Fire Absorb
 Damage Reduction Decreased by -25%
 +200 Life after each Demon Kill
 -10 to Light Radius
 Level 19 Pagan Rites (20 Charges)
 Socketed: 6



Ice Tomb
Field Plate (Sacred)
 Defense: (5824-8043)
 Durability: 87
 Required Strength: 471
 Required Level: 100
 +(41 to 50) Energy Factor to Spell Damage
 5% Chance to cast level 7 Cold Fear when you Take Damage
 50% Chance to cast level 33 Ice Lance on Attack
 +(1 to 2) to All Skills
 +(31 to 40)% to Cold Spell Damage
 +(201 to 250)% Enhanced Defense
 +(31 to 40) to all Attributes
 (11 to 15)% Reanimate as: Frozen Lord
 Attacker Takes Cold Damage of 500
 +2 to Light Radius
 Requirements -20%
 Socketed: 6



Itherael's Splendor
Field Plate (Sacred)
 Defense: (7759-10341)
 Durability: 87
 Required Level: 100
 Indestructible
 +2 to All Skills
 +(301 to 350)% Enhanced Defense
 All Resists -100%
 Damage Reduced by 10%
 Level 3 Resurrect (5 Charges)
 Requirements -100%
 Socketed: 6

Huo Zhi Wang
Light Plate (Sacred)
 Defense: (7301-9944)
 Durability: 93
 Required Strength: 602
 Required Level: 100



25% Chance to cast level 7 Fire Splash when you Kill an Enemy
100% Chance to cast level 22 Blast Wave when you Level-Up
+ (1 to 2) to All Skills
25% Increased Attack Speed
+ (151 to 200) to Maximum Damage
+ (31 to 40)% to Fire Spell Damage
+ (251 to 300)% Enhanced Defense
+ (401 to 500) Defense
Fire Resist +100%
(101 to 150)% Extra Gold from Monsters
Level 31 Inner Fire (25 Charges)
Socketed: 6

Hellbourne Disciple

Light Plate (Sacred)

Defense: (5917-8263)

Durability: 93

Required Strength: 602

Required Level: 100

+100 Strength Factor to Spell Damage
40% Chance to cast level 15 Mind Flay on Attack
5% Chance to cast level 25 Disintegrate on Attack
20% Faster Run/Walk
+100 damage
+ (41 to 50)% to Lightning Spell Damage
-250 to Monster Defense per Hit
+ (201 to 250)% Enhanced Defense
Regenerate Mana +25%
Attacker Takes Lightning Damage of 250
Slows Attacker by 15%
Socketed: 6

Scales of the Serpent

Gothic Plate (Sacred)

Defense: (7012-9696)

Durability: 99

Required Strength: 614

Required Level: 100

15% Chance to cast level 40 Carpet of Spiders on Attack
8% Chance to cast level 12 Time Strike on Striking
+150% Damage to Undead
Adds 400-600 poison damage over 2 seconds
-50% to Enemy Poison Resistance
10% Chance of Crushing Blow
Enhanced Weapon Damage + (41 to 50)%
+ (251 to 300)% Enhanced Defense
+100 to Strength
+50 Life on Striking in Melee
(31 to 40)% Chance of Uninterruptable Attack
Socketed: 6

Goetia Plate

Gothic Plate (Sacred)

Defense: (8011-10908)

Durability: 99

Required Strength: 614

Required Level: 100

+3 to All Skills
+5 to Maximum Necromancer Minions
+ (201 to 250)% Bonus to Summoned Minion Life
+ (101 to 150)% Bonus to Summoned Minion Damage
+ (301 to 350)% Enhanced Defense
+1000 to Life
Replenish Life +1000
+1000 to Mana
-4 to Light Radius
Socketed: 6

Robe of Steel

Full Plate Mail (Sacred)

Defense: (6107-8701)

Durability: 105

Required Strength: 420

Required Level: 100

+ (11 to 20)% Bonus to Energy Factor
25% Faster Cast Rate
+ (41 to 50)% to Spell Damage
+ (201 to 250)% Enhanced Defense
+100 to Strength
+100 to Energy
All Resists + (21 to 30)%
Total Character Defense Plus (31 to 40)%
+250 Life after each Demon Kill
Requirements -33%
Socketed: 6

Sankekur's Faulds





Full Plate Mail (Sacred)
Defense: (8136-11187)
Durability: 105
Required Strength: 627
Required Level: 100
+2 to Paladin Skill Levels
40% Increased Attack Speed
40% Faster Cast Rate
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Lightning Spell Damage
+(41 to 50)% to Cold Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
+(301 to 350)% Enhanced Defense
+100 to Energy
Cold Absorb (11 to 15)%
Fire Absorb (11 to 15)%
10% Reanimate as: Onyx Knight
Socketed: 6



**Torn Flesh of Gods
Ancient Armor (Sacred)**
Defense: (8264-11484)
Durability: 111
Required Strength: 499
Required Level: 100
+(1 to 2) to All Skills
+(301 to 350)% Enhanced Defense
+100 to Strength
+100 to Vitality
+1000 to Life
All Resistances -75%
Damage Reduced by (61 to 100)
+(101 to 150) Life on Striking in Melee
Socketed: 6
Requirements -25%



**Khazra Plate
Ancient Armor (Sacred)**
Defense: (8264-11484)
Durability: 111
Required Strength: 1998
Required Level: 100
Level 1 Demon Blood Aura when Equipped
+100% Damage to Demons
+(301 to 350)% Enhanced Defense
25% Bonus to Strength
25% Bonus to Vitality
Damage Reduced by 10%
10% Deadly Strike
Requirements +200%
Socketed: 6

Sacred Helms



**The Wanderer's Hood
Cap (Sacred)**
Defense: (2561-3013)
Durability: 27
Required Strength: 456
Required Level: 100
+(2 to 3) to All Skills
+(201 to 250)% Enhanced Defense
Increase Maximum Life 10%
+(41 to 50) Life on Striking in Melee
(21 to 25)% Reanimate as: Soul Flayer
(101 to 150)% Extra Gold from Monsters
Socketed: 4



**Beanie Sidhe
Cap (Sacred)**
Defense: (1710-2152)
Durability: 27
Required Strength: 456
Required Level: 100
+(100 to 200) to Maximum Damage
Adds 250-500 fire damage
Adds 250-500 lightning damage
Adds 250-500 cold damage
+(101 to 150)% Enhanced Defense
Socketed: 4

* This is a reference to the bug where your damage becomes 0 if it exceeds 83K. This was a common issue in earlier versions of Median XL. The best way to avoid this limitation was by using multiple elements.

**Thinking Cap
Skull Cap (Sacred)**



Defense: (1076-1240)
Durability: 3
Required Strength: 243
Required Level: 100
+3 to All Skills
+(31 to 40)% to Spell Damage
+(183 to 316) Defense
Increase Maximum Mana (21 to 25)%
All Resists +(21 to 25)%
Decrease Maximum Durability -90%
Socketed: 4
Requirements -50%

Lacuni Cowl

Skull Cap (Sacred)

Defense: (2687-3234)
Durability: 33
Required Strength: 486
Required Level: 100
1% Chance to cast level 4 Mark of the Wild when you Kill an Enemy
25% Increased Attack Speed
15% Faster Hit Recovery
25% Faster Block Rate
30% Faster Run/Walk
(101 to 150)% Bonus to Attack Rating
50% Chance of Open Wounds
+(201 to 250)% Enhanced Defense
+750 Defense vs. Missile
20% Bonus to Dexterity
5% Reanimate as: Prowler Priestess
Socketed: 4



Brainburst

Helm (Sacred)

Defense: (2346-2958)
Durability: 39
Required Strength: 516
Required Level: 100
1% Chance to cast level 18 Blast Wave when you Take Damage
+(151 to 200)% Enhanced Defense
+(41 to 50) to Strength
-100 to Mana
Fire Resist +(51 to 60)%
+(31 to 50) Mana on Striking in Melee
Attacker Takes Fire Damage of 250
+(101 to 150) Mana when Struck by an Enemy
Socketed: 4



Portal Kombat

Helm (Sacred)

Defense: (935-986)
Durability: 39
Required Strength: 516
Required Level: 100
15% Chance to cast level 1 Teleport when Attacked
100% Chance to cast level 24 Bloodlust when you Level-Up
10% Chance to cast level 1 Teleport on Attack
+1 to All Skills
30% Faster Run/Walk
Adds 50-100 damage
50% Chance of Open Wounds
Socketed: 4



Ironhood

Full Helm (Sacred)

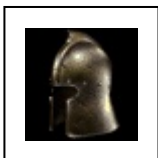
Defense: (1961-2622)
Durability: 45
Required Strength: 185
Required Level: 100
+2 to All Skills
+(21 to 25)% to Spell Damage
+(16 to 20)% Bonus to Summoned Minion Damage
+(101 to 150)% Enhanced Defense
Increase Maximum Mana (11 to 15)%
+(101 to 150) Mana after each Kill
(31 to 50)% Extra Gold from Monsters
Socketed: 4
Requirements -66%



Headbanger

Full Helm (Sacred)

Defense: (2937-3671)
Durability: 45
Required Strength: 546
Required Level: 100
+150 Strength Factor to Spell Damage
-50 Energy Factor to Spell Damage



5% Chance to cast level 2 Thunder Slam when Struck
+2 to All Skills
15% Faster Cast Rate
+(31 to 40)% to Lightning Spell Damage
+(31 to 40)% to Cold Spell Damage
+(201 to 250)% Enhanced Defense
+150 to Strength
-50 to Energy
Socketed: 4



The Prophet's Veil
Great Helm (Sacred)
Defense: (1018-1112)
Durability: 51
Required Strength: 230
Required Level: 100
+2 to Necromancer Skill Levels
+2 to Maximum Necromancer Minions
Attacker Flees after Striking 5%
+(21 to 25)% Bonus to Summoned Minion Resistances
+(31 to 40)% Bonus to Summoned Minion Damage
+(31 to 50) to Energy
Poison Resist +(51 to 60)%
-2 to Light Radius
Socketed: 4
Requirements -60%



Metalhead
Great Helm (Sacred)
Defense: (3019-3612)
Durability: 51
Required Strength: 576
Required Level: 100
3% Chance to cast level 10 Shower of Rocks on Attack
3% Chance to cast level 10 Stormblast on Attack
Ignore Target's Defense
Adds 1-333 lightning damage
Hit Causes Monster to Flee +2%
+(2001 to 2500) Defense
+50 to Strength
+2 Life on Striking
Total Character Defense Plus (21 to 25)%
5% Reanimate as: Obsidian Lord
-5 to Light Radius
Socketed: 4



Gotterdammerung
Crown (Sacred)
Defense: (5250-6283)
Durability: 57
Required Strength: 606
Required Level: 100
Indestructible
+(301 to 350)% Enhanced Defense
+1000 Defense
+(51 to 60) to all Attributes
-75% to All Maximum Resistances
Damage Reduced by (21 to 25)%
-5 to Light Radius
Socketed: 4



Aiden's Lament
Crown (Sacred)
Defense: (3190-4109)
Durability: 57
Required Strength: 757
Required Level: 100
10% Chance to cast level 6 Spike Nova on Attack
5% Chance to cast level 4 Spike Nova when Struck
50% Chance of Open Wounds
+(201 to 250)% Enhanced Defense
Drain Life -250
+(101 to 150) Life on Striking in Melee
5% Reanimate as: Cenobite
Level 2 Crucify (100 Charges)
Requirements +25%
Socketed: 4

Sacred Circlets

Helm of Sprits
Circlet (Sacred)
Defense: (362-409)
Durability: 10
Required Dexterity: 262
Required Level: 100



5% Chance to cast level 27 Venomous Spirit on Attack
 +(41 to 50) to Energy
 +(41 to 50) to Vitality
 +(11 to 15)% Increased Healing Rate from Apples
 +(51 to 60) Life on Striking in Melee
 +(51 to 60) Mana on Striking in Melee
 Socketed: 4

* The name is not a typo. This is a Diablo 1 item and it was indeed written that way.



**Eyes of Septumos
 Circlet (Sacred)**

Defense: (663-909)

Durability: 10

Required Dexterity: 262

Required Level: 100

+(1 to 77)% to Fire Spell Damage
 +(1 to 77)% to Cold Spell Damage
 +(1 to 77)% to Lightning Spell Damage
 +(1 to 77)% to Poison Spell Damage
 +(1 to 77)% to Physical/Magic Spell Damage
 +(301 to 500) Defense
 -77 to Life
 +777 to Mana
 -4 to Light Radius
 Socketed: 4



Dark Star

Coronet (Sacred)

Defense: (434-490)

Durability: 15

Required Dexterity: 327

Required Level: 100

100% Chance to cast level 34 Ice Bolt Nova when you Die
 +2 to Assassin Skill Levels
 25% Faster Run/Walk
 -(21 to 25)% to Enemy Fire Resistance
 -(21 to 25)% to Enemy Cold Resistance
 -(21 to 25)% to Enemy Poison Resistance
 +(31 to 40) to Energy
 +(31 to 40) to Dexterity
 Magic Damage Reduced by (31 to 40)
 Socketed: 4



Breathstealer

Coronet (Sacred)

Defense: (835-990)

Durability: 15

Required Dexterity: 163

Required Level: 100

50% Chance to cast level 20 Call Blood Golem on Striking
 +1 to All Skills
 25% Faster Cast Rate
 +(31 to 40)% to Spell Damage
 +(12 to 16) to Death Coil
 +(401 to 500) Defense
 -50 to Strength
 +100 to Energy
 +50 to Vitality
 +(151 to 200) Life after each Kill
 Socketed: 4
 Requirements -50%

* The Blood Golem is hostile and will quickly kill you. This item is intended to be used only by spellcasters.



Royal Circlet

Tiara (Sacred)

Defense: (1825-2352)

Durability: 20

Required Dexterity: 392

Required Level: 100

+2 to All Skills
 +150% Damage to Demons
 +150% Damage to Undead
 +(251 to 300)% Enhanced Defense
 (21 to 25)% Bonus to All Attributes
 All Resists +(31 to 40)%
 Damage Reduced by 5%
 (41 to 50)% Better Chance of Getting Magic Items
 Socketed: 4

Maiden Mother Crown

Tiara (Sacred)

Defense: (520-588)

Durability: 20

Required Dexterity: 392

Required Level: 100



+4 to Sorceress Skill Levels
20% Faster Cast Rate
+(1 to 50)% to Fire Spell Damage
+(1 to 50)% to Lightning Spell Damage
+(1 to 50)% to Cold Spell Damage
+(1 to 50)% to Poison Spell Damage
Socketed: 4



Tennousuuhai
Diadem (Sacred)
Defense: (624-705)
Durability: 25
Required Dexterity: 524
Required Level: 100
20% Chance to cast level 23 Starburst on Attack
+2 to All Skills
Adds 250-500 magic damage
+(31 to 40) to all Attributes
Magic Resist +(41 to 50)%
(11 to 15)% Better Chance of Getting Magic Items
+2 to Light Radius
Socketed: 4



Crown of the Black Rose
Diadem (Sacred)
Defense: (124-205)
Durability: 25
Required Dexterity: 524
Required Level: 100
-25 Energy Factor to Spell Damage
+(2 to 3) to Assassin Skill Levels
+(2 to 3) to Necromancer Skill Levels
40% Faster Hit Recovery
30% Bonus to Buff/Debuff/Cold Skill Duration
+(41 to 50)% Bonus to Summoned Minion Life
-500 Defense
+500 to Life
+(41 to 50) Life after each Kill
Socketed: 4

Sacred Special Helms



Trang-Oul's Breath
Mask (Sacred)
Defense: (1354-1800)
Durability: 26
Required Strength: 405
Required Level: 100
2% Chance to cast level 61 Winter Avatar when you Kill an Enemy
2% Chance to cast level 61 Gamma Field when you Kill an Enemy
+2 to Necromancer Skill Levels
+(3 to 4) Maximum Necromancer Minions
+(21 to 25)% to Lightning Spell Damage
+(21 to 25)% to Cold Spell Damage
+(101 to 150)% Enhanced Defense
+(31 to 40) to Energy
Cold Resist +(31 to 40)%
Requirements -25%
Socketed: 4



Idol of Rygnar
Mask (Sacred)
Defense: (2028-2520)
Durability: 26
Required Strength: 540
Required Level: 100
+2 to Necromancer Skill Levels
(26 to 33)% Life stolen per Hit
Enhanced Weapon Damage +200%
Hit Causes Monster to Flee +2%
+(201 to 250)% Enhanced Defense
+(41 to 50) to Strength
+(41 to 50) to Dexterity
Target Takes Additional Damage of 500
750% Extra Gold from Monsters
+5 to Light Radius
Socketed: 4



Trollface
Bone Helm (Sacred)
Defense: (1394-1880)
Durability: 32
Required Strength: 563
Required Level: 100
50% Chance to cast level 1 Teleport when struck
50% Chance to cast level 1 Teleport on attack

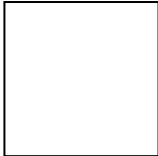


(4 to 7)% Mana stolen per Hit
(4 to 7)% Life stolen per Hit
+(101 to 150)% Enhanced Defense
Increase Maximum Life and Mana 10%
Socketed: 4

**The Veil of Magic
Bone Helm (Sacred)**

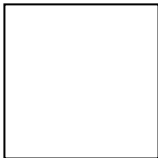
Defense: (1194-1252)
Durability: 3
Required Strength: 563
Required Level: 100
5% Chance to cast level 19 Arcane Fury on Attack
1% Chance to cast level 22 Charm on Attack
Adds 500-1000 fire damage
Adds 500-1000 lightning damage
Adds 500-1000 cold damage
+(21 to 25)% to Spell Damage
Stun Attack
Slows Target by 5%
+500 Defense
Decrease Maximum Durability -90%
Level 1 Spirit of Vengeance (2 Charges)
Socketed: 4

Sacred Shields



**Event Horizon
Buckler (Sacred)**

Defense: (2249-2870)
Durability: 32
Required Strength: 446
Required Dexterity: 469
Required Level: 100
1% Chance to cast level 24 Singularity when you Take Damage
20% Faster Run/Walk
+(101 to 150)% Enhanced Defense
+500 Maximum Stamina
+(21 to 25) Cold Absorb
+(21 to 25) Lightning Absorb
+(21 to 25) Fire Absorb
Damage Reduced by 5%
Socketed: 4



**Ogden's Sign
Buckler (Sacred)**

Defense: (3368-4018)
Durability: 32
Required Strength: 267
Required Dexterity: 281
Required Level: 100
-20 Energy Factor to Spell Damage
100% Chance to cast level 59 Rising Dawn when you Level-Up
+100% Damage to Demons
+(201 to 250)% Enhanced Defense
+(51 to 75)% to Physical/Magic Spell Damage
+20 to all Attributes
25% Reanimate as: Fallen One
75% Better Chance of Getting Magic Items
Requirements -40%
Socketed: 4



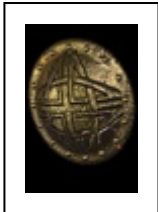
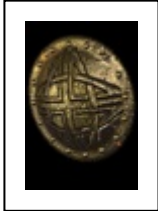
**Witch Drum
Small Shield (Sacred)**

Defense: (2375-3182)
Durability: 42
Required Strength: (319-277)
Required Dexterity: (344-299)
Required Level: 100
+20% Bonus to Energy Factor
50% Faster Cast Rate
(36 to 40)% Bonus to Buff/Debuff/Cold Skill Duration
+(31 to 40)% to Spell Damage
+(101 to 150)% Enhanced Defense
All Resists +(11 to 15)%
Requirements (-31 to -40)%
Socketed: 4



**The Flying Saucer
Small Shield (Sacred)**

Defense: (3557-4455)
Durability: 42
Required Strength: 463
Required Dexterity: 499
Required Level: 100
2% Chance to cast level 41 Cryo Beam on Striking



10% Chance to cast level 38 Supernova when you Kill an Enemy
150% Faster Run/Walk
1% Increased Chance of Blocking
-(31 to 40)% to Enemy Lightning Resistance
-(31 to 40)% to Enemy Cold Resistance
+(201 to 250)% Enhanced Defense
Damage Reduced by 5%
Socketed: 6

Chalice of Horrors
Large Shield (Sacred)

Defense: (3747-4896)
Durability: 52
Required Strength: 480
Required Dexterity: 529
Required Level: 100
50% Chance to cast level 13 Lemures on Attack
+1 to All Skills
45% Faster Block Rate
1% Increased Chance of Blocking
+100% Damage to Undead
-(31 to 40)% to Enemy Cold Resistance
-(31 to 40)% to Enemy Poison Resistance
+(201 to 250)% Enhanced Defense
Replenish Life +(81 to 120)
-2 to Light Radius
Socketed: 4

Dryadbark
Large Shield (Sacred)

Defense: (4369-5596)
Durability: 52
Required Strength: 480
Required Dexterity: 529
Required Level: 100
Indestructible
1% Increased Chance of Blocking
Adds 50-150 damage
-(21 to 25)% to Enemy Fire Resistance
+(21 to 25)% to Fire Spell Damage
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Dexterity
+(251 to 300)% Enhanced Defense
10% Reanimate as: Tree of Life
Socketed: 6

Lightforge
Kite Shield (Sacred)

Defense: (3931-5334)
Durability: 62
Required Strength: 497
Required Dexterity: 559
Required Level: 100
5% Chance to cast level 6 Vindicate on Attack
(26 to 30)% Velocity Bonus to Sacred Armor
+1 to Paladin Skill Levels
Adds 450-1250 fire damage
+(201 to 250)% Enhanced Defense
+(31 to 40) to all Attributes
All Resists +(21 to 25)%
+(31 to 40) Life after each Demon Kill
+4 to Light Radius
Socketed: 4

Stormflyer
Kite Shield (Sacred)

Defense: (3931-5334)
Durability: 62
Required Strength: 497
Required Dexterity: 559
Required Level: 100
50% Chance to cast level 25 Forked Lightning on Attack
100% Faster Run/Walk
1% Increased Chance of Blocking
Adds 1-2500 lightning damage
+(31 to 40)% to Lightning Spell Damage
(11 to 15)% Bonus to Dexterity
(31 to 40)% Bonus to Energy
+(201 to 250)% Enhanced Defense
Lightning Absorb 15%
250% Damage Taken Goes To Mana
Socketed: 6

Shield of a Thousand Stars
Tower Shield (Sacred)

Defense: (3436-4947)
Durability: 72



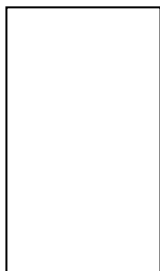
Required Strength: 514
Required Dexterity: 589
Required Level: 100
+25 Energy Factor to Spell Damage
1% Increased Chance of Blocking
Stun Attack
+(151 to 200)% Enhanced Defense
+(51 to 70) to all Attributes
Damage Reduced by 50
Socketed: 4



Judge's Sin
Tower Shield (Sacred)
Defense: (4805-6596)
Durability: 72
Required Strength: 514
Required Dexterity: 589
Required Level: 100
5% Chance to cast level 6 Thunder Hammer on Striking
+2 to Assassin Skill Levels
5% Chance of Crushing Blow
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Dexterity
+(251 to 300)% Enhanced Defense
+100 Life after each Kill
500% Extra Gold from Monsters
Socketed: 6



Dragon's Breach
Gothic Shield (Sacred)
Defense: (5026-7100)
Durability: 81
Required Strength: 531
Required Dexterity: 619
Required Level: 100
10% Chance to cast level 17 Cataclysm on Attack
10% Chance to cast level 26 Apocalypse when Attacked
+1 to All Skills
50% Faster Block Rate
1% Increased Chance of Blocking
+(31 to 40)% to Fire Spell Damage
+(251 to 300)% Enhanced Defense
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Energy
(-6 to -10)% Penalty to Vitality
Socketed: 4



Shield of Hakan II
Gothic Shield (Sacred)
Defense: (1432-1775)
Durability: 81
Required Strength: 531
Required Dexterity: 619
Required Level: 100
5% Chance to cast level 34 Searing Glow on Attack
+1 to All Skills
75% Faster Block Rate
+500 to Life
Damage Reduced by 5%
20% Chance of Uninterruptable Attack
500% Extra Gold from Monsters
+2 to Light Radius Socketed: 4

Sacred Special Shields



Shadowhymn
Bone Shield (Sacred)
Defense: (1390-2005)
Durability: 51
Required Dexterity: 395
Required Level: 100
+1 to All Skills
-10% Target Defense
Adds 250-500 magic damage
Adds 250-500 fire damage
Adds 250-500 lightning damage
Adds 250-500 cold damage
+(101 to 150)% Enhanced Defense
+5% to All Maximum Resistances
All Resists +(41 to 50)%
Socketed: 6
Requirements -25%

Boneyard Scourge
Bone Shield (Sacred)
Defense: (2082-2807)



Durability: 51
Required Dexterity: 527
Required Level: 100
1% Chance to cast level 4 Lifeblood on Attack
25% Chance to cast level 57 Death Blossom when you Kill an Enemy
-20% Decreased Attack Speed
Adds 50-100 damage
-(31 to 40)% to Enemy Cold Resistance
+(201 to 250)% Enhanced Defense
+50 to Dexterity
Cold Resist +100%
Socketed: 6

**Akarat's Crucifix
Spiked Shield (Sacred)**

Defense: (1455-2160)
Durability: 59
Required Dexterity: 550
Required Level: 100
15% Chance to cast level 19 Mind Flay when Struck
5% Chance to cast level 16 Bloodlust when you Take Damage
+(31 to 40)% Bonus Elemental Damage to Bloodlust
50% Chance of Open Wounds
Enhanced Weapon Damage +400%
+(101 to 150)% Enhanced Defense
+(41 to 50) to Strength
+(41 to 50) to Dexterity
+(41 to 50) to Vitality
Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
Socketed: 6

**Wheel of the Seasons
Spiked Shield (Sacred)**

Defense: (1455-2160)
Durability: 59
Required Dexterity: 275
Required Level: 100
1% Chance to cast level 9 Arcane Fury when Struck
+2 to Sorceress Skill Levels
20% Faster Cast Rate
-1% Decreased Chance of Blocking
+(1 to 40)% to Fire Spell Damage
+(1 to 40)% to Lightning Spell Damage
+(1 to 40)% to Cold Spell Damage
+(1 to 40)% to Poison Spell Damage
+(101 to 150)% Enhanced Defense
All Resists +(11 to 15)%
Requirements -50%
Socketed: 6

Sacred Belts



**Sash of Shadows
Sash (Sacred)**

Defense: (2548-2944)
Durability: 25
Required Strength: 180
Required Level: 100
+(1 to 2) to All Skills
(0.25 per level)% to Cold Spell Damage (Based on Character Level)
+(21 to 25)% Bonus to Summoned Minion Resistances
+(251 to 300)% Enhanced Defense
Cold Resist +(31 to 50)%
Damage Reduced by 25
(21 to 25)% Damage Taken Goes To Mana
Socketed: 2
Requirements -60%

**Cliffhanger
Sash (Sacred)**

Defense: (1027-1236)
Durability: 25
Required Strength: 452
Required Level: 100
1% Chance to cast level 16 Lifeblood when Struck
(11 to 15)% Chance of Crushing Blow
+(301 to 500) Defense
+100 to Strength
+50 to Vitality
-25% Worse Chance of Getting Magic Items
Socketed: 2

**The Endless Loop
Light Belt (Sacred)**

Defense: (1585-2047)





Durability: 34
Required Strength: 490
Required Level: 100
15% Chance to cast level 1 Teleport when you Take Damage
40% Faster Run/Walk
40% Increased Attack Speed
40% Faster Cast Rate
40% Faster Hit Recovery
40% Faster Block Rate
+(101 to 150)% Enhanced Defense
+(351 to 400) Maximum Stamina
Socketed: 2



Tldr
Light Belt (Sacred)
Defense: (789-819)
Durability: 34
Required Strength: 490
Required Level: 100
+500 to Life
Socketed: 2



Ashaera's Armor
Belt (Sacred)
Defense: (1351-1403)
Durability: 43
Required Strength: 529
Required Level: 100
+(21 to 25) Energy Factor to Spell Damage
+(21 to 30)% to Spell Damage
(11 to 15)% Bonus to Energy
+500 Defense
All Resists +(21 to 30)%
Damage Reduced by 10%
Socketed: 2



Manafire
Belt (Sacred)
Defense: (851-903)
Durability: 43
Required Strength: 132
Required Level: 100
+50 Energy Factor to Spell Damage
(41 to 50)% Bonus to Buff/Debuff/Cold Skill Duration
+(11 to 15)% to Physical/Magic Spell Damage
25% Bonus to Energy
+500 to Mana
+1 to All Skills when using a Mana Potion
Requirements -75%
Socketed: 2



Nor Tiraj's Wisdom
Heavy Belt (Sacred)
Defense: (914-987)
Durability: 52
Required Strength: 284
Required Level: 100
+(21 to 25)% to Fire Spell Damage
+(21 to 25)% to Physical/Magic Spell Damage
+(301 to 400) to Mana
All Resists +20%
5% Reanimate as: Deathfire Bearer
100% Extra Gold from Monsters
Socketed: 2
Requirements -50%



Edgewulf's Girdle
Heavy Belt (Sacred)
Defense: (914-987)
Durability: 52
Required Strength: 568
Required Level: 100
+200 to Strength
-50 to Vitality
Damage Reduced by 5%
Socketed: 2



The Asteroid Belt
Plated Belt (Sacred)
Defense: (3429-4280)
Durability: 61
Required Strength: 606
Required Level: 100
1% Chance to cast level 12 Blast Wave when Attacked
Indestructible
1% Chance to cast level 12 Shower of Rocks when Struck
1% Chance to cast level 12 Meteor Shower when Attacked



+1 to All Skills
+(251 to 300)% Enhanced Defense
(21 to 25)% Bonus to Strength
Fire Resist +(36 to 40)%
(21 to 30)% Chance of Uninterruptable Attack
(21 to 30)% Better Chance of Getting Magic Items
Socketed: 2

Lilith's Temptation
Plated Belt (Sacred)

Defense: (3917-4815)

Durability: 61

Required Level: 100

5% Chance to cast level 2 Time Strike on Striking

+(301 to 350)% Enhanced Defense

-25 to all Attributes

200% Better Chance of Getting Magic Items

Socketed: 2

Requirements -100%

Sacred Gloves



Geglash's Dusters
Leather Gloves (Sacred)

Defense: (677-855)
Durability: 25
Required Strength: 454
Required Level: 100
25% Increased Attack Speed
Stun Attack
5% Chance of Crushing Blow
Enhanced Weapon Damage +(31 to 40)%
+(101 to 150)% Enhanced Defense
Target Takes Additional Damage of 100
(151 to 200)% Extra Gold from Monsters
Socketed: 4



Blackjade's Legacy
Leather Gloves (Sacred)

Defense: (1014-1197)
Durability: 25
Required Strength: 454
Required Level: 100
2% Chance to cast level 9 Charm on Attack
+2 to Assassin Skill Levels
-40% Slower Cast Rate
Adds 500-1000 fire damage
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Poison Spell Damage
+(201 to 250)% Enhanced Defense
+250 to Life
Drain Life -500
Socketed: 4



Hammerfist
Heavy Gloves (Sacred)

Defense: (709-935)
Durability: 32
Required Strength: 484
Required Level: 100
25% Chance to cast level 14 Banish when you Kill an Enemy
50% Chance of Open Wounds
+(3 to 7) to Overpower
+(101 to 150)% Enhanced Defense
+(31 to 40) to Strength
Magic Resist +10%
+(31 to 50) Life on Striking in Melee
Socketed: 4



Ironbound Impact Tome
Heavy Gloves (Sacred)

Defense: (1415-1683)
Durability: 32
Required Strength: 484
Required Level: 100
+2 to Paladin Skill Levels
Adds 150-200 damage
+150% Damage to Undead
+(21 to 30)% to Cold Spell Damage
5% Chance of Crushing Blow
+(14 to 18) to Cone of Cold
Slows Target by 5%
+(301 to 350)% Enhanced Defense
Socketed: 4



Deadman's Hand
Chain Gloves (Sacred)

Defense: (1110-1417)
Durability: 39
Required Strength: 514
Required Level: 100
5% Chance to cast level 36 Doom on Attack
+1 to All Skills
20% Faster Hit Recovery
(41 to 50)% Bonus to Attack Rating
Slows Target by 5%
+(201 to 250)% Enhanced Defense
(11 to 15)% Bonus to Dexterity
Socketed: 4



Facebreaker
Chain Gloves (Sacred)

Defense: (1110-1417)
Durability: 39
Required Strength: 514
Required Level: 100
Stun Attack
(11 to 15)% Chance of Crushing Blow
15% Bonus to Strength



-10% Penalty to Dexterity
+(201 to 250)% Enhanced Defense
Damage Reduced by 5%
+1 Life on Striking
Socketed: 4

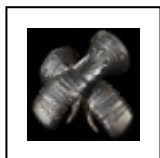
**Lorekeeper
Light Gauntlets (Sacred)**

Defense: (963-1311)
Durability: 46
Required Strength: 272
Required Level: 100
5% Chance to cast level 9 Elemental when you Take Damage
15% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(151 to 200)% Enhanced Defense
(21 to 25)% Bonus to Energy
All Resists +(41 to 50)%
Requirements -50%
Socketed: 4



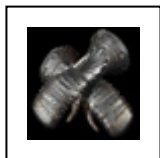
**Baron Sludge's Bonecrushers
Light Gauntlets (Sacred)**

Defense: (384-437)
Durability: 46
Required Strength: 544
Required Level: 100
30% Increased Attack Speed
+(101 to 150) to Maximum Damage
-50% Target Defense
Stun Attack
Damage Reduced by 8%
+100 Life on Striking in Melee
Target Takes Additional Damage of (500 to 1000)
Socketed: 4



**Glor-An-Fhaidha's Firebark
Gauntlets (Sacred)**

Defense: (1604-2106)
Durability: 79
Required Strength: 574
Required Level: 100
5% Chance to cast level 23 Lava Pit on Attack
+2 to Druid Skill Levels
50% Faster Hit Recovery
20% Faster Run/Walk
Adds 1-1000 fire damage
+(31 to 40)% to Fire Spell Damage
25% Chance of Open Wounds
+(301 to 350)% Enhanced Defense
+50 to Strength
+50 to Dexterity
+50 to Vitality
Increase Maximum Durability 50%
Socketed: 4



**Lamha Na Draoithe
Gauntlets (Sacred)**

Defense: (1404-1872)
Durability: 53
Required Strength: 344
Required Level: 100
+150 Strength Factor to Spell Damage
+2 to All Skills
30% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(251 to 300)% Enhanced Defense
+75 to Strength
-100 to Life
All Resists +(21 to 25)%
Socketed: 4
Requirements -40%

Sacred Boots



**Everchase
Boots (Sacred)**

Defense: (467-481)
Durability: 29
Required Strength: 458
Required Level: 100
5% Chance to cast level 31 Hunting Banshee on Attack
60% Faster Run/Walk
Slows Target by 5%
25% Slower Stamina Drain
Damage Reduced by 5%



+2 to Light Radius
Socketed: 4

Hooves of the Thunderhorse

Boots (Sacred)

Defense: (467-481)

Durability: 29

Required Strength: 458

Required Level: 100

100% Chance to cast level 23 Singularity when you Die

40% Faster Run/Walk

+(21 to 25)% to Physical/Magic Spell Damage

+3 to Banish

+3 to Arcane Torrent

+750 to Mana

+5 Cold Absorb

+5 Lightning Absorb

+5 Fire Absorb

+5 Mana on Striking

Socketed: 4

Spirit Walker

Heavy Boots (Sacred)

Defense: (1102-1320)

Durability: 42

Required Strength: 295

Required Level: 100

+(31 to 40)% Bonus Elemental Damage to Mark of the Wild

+(121 to 150)% Enhanced Defense

+(301 to 400) Maximum Stamina

All Resists +(21 to 30)%

Magic Resist +50%

(11 to 15)% Curse Length Reduction

Socketed: 4

Requirements -40%



Lifecrusher

Heavy Boots (Sacred)

Defense: (1501-1848)

Durability: 42

Required Strength: 492

Required Level: 100

+(0 to 1) to Amazon Skill Levels

+(0 to 1) to Barbarian Skill Levels

+(0 to 1) to Druid Skill Levels

+(0 to 1) to Necromancer Skill Levels

20% Faster Run/Walk

+(101 to 150) to Maximum Damage

(11 to 15)% Chance of Crushing Blow

5% Bonus to Strength

+(201 to 250)% Enhanced Defense

+(41 to 50) Life after each Kill

Socketed: 4



Toesie Warmer

Chain Boots (Sacred)

Defense: (1330-1722)

Durability: 55

Required Strength: 527

Required Level: 100

10% Chance to cast level 57 Lava Pit when you Kill an Enemy

25% Faster Run/Walk

Adds 150-400 fire damage

+(151 to 200)% Enhanced Defense

(21 to 25)% Bonus to Vitality

Fire Resist +(31 to 50)%

Total Character Defense Plus (11 to 15)%

Socketed: 4



Clawfeet

Chain Boots (Sacred)

Defense: (1860-2296)

Durability: 55

Required Strength: 527

Required Level: 100

+1 to Druid Skill Levels

+150% Bonus Damage to Mark of the Wild

+50% Bonus Elemental Damage to Mark of the Wild

+50% Bonus to Poison Skill Duration

30% Faster Run/Walk

10% Increased Attack Speed

Adds 50-150 damage

50% Bonus to Attack Rating

+(251 to 300)% Enhanced Defense

Socketed: 4



Akarat's Trek



Light Plated Boots (Sacred)

Defense: (1410-1866)

Durability: 68

Required Strength: 561

Required Level: 100

10% Chance to cast level 13 Thunder Wave when Attacked

+(151 to 200)% Damage to Undead

Enhanced Weapon Damage +150%

10% Bonus to All Attributes

+(151 to 200)% Enhanced Defense

Replenish Life +100

+2 to Light Radius

Socketed: 4

Earthbender

Light Plated Boots (Sacred)

Defense: (1691-2177)

Durability: 68

Required Strength: 561

Required Level: 100

Indestructible

100% Chance to cast level 56 Tremor when you Die

20% Faster Run/Walk

+(41 to 50)% to Physical/Magic Spell Damage

+(30 to 33) to Hail of Stones

+(201 to 250)% Enhanced Defense

+(41 to 60) to Strength

Damage Reduced by 25

Total Character Defense Plus (21 to 25)%

Socketed: 4



Slippers of Yaerius

Greaves (Sacred)

Defense: (1784-2341)

Durability: 81

Required Strength: 202

Required Level: 100

20% Faster Run/Walk

50% Bonus to Buff/Debuff/Cold Skill Duration

+(201 to 250)% Enhanced Defense

+(31 to 40) to Strength

+(31 to 40) to Energy

+2 to Light Radius

Requirements -66%

Socketed: 4



Rodeo's Trampers

Greaves (Sacred)

Defense: (1784-2341)

Durability: 81

Required Strength: 595

Required Level: 100

1% Chance to cast level 50 Cow Disguise when Struck

10% Chance of Crushing Blow

+2 to Maximum Necromancer Minions

+50% Bonus to Summoned Minion Damage

-25% Penalty to Summoned Minion Life

+(201 to 250)% Enhanced Defense

+500 to Mana

Socketed: 4



Sacred Amazon Armour



Crown of the Rakkas

Morion (Sacred)

Defense: (1230-1547)

Durability: 32

(Amazon Only)

Required Strength: 456

Required Level: 100

+1 to All Skills

5% Chance of Crushing Blow

+(13 to 18) to Diseased Cattle

+(101 to 150)% Enhanced Defense

(21 to 30)% Bonus to All Attributes

Poison Length Reduced by (21 to 25)%

-2 to Light Radius

Repairs 1 Durability in 5 Seconds

Socketed: 4

Lionblood Crest

Morion (Sacred)

Defense: (2148-2476)

Durability: 32

(Amazon Only)

Required Strength: 456



Required Level: 100
2% Chance to cast level 7 Lionheart when you Kill an Enemy
30% Increased Attack Speed
-2% Decreased Chance of Blocking
+(71 to 100) to Maximum Damage
(13 to 15)% Life stolen per Hit
+(251 to 300)% Enhanced Defense
+1000 to Life
Socketed: 4

Crest of Arnazeus
Cervelliere (Sacred)

Defense: (2025-2481)
Durability: 44
(Amazon Only)

Required Strength: 516
Required Level: 100

100% Chance to cast level 17 Time Strike on Attack
5% Chance to cast level 12 Hymn on Attack
Adds 250-500 magic damage
Adds 250-500 fire damage
Adds 250-500 cold damage
15% Bonus to Strength
+(201 to 250)% Enhanced Defense
Fire Resist +(31 to 50)%
Reduces all Vendor Prices 5%
Socketed: 4

Kharos' Bloodskull
Cervelliere (Sacred)

Defense: (2025-2481)
Durability: 44
(Amazon Only)

Required Strength: 309
Required Level: 100

-20% Slower Cast Rate
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Physical/Magic Spell Damage
+(201 to 250)% Enhanced Defense
Drains 2% Life per Second
Damage Reduced by (31 to 40)
+(51 to 70) Life after each Kill
Requirements -40%
Socketed: 4

Kethryes' Warband
Einherjar Helm (Sacred)

Defense: (2113-2642)
Durability: 50
(Amazon Only)

Required Dexterity: 534
Required Level: 100

+(2 to 3) to All Skills
40% Faster Cast Rate
+(21 to 30)% to Physical/Magic Spell Damage
+(19 to 23) to Greater Manifestations
+(4 to 8) to Hex
+(22 to 25) to Defender Spirit
+(201 to 250)% Enhanced Defense
+(41 to 50) to Energy
+(41 to 50) to Dexterity
Magic Resist +(11 to 15)%
15% Damage Taken Goes To Mana
Socketed: 4

Ylfe Ban
Einherjar Helm (Sacred)

Defense: (2464-3020)
Durability: 50
(Amazon Only)

Required Dexterity: 534
Required Level: 100

Adds 150-250 damage
Ignore Target's Defense
+(12 to 29) to Hex
+(4 to 9) to Elfin Weapons
(21 to 25)% Bonus to Dexterity
(11 to 15)% Bonus to Energy
+(251 to 300)% Enhanced Defense
+5 Life on Striking
Reduces all Vendor Prices 10%
Socketed: 4

Helepolis
Spangenhelm (Sacred)

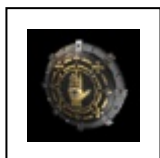
Defense: (3059-3802)
Durability: 62



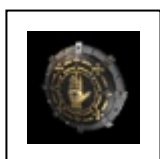
(Amazon Only)
Required Strength: 606
Required Level: 100
-10% Slower Run/Walk
+150 to Maximum Damage
(21 to 25)% Chance of Crushing Blow
+(7 to 12) to Guard Tower
+(301 to 350)% Enhanced Defense
(21 to 30)% Bonus to Strength
Damage Reduced by 20%
Total Character Defense Plus (31 to 50)%
Socketed: 4



Asgardsreia
Spangenhelm (Sacred)
Defense: (3059-3802)
Durability: 62
(Amazon Only)
Required Strength: 303
Required Level: 100
10% Chance to cast level 1 Arrow on Striking
Indestructible
50% Faster Run/Walk
-2% Decreased Chance of Blocking
-(41 to 50)% to Enemy Fire Resistance
-(41 to 50)% to Enemy Lightning Resistance
-(41 to 50)% to Enemy Cold Resistance
+(4 to 7) to Resurrect
(31 to 40)% Bonus to Dexterity
+(301 to 350)% Enhanced Defense
Socketed: 4
Requirements -50%



Danmaku
Athulua's Hand (Sacred)
Defense: (2666-3339)
Durability: 29
(Amazon Only)
Required Dexterity: 349
Required Level: 100
10% Chance to cast level 15 Javelin Nova when you Kill an Enemy
1% Chance to cast level 45 Fire Bolt Nova on Striking
25% Chance to cast level 5 Javelin on Striking
+(2 to 3) to Amazon Skill Levels
35% Increased Attack Speed
25% Faster Block Rate
1% Increased Chance of Blocking
Adds 50-100 damage
+(41 to 50)% to Fire Spell Damage
+(201 to 250)% Enhanced Defense
Socketed: 4



Vision of the Furies
Athulua's Hand (Sacred)
Defense: (1886-1954)
Durability: 29
(Amazon Only)
Required Dexterity: 349
Required Level: 100
+75 Energy Factor to Spell Damage
+100% Bonus Elemental Damage to Bloodlust
25% Faster Cast Rate
(0.75 per level)% to Fire Spell Damage (Based on Character Level)
10% Bonus to Energy
+1000 Defense
(21 to 25)% Bonus to Vitality when using a Healing Potion
Damage Reduced by 100
Level 54 Pyroclastic Flow (10 Charges)
Level 61 Bloodstorm (10 Charges)
Level 57 Lava Pit (10 Charges)
Socketed: 4



The Tannr Scutum
Phoenix Shield (Sacred)
Defense: (2808-3671)
Durability: 70
(Amazon Only)
Required Strength: 648
Required Level: 100
+(3 to 4) to Amazon Skill Levels
1% Increased Chance of Blocking
-(31 to 40)% to Enemy Fire Resistance
+(26 to 29) to Inner Fire
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
(21 to 25)% Bonus to Energy
+(201 to 250)% Enhanced Defense



Fire Resist +(31 to 40)%
Lightning Resist +(31 to 40)%
Poison Resist +(31 to 40)%
Socketed: 4

Phoenix Down
Phoenix Shield (Sacred)

Defense: (933-1049)
Durability: 70
(Amazon Only)
Required Strength: 648
Required Level: 100
+2 to Amazon Skill Levels
50% Faster Cast Rate
1% Increased Chance of Blocking
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
+(5 to 9) to Inner Fire
+150 to Vitality
Replenish Life +1000
+100 Life when Struck by an Enemy
Socketed: 6



Rozsochac
Setzschild (Sacred)

Defense: (13721-18426)
Durability: 90
(Amazon Only)
Required Strength: 430
Required Level: 100
Indestructible
5% Chance to cast level 20 Fortress when you Kill an Enemy
+2 to Amazon Skill Levels
+(301 to 350)% Enhanced Defense
+(101 to 150) to Strength
+(101 to 150) to Dexterity
Fire Resist +(41 to 80)%
Lightning Resist +(41 to 80)%
Damage Reduced by -100
(31 to 40)% Chance of Uninterruptable Attack
Requirements -33%
Socketed: 6



Panzerkeil
Setzschild (Sacred)

Defense: (17222-21914)
Durability: 90
(Amazon Only)
Required Strength: 643
Required Level: 100
+1 to Amazon Skill Levels
-10% Decreased Attack Speed
+(301 to 350)% Enhanced Defense
+3500 Defense
+200 to Strength
+50 to Vitality
All Resists +(41 to 50)%
Damage Reduced by 5%
Total Character Defense Plus 50%
Half Freeze Duration
Socketed: 6

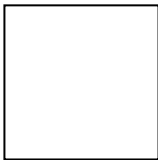
Sacred Assassin Armour



Norrec's Targe
Parma (Sacred)

Defense: (2696-3524)
Durability: 57
(Assassin Only)
Required Strength: 163
Required Dexterity: 179
Required Level: 100
15% Chance to cast level 16 Flamefront on Attack
5% Chance to cast level 27 Apocalypse on Attack
1% Increased Chance of Blocking
+150 to Maximum Damage
-150 to Monster Defense per Hit
+(201 to 250)% Enhanced Defense
+2 Life on Striking
5% Reanimate as: Infernal Lord
+(101 to 150) Life after each Kill
Socketed: 4
Requirements -66%

Digitron Disk
Parma (Sacred)



Defense: (2696-3524)
Durability: 57
(Assassin Only)
Required Strength: 480
Required Dexterity: 529
Required Level: 100
50% Chance to cast level 20 Slicer Blade on Attack
Slows Target by 10%
+150% Bonus to Summoned Minion Damage
+100% Bonus to Summoned Minion Life
+50% Bonus to Summoned Minion Resistances
+(201 to 250)% Enhanced Defense
+(4 to 5) to Assassin Skill Levels
Ignore Target's Defense
50% Chance of Uninterruptable Attack
Socketed: 4



Cloudwhirl
Aspis (Sacred)
Defense: (1889-2742)
Durability: 67
(Assassin Only)
Required Strength: 397
Required Dexterity: 447
Required Level: 100
50% Increased Attack Speed
50% Faster Cast Rate
1% Increased Chance of Blocking
Adds 1-450 lightning damage
+(31 to 40)% to Lightning Spell Damage
-(11 to 20)% to Enemy Lightning Resistance
+(6 to 14) to Vortex
+(101 to 150)% Enhanced Defense
Lightning Resist +(31 to 50)%
Requirements -20%
Socketed: 4



The Doom Gong of Xiansai
Aspis (Sacred)
Defense: (3299-4388)
Durability: 67
(Assassin Only)
Required Strength: 497
Required Dexterity: 559
Required Level: 100
1% Chance to cast level 12 Thunder Slam on Attack
1% Chance to cast level 18 Hymn on Striking
+2 to Assassin Skill Levels
1% Increased Chance of Blocking
Adds 1-1000 lightning damage
Adds 1-1000 cold damage
(3 to 5)% Chance of Crushing Blow
(11 to 15)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
+(251 to 300)% Enhanced Defense
+250 Life after each Kill
Socketed: 6



Hexward
Totem Shield (Sacred)
Defense: (1498-2019)
Durability: 56
(Assassin Only)
Required Dexterity: 353
Required Level: 100
+50 Energy Factor to Spell Damage
15% Chance to cast level 24 Diseased Cattle on Attack
+(2 to 4) to Assassin Skill Levels
-(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
+(201 to 250)% Enhanced Defense
+(31 to 40) to Energy
All Resists +(31 to 40)%
(11 to 15)% Curse Length Reduction
Socketed: 6
Requirements -33%

Fiddlesticks
Totem Shield (Sacred)
Defense: (1498-2019)
Durability: 56
(Assassin Only)
Required Dexterity: 527
Required Level: 100
+2 to All Skills



Adds 50-150 damage
 -(21 to 25)% to Enemy Fire Resistance
 -(21 to 25)% to Enemy Poison Resistance
 10% Chance of Crushing Blow
 +(4 to 6) to Storm Crows (Assassin Only)
 Hit Causes Monster to Flee +2%
 Slows Target by 10%
 +(201 to 250)% Enhanced Defense
 +3 Life on Striking
 Socketed: 6

The Gauntlet

Bladed Shield (Sacred)

Defense: (1568-2177)

Durability: 64

(Assassin Only)

Required Dexterity: 550

Required Level: 100

15% Chance to cast level 4 Spike Nova on Attack

Indestructible

+(1 to 2) to Assassin Skill Levels

45% Increased Attack Speed

(11 to 15)% Chance of Crushing Blow

(31 to 40)% Chance of Open Wounds

Slows Melee Target by 50%

+(201 to 250)% Enhanced Defense

+(31 to 40) to all Attributes

250% Damage Reflected

Socketed: 6



The Ion Maiden

Bladed Shield (Sacred)

Defense: (1568-2177)

Durability: 64

(Assassin Only)

Required Dexterity: 440

Required Level: 100

+2 to Assassin Skill Levels

40% Faster Cast Rate

1% Increased Chance of Blocking

+(51 to 75)% to Lightning Spell Damage

+(39 to 45) to Forked Lightning

+(39 to 45) to Shock Flower

+(201 to 250)% Enhanced Defense

Lightning Resist +75%

Requirements -20%

Socketed: 6



Sacred Barbarian Armour

Uldyssian's Awakening

Bull Shield (Sacred)

Defense: (1780-2385)

Durability: 31

(Barbarian Only)

Required Strength: 208

Required Dexterity: 224

Required Level: 100

50% Faster Cast Rate

+500 fire damage

+500 lightning damage

+500 cold damage

+2 to Maximum Barbarian Minions

+(31 to 40)% Bonus to Summoned Minion Damage

+(101 to 150)% Enhanced Defense

Increase Maximum Mana 50%

Level 11 Blink (50 Charges)

Socketed: 4

Requirements -40%



Pawnstorm

Bull Shield (Sacred)

Defense: (3552-4293)

Durability: 31

(Barbarian Only)

Required Strength: 208

Required Dexterity: 224

Required Level: 100

+3 to Barbarian Skill Levels

50% Faster Cast Rate

1% Increased Chance of Blocking

Adds 50-150 damage

+5 to Maximum Barbarian Minions

-50% Penalty to Summoned Minion Life

+(301 to 350)% Enhanced Defense

Increase Maximum Mana 50%



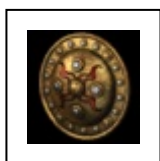


25% Reanimate as: Cog
Socketed: 4
Requirements -40%

Rota Solaris
Bronze Shield (Sacred)

Defense: (4683-6118)
Durability: 59
(Barbarian Only)
Required Strength: 552
Required Level: 100

50% Chance to cast level 21 Fire Splash on Attack
50% Increased Attack Speed
+(151 to 200) to Maximum Damage
+50% Damage to Undead
+(31 to 40)% to Fire Spell Damage
5% Chance of Crushing Blow
Blinds Attacker +(2 to 4)
+(201 to 250)% Enhanced Defense
Fire Resist +(51 to 60)%
+4 to Light Radius
Socketed: 4



Canis Venator
Bronze Shield (Sacred)

Defense: (6239-7866)
Durability: 59
(Barbarian Only)
Required Strength: 552
Required Level: 100

2% Increased Chance of Blocking
+(3 to 5) to Wolf Companion (Barbarian Only)
+(301 to 350)% Enhanced Defense
+150 to Strength
+150 to Vitality
Replenish Life +1000
Socketed: 4



Toraja's Champion
Gilded Shield (Sacred)

Defense: (7973-11490)
Durability: 67
(Barbarian Only)

Required Strength: 655
Required Level: 100
+(2 to 3) to Barbarian Skill Levels
40% Faster Cast Rate
+4 to Maximum Barbarian Minions
+(41 to 50)% Bonus to Summoned Minion Damage
+(201 to 250)% Damage to Protector Spirit Bloodlust
+(201 to 250)% Enhanced Defense
+500 to Life
+500 to Mana
All Resists +(11 to 15)%
+10 Life on Striking
+(21 to 25) Mana on Striking
Socketed: 4



The Ancients' Legacy
Gilded Shield (Sacred)

Defense: (15622-19773)
Durability: 67
(Barbarian Only)

Required Strength: 2292
Required Level: 100
Indestructible
+4 to Barbarian Skill Levels
-10% Slower Run/Walk
40% Faster Block Rate
2% Increased Chance of Blocking
Enhanced Weapon Damage +150%
+(301 to 350)% Enhanced Defense
+5000 Defense
Total Character Defense Plus 30%
Socketed: 4
Requirements +250%



Larzuk's Contraption
Jawbone Cap (Sacred)

Defense: (2254-2716)
Durability: 34
(Barbarian Only)
Required Strength: 442
Required Level: 100

+(41 to 50) Energy Factor to Spell Damage
25% Chance to cast level 31 Rain of Bombs when you Kill an Enemy
30% Increased Attack Speed



Adds 400-500 fire damage
Adds 400-500 lightning damage
(12 to 16)% Mana stolen per Hit
+(11 to 19) to Nova Bomb
+(11 to 19) to Immolation Bomb
+(201 to 250)% Enhanced Defense
+(301 to 500) to Mana
Socketed: 4

Boarfrost

Jawbone Cap (Sacred)

Defense: (1879-2328)
Durability: 34
(Barbarian Only)
Required Strength: 442
Required Level: 100
50% Chance to cast level 20 Ice Bolt Nova on Attack
20% Increased Attack Speed
Adds 500-1000 cold damage
-100% to Enemy Cold Resistance
+(41 to 50)% to Cold Spell Damage
(11 to 15)% Chance of Crushing Blow
Enhanced Weapon Damage +150%
+(151 to 200)% Enhanced Defense
(21 to 25)% Bonus to Strength
Socketed: 4



Hellmaw

Fanged Helm (Sacred)

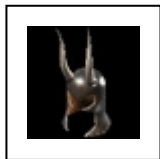
Defense: (2362-2905)
Durability: 40
(Barbarian Only)
Required Strength: 379
Required Level: 100
20% Chance to cast level 34 Flamestrike on Attack
20% Chance to cast level 27 Supernova on Attack
Adds 50-150 damage
Adds 333-666 fire damage
Adds 333-666 lightning damage
Adds 333-666 poison damage over 13 seconds
+(201 to 250)% Enhanced Defense
Fire Resist +(41 to 50)%
Lightning Resist +(41 to 50)%
Poison Resist +(41 to 50)%
Requirements -15%
Socketed: 4



Shadowtwin

Fanged Helm (Sacred)

Defense: (3147-3735)
Durability: 40
(Barbarian Only)
Required Strength: 446
Required Level: 100
+2 to Barbarian Skill Levels
+(49 to 55) to Summon Veil King
+(41 to 50)% Bonus to Summoned Minion Life
+(31 to 40)% Bonus to Summoned Minion Resistances
+(301 to 350)% Enhanced Defense
+500 to Mana
Cold Resist +100%
+250 Mana after each Kill
Socketed: 4



Demonhorn

Horned Helm (Sacred)

Defense: (2471-3097)
Durability: 47
(Barbarian Only)
Required Strength: 451
Required Level: 100
1% Chance to cast level 13 Unholy Armor when you Kill an Enemy
+(41 to 50)% Damage to Demons
+(1 to 4) to Inner Fire
+(201 to 250)% Enhanced Defense
+(41 to 50) to Strength
+(41 to 50) to Vitality
+(11 to 15)% Increased Healing Rate from Apples
Damage Reduced by (31 to 40)
Socketed: 4

Stella Matutina

Horned Helm (Sacred)

Defense: (2881-3540)
Durability: 47
(Barbarian Only)
Required Strength: 451



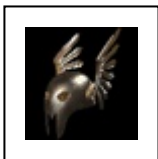
Required Level: 100
5% Chance to cast level 15 Earthquake on Attack
15% Chance to cast level 52 Ring of Light when Attacked
1% Chance to cast level 3 Searing Glow on Striking
Stun Attack
5% Bonus to Strength
5% Bonus to Vitality
+(251 to 300)% Enhanced Defense
5% Reanimate as: Daystar
+2 to Light Radius
Socketed: 4



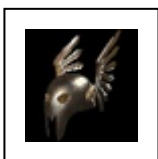
Morlu's Friend
Assault Helmet (Sacred)
Defense: (2582-3286)
Durability: 53
(Barbarian Only)
Required Strength: 456
Required Level: 100
+(1 to 2) to Barbarian Skill Levels
20% Faster Run/Walk
+(41 to 50)% Bonus to Summoned Minion Life
(101 to 150)% Bonus to Attack Rating
5% Chance of Crushing Blow
+(201 to 250)% Enhanced Defense
Replenish Life +100
Fire Resist -20%
Damage Reduced by 5%
10% Reanimate as: Obsidian Lord
Socketed: 4



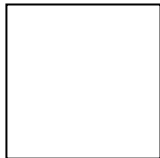
Wandelkoning
Assault Helmet (Sacred)
Defense: (3440-4225)
Durability: 53
(Barbarian Only)
Required Strength: 456
Required Level: 100
Indestructible
40% Increased Attack Speed
+(201 to 300) to Maximum Damage
Enhanced Weapon Damage +(101 to 150)%
-50% Penalty to Summoned Minion Life
(21 to 30)% Bonus to All Attributes
+(301 to 350)% Enhanced Defense
Total Character Defense Plus (21 to 25)%
Socketed: 4



Bul Kathos' Voice
Avenger Guard (Sacred)
Defense: (3637-4472)
Durability: 59
(Barbarian Only)
Required Strength: 461
Required Level: 100
10% Chance to cast level 32 Tremor on Attack
25% Increased Attack Speed
40% Faster Hit Recovery
(11 to 15)% Chance of Crushing Blow
Enhanced Weapon Damage +(41 to 50)%
+(251 to 300)% Enhanced Defense
+500 Defense
+(51 to 75) to Strength
+(51 to 75) to Vitality
Socketed: 4



Arreat's Snowcap
Avenger Guard (Sacred)
Defense: (3584-4468)
Durability: 59
(Barbarian Only)
Required Strength: 461
Required Level: 100
+(201 to 250) Strength Factor to Spell Damage
5% Chance to cast level 22 Glacial Nova when you Kill an Enemy
50% Chance to cast level 29 Cone of Cold on Attack
+2 to Barbarian Skill Levels
Adds 500-2500 cold damage
-(41 to 50)% to Enemy Cold Resistance
Reduced Weapon Damage -50%
+(301 to 350)% Enhanced Defense
+(51 to 75) to Strength
+50 Cold Absorb
Socketed: 4



Coldhunter

Wolf Head (Sacred)

Defense: (1848-2236)

Durability: 31

(Druid Only)

Required Strength: 440

Required Level: 100

8% Chance to cast level 20 Ice Lance on Striking

+(1 to 2) to Druid Skill Levels

Adds 50-150 damage

Adds 225-275 cold damage

(14 to 17)% Stamina stolen per Hit

(14 to 17)% Life stolen per Hit

-(41 to 50)% to Enemy Cold Resistance

+(201 to 250)% Enhanced Defense

+(41 to 50) to Dexterity

+(41 to 50) to Vitality

Cold Resist +(31 to 50)%

Socketed: 4

Linarian's Furs

Wolf Head (Sacred)

Defense: (1848-2236)

Durability: 31

(Druid Only)

Required Strength: 440

Required Level: 100

100% Chance to cast level 26 Superbeast when you Level-Up

+1 to Druid Skill Levels

+(31 to 40)% to Poison Spell Damage

10% Chance of Crushing Blow

+2 to Resurrect

(21 to 25)% Bonus to Strength

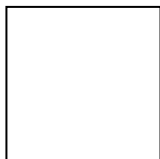
(21 to 25)% Bonus to Energy

+(201 to 250)% Enhanced Defense

Decrease Maximum Life -15%

5% Reanimate as: Banshee

Socketed: 4



Augur's Pelt

Hawk Helm (Sacred)

Defense: (2251-2908)

Durability: 37

(Druid Only)

Required Strength: 445

Required Level: 100

20% Chance to cast level 4 Time Strike on Striking

3% Chance to cast level 15 Bloodlust when you Kill an Enemy

Adds 100-150 damage

(101 to 150)% Bonus to Attack Rating

+(7 to 15) to Raven Flight

+(201 to 250)% Enhanced Defense

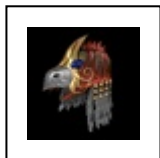
+(301 to 500) Defense

+(41 to 50) to Strength

+(41 to 50) to Vitality

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

Socketed: 4



Peacebringer

Hawk Helm (Sacred)

Defense: (1626-2064)

Durability: 37

(Druid Only)

Required Strength: 445

Required Level: 100

10% Chance to cast level 15 Arrow on Striking

1% Chance to cast level 37 Beacon when you Kill an Enemy

35% Faster Run/Walk

25% Increased Attack Speed

Adds 25-50 damage

+(151 to 200)% Enhanced Defense

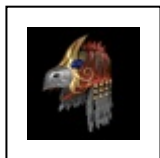
+(51 to 100) to Strength

+(51 to 100) to Dexterity

500% Extra Gold from Monsters

-4 to Light Radius

Socketed: 4



Goatlord

Antlers (Sacred)

Defense: (2046-2586)

Durability: 42

(Druid Only)

Required Strength: 450

Required Level: 100

25% Chance to cast level 42 Pentagram when you Kill an Enemy

+100 to Maximum Damage

+150% Damage to Demons





(14 to 18)% Life stolen per Hit
 +(201 to 250)% Enhanced Defense
 Increase Maximum Life (11 to 15)%
 Fire Resist +(51 to 75)%
 Fire Absorb (6 to 10)%
 (11 to 15)% Reanimate as: Fire Clan
 Socketed: 4

Ramcharge

Antlers (Sacred)

Defense: (2726-3325)

Durability: 42

(Druid Only)

Required Strength: 2700

Required Level: 100

Adds 150-450 damage

Enhanced Weapon Damage +50%

Hit Causes Monster to Flee +3%

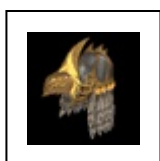
Slows Target by 5%

(21 to 25)% Bonus to Strength

+(301 to 350)% Enhanced Defense

Requirements +500%

Socketed: 4



Skythron

Falcon Mask (Sacred)

Defense: (2506-3156)

Durability: 48

(Druid Only)

Required Strength: 454

Required Level: 100

+(2 to 3) to Druid Skill Levels

40% Faster Run/Walk

25% Faster Cast Rate

+(21 to 25)% to Lightning Spell Damage

+(41 to 50)% to Cold Spell Damage

+(17 to 22) to Lightning Wall

+(251 to 300)% Enhanced Defense

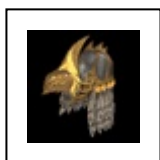
10% Chance to Avoid Damage

Lightning Resist +(51 to 60)%

Cold Resist +(51 to 60)%

Damage Reduced by 50

Socketed: 4



Windsinger

Falcon Mask (Sacred)

Defense: (1215-1489)

Durability: 48

(Druid Only)

Required Strength: 454

Required Level: 100

40% Faster Run/Walk

60% Increased Attack Speed

40% Faster Block Rate

Adds 50-150 damage

10% Chance of Crushing Blow

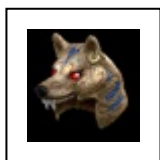
(31 to 40)% Bonus to Dexterity

+(501 to 700) Defense

15% Chance to Avoid Damage

10% Chance of Uninterruptable Attack

Socketed: 4



Nature's Orphan

Spirit Mask (Sacred)

Defense: (2251-2936)

Durability: 54

(Druid Only)

Required Strength: 458

Required Level: 100

100% Chance to cast level 39 Carpet of Spiders when you Die

+2 to Druid Skill Levels

+(151 to 200)% Bonus to Poison Skill Duration

+(22 to 27) to Hive

+(13 to 16) to Way of the Spider

+(201 to 250)% Enhanced Defense

(11 to 15)% Bonus to Strength

(11 to 15)% Bonus to Energy

Regenerate Mana +(41 to 60)%

Poison Length Reduced by (46 to 50)%

Socketed: 4

Yee Naaldlooshii

Spirit Mask (Sacred)

Defense: (1503-2097)

Durability: 54

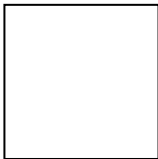
(Druid Only)

Required Strength: 183

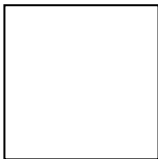


Required Level: 100
+50 Energy Factor to Spell Damage
1% Chance to cast level 7 Bloodlust when Attacked
+250% Bonus to Poison Skill Duration
+(41 to 50)% to Fire Spell Damage
+(41 to 50)% to Poison Spell Damage
+(29 to 33) to Wolf Companion
+(101 to 150)% Bonus to Summoned Minion Life
+(101 to 150)% Enhanced Defense
Level 3 Eagle Stance (5 Charges)
Level 7 Bear Stance (5 Charges)
Requirements -60%
Socketed: 4

Sacred Necromancer Armour



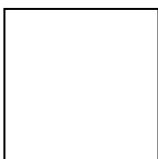
Trollskull
Preserved Head (Sacred)
Defense: (2621-3262)
Durability: 36
(Necromancer Only)
Required Dexterity: 292
Required Level: 100
+(2 to 3) to Necromancer Skill Levels
20% Faster Run/Walk
25% Faster Cast Rate
1% Increased Chance of Blocking
+(5 to 7) to Bloodlust
+(201 to 250)% Enhanced Defense
Replenish Life +150
Fire Resist -50%
Damage Reduced by 10%
Socketed: 4
Requirements -33%



The Stillborn
Preserved Head (Sacred)
Defense: (2621-3262)
Durability: 36
(Necromancer Only)
Required Dexterity: 436
Required Level: 100
+4 to Necromancer Skill Levels
+(41 to 50)% to Physical/Magic Spell Damage
+(14 to 18) to Totembound Guardian
+(14 to 18) to Exploding Totem
+50% Bonus to Summoned Minion Life
+(201 to 250)% Enhanced Defense
Increase Maximum Life (11 to 15)%
Replenish Life +500
+500 to Mana
All Resists +(31 to 40)%
Socketed: 4



Demonlure
Zombie Head (Sacred)
Defense: (3204-4064)
Durability: 45
(Necromancer Only)
Required Dexterity: 438
Required Level: 100
10% Chance to cast level 7 Summon Corpse when you Take Damage
+(2 to 3) to Necromancer Skill Levels
25% Faster Cast Rate
1% Increased Chance of Blocking
+(21 to 30)% to Fire Spell Damage
+(16 to 22) to Seal of Fire
+(16 to 22) to Exploding Totem
+(251 to 300)% Enhanced Defense
+(41 to 50) to Energy
+(41 to 50) to Vitality
+3 to Light Radius
Socketed: 4



Gregus Mazi's Nkisi
Zombie Head (Sacred)
Defense: (2748-3556)
Durability: 45
(Necromancer Only)
Required Dexterity: 438
Required Level: 100
+2 to Necromancer Skill Levels
1% Increased Chance of Blocking
+100% to Lightning Spell Damage
+(21 to 24) to Static Ward
+2 to Maximum Necromancer Minions

+ (51 to 100)% Bonus to Summoned Minion Damage
+ (101 to 150)% Bonus to Summoned Minion Life
+ (201 to 250)% Enhanced Defense
Regenerate Mana +50%
+15 Cold Absorb
+15 Fire Absorb
Socketed: 4

Feardrinker
Unraveller Head (Sacred)

Defense: (2871-3846)
Durability: 53
(Necromancer Only)
Required Dexterity: 441
Required Level: 100
5% Chance to cast level 29 Diseased Cattle when you Kill an Enemy
15% Faster Run/Walk
1% Increased Chance of Blocking
Adds 100-150 damage
(12 to 15)% Life stolen per Hit
(11 to 15)% Chance of Crushing Blow
Hit Causes Monster to Flee +10%
+ (201 to 250)% Enhanced Defense
+ (41 to 50) to Dexterity
Poison Resist + (41 to 50)%
(21 to 25)% Chance of Uninterruptable Attack
Socketed: 4

Mudpool
Unraveller Head (Sacred)

Defense: (2871-3846)
Durability: 53
(Necromancer Only)
Required Dexterity: 441
Required Level: 100
+2 to Necromancer Skill Levels
Adds 50-250 damage
(201 to 250)% Bonus to Attack Rating
Slows Ranged Attacker by 10%
+ (201 to 250)% Enhanced Defense
+50 to Dexterity
+100 to Vitality
Poison Length Reduced by 75%
5% Reanimate as: Black Death
Slows Attacker by 15%
Socketed: 4

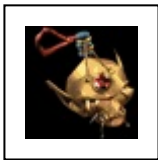
Hero's Fang
Gargoyle Head (Sacred)

Defense: (2997-4137)
Durability: 62
(Necromancer Only)
Required Dexterity: 354
Required Level: 100
40% Increased Attack Speed
40% Faster Hit Recovery
Adds 150-250 damage
(9 to 14)% Life stolen per Hit
Stun Attack
+ (6 to 12) to Titan Strike
+ (6 to 12) to Scorpion Blade
+ (201 to 250)% Enhanced Defense
Total Character Defense Plus (31 to 40)%
Requirements -20%
Socketed: 4

The Sentinel's Sorrow
Gargoyle Head (Sacred)

Defense: (996-1182)
Durability: 62
(Necromancer Only)
Required Dexterity: 443
Required Level: 100
100% Chance to cast level 1 Taunt when Attacked
+1 Extra Totems
1% Increased Chance of Blocking
(0.75 per level)% to Fire Spell Damage (Based on Character Level)
(0.75 per level)% to Lightning Spell Damage (Based on Character Level)
+ (5 to 8) to Sacred Armor
+ (31 to 36) to Searing Orb
+25 to all Attributes
All Resists +75%
Socketed: 4

Sinwar
Demon Head (Sacred)
Defense: (3124-4431)



Durability: 70
 (Necromancer Only)
 Required Dexterity: 445
 Required Level: 100
 +(3 to 4) to Necromancer Skill Levels
 Ignore Target's Defense
 +(31 to 40)% to Fire Spell Damage
 +(31 to 40)% to Poison Spell Damage
 +(5 to 13) to Snake Stance
 +(8 to 11) to Kraken Stance
 +(2 to 7) to Spirit Walk
 +(41 to 50)% Bonus to Summoned Minion Damage
 +(201 to 250)% Enhanced Defense
 Fire Resist +(41 to 50)%
 Poison Resist +(41 to 50)%
 Socketed: 4



Satanskind
Demon Head (Sacred)
 Defense: (3124-4431)
 Durability: 70
 (Necromancer Only)
 Required Dexterity: 445
 Required Level: 100
 6% Chance to cast level 33 Pentagram on Attack
 +1 to Necromancer Skill Levels
 Adds 150-250 damage
 Stun Attack
 (21 to 27)% Life stolen per Hit
 +(201 to 250)% Enhanced Defense
 Drain Life -250
 5% Reanimate as: Dominator
 Socketed: 4

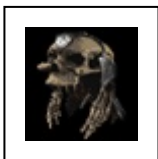
Sacred Paladin Armour



Khalim's Gloriele
Hundsgugel (Sacred)
 Defense: (2392-3080)
 Durability: 24
 (Paladin Only)
 Required Strength: 243
 Required Level: 100
 +(2 to 3) to Paladin Skill Levels
 20% Faster Cast Rate
 40% Faster Hit Recovery
 -(21 to 25)% to Enemy Fire Resistance
 +(21 to 25)% to Fire Spell Damage
 +(201 to 250)% Enhanced Defense
 Fire Resist +(31 to 40)%
 (31 to 40)% Better Chance of Getting Magic Items
 +5 to Light Radius
 Requirements -33%
 Socketed: 4

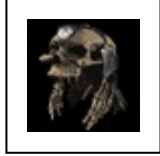


Barghest's Howl
Hundsgugel (Sacred)
 Defense: (2392-3080)
 Durability: 24
 (Paladin Only)
 Required Strength: 363
 Required Level: 100
 5% Chance to cast level 23 Bloodlust on Attack
 (11 to 21)% Life stolen per Hit
 Hit Causes Monster to Flee +2%
 Slows Target by 5%
 +(201 to 250)% Enhanced Defense
 +5 to Wolf Stance
 +50 to Strength
 Replenish Life +500
 5% Reanimate as: Sinner
 -2 to Light Radius
 Socketed: 4



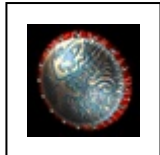
Hivemind
Blackguard Helm (Sacred)
 Defense: (1759-2217)
 Durability: 29
 (Paladin Only)
 Required Dexterity: 387
 Required Level: 100
 +(2 to 3) to Paladin Skill Levels
 -(31 to 40)% to Enemy Fire Resistance
 -(31 to 40)% to Enemy Cold Resistance
 -(41 to 50)% to Enemy Poison Resistance
 +(23 to 29) to Summon Darklings

+(16 to 19) to Hive
 +(41 to 50)% Bonus to Summoned Minion Damage
 +(31 to 40)% Bonus to Summoned Minion Life
 +(151 to 200)% Enhanced Defense
 Increase Maximum Mana 25%
 Poison Resist +(41 to 60)%
 Socketed: 4



Veil of the Tainted Sun
Blackguard Helm (Sacred)

Defense: (2701-3139)
 Durability: 29
 (Paladin Only)
 Required Dexterity: 387
 Required Level: 100
 +75 Energy Factor to Spell Damage
 +2 to Paladin Skill Levels
 20% Faster Run/Walk
 +(31 to 40)% to Lightning Spell Damage
 -(11 to 15)% to Enemy Lightning Resistance
 +(20 per level) Defense (Based on Character Level)
 +(1.5 per level) to Energy (Based on Character Level)
 Poison Resist +50%
 -10% Worse Chance of Getting Magic Items
 -5 to Light Radius
 Socketed: 4



Bullseye
Targe (Sacred)

Defense: (3446-4263)
 Durability: 40
 (Paladin Only)
 Required Dexterity: 437
 Required Level: 100
 50% Chance to cast level 8 Arrow on Attack
 10% Chance to cast level 14 Guard Tower on Attack
 1% Increased Chance of Blocking
 -50% Target Defense
 (201 to 250)% Bonus to Attack Rating
 +(201 to 250)% Enhanced Defense
 -150 Defense vs. Missile
 +(51 to 70) to Strength
 +(51 to 70) to Dexterity
 (41 to 50)% Better Chance of Getting Magic Items
 Socketed: 4



The Book of Kalen
Targe (Sacred)

Defense: (3446-4263)
 Durability: 40
 (Paladin Only)
 Required Dexterity: 437
 Required Level: 100
 Spells Cost Life instead of Mana
 Stun Attack
 +(31 to 40)% to Fire Spell Damage
 +(41 to 50)% to Cold Spell Damage
 +(21 to 23) to Shackles of Ice
 +(201 to 250)% Enhanced Defense
 +50 to Strength
 +50 to Energy
 Drain Life -500
 +150 Life after each Kill
 Socketed: 6



Hypnodisk
Rondache (Sacred)

Defense: (1196-1319)
 Durability: 49
 (Paladin Only)
 Required Dexterity: 330
 Required Level: 100
 +2 to Paladin Skill Levels
 50% Faster Cast Rate
 Blinds Attacker +(2 to 5)
 (21 to 25)% Bonus to Dexterity
 Reduces all Vendor Prices 10%
 +(2 to 4) to Light Radius
 Level 9 Elvensong (100 Charges)
 Socketed: 4
 Requirements -25%

Vizjun's Commdish
Rondache (Sacred)

Defense: (4795-5935)
 Durability: 49
 (Paladin Only)



Required Dexterity: 440
Required Level: 100
+(41 to 50) Energy Factor to Spell Damage
2% Chance to cast level 27 Beacon when you Kill an Enemy
100% Chance to cast level 19 Rain of Bombs on Attack
40% Increased Attack Speed
1% Increased Chance of Blocking
+(31 to 40)% to Spell Damage
+(301 to 350)% Enhanced Defense
(21 to 25)% Bonus to Energy
+10 to Light Radius
Socketed: 6



Argentek's Tide
Heraldic Shield (Sacred)
Defense: (2502-3547)
Durability: 59
(Paladin Only)
Required Strength: 150
Required Level: 100
+(3 to 4) to Paladin Skill Levels
25% Faster Cast Rate
50% Bonus to Buff/Debuff/Cold Skill Duration
+(1 to 6) to Mana Tide Totem
+(13 to 24) to Arcane Torrent
+(101 to 150)% Enhanced Defense
+(51 to 75) to Energy
Poison Resist +(51 to 75)%
(11 to 15)% Reanimate as: Ghost Zombie
(201 to 250)% Extra Gold from Monsters
Socketed: 4
Requirements -66%



Peckin's Order
Heraldic Shield (Sacred)
Defense: (4369-5676)
Durability: 59
(Paladin Only)
Required Strength: 442
Required Level: 100
+2 to Paladin Skill Levels
25% Increased Attack Speed
1% Increased Chance of Blocking
+(101 to 150) to Maximum Damage
100% Chance of Open Wounds
+(4 to 6) to Fowl Fight
+(251 to 300)% Enhanced Defense
+500 to Life
+150 Life after each Kill
Socketed: 6



Astreon's Citadel
Aerin Shield (Sacred)
Defense: (4545-6076)
Durability: 17
(Paladin Only)
Required Strength: 445
Required Level: 100
+1 to Paladin Skill Levels
1% Increased Chance of Blocking
(11 to 15)% Bonus to All Attributes
+(251 to 300)% Enhanced Defense
5% Chance to Avoid Damage
Lightning Resist +100%
Cold Resist +100%
20% Chance of Uninterruptable Attack
Total Character Defense Plus (11 to 15)%
-5% to Experience Gained
Decrease Maximum Durability -75%
Socketed: 4



Tobio's Key
Aerin Shield (Sacred)
Defense: (4897-6316)
Durability: 68
(Paladin Only)
Required Strength: 445
Required Level: 100
+50 Energy Factor to Spell Damage
+(31 to 40)% to Searing Glow Dazzle Duration
20% Faster Cast Rate
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Physical/Magic Spell Damage
+(201 to 250)% Enhanced Defense
+1000 Defense
+100 to Energy
+2 to All Skills when using a Mana Potion



Fire Resist +50%
Lightning Resist -25%
Socketed: 6

**Deathforce
Crown Shield (Sacred)**

Defense: (4051-5670)
Durability: 77
(Paladin Only)
Required Dexterity: 268
Required Level: 100
+(2 to 3) to Paladin Skill Levels
1% Increased Chance of Blocking
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Cold Spell Damage
+(3 to 13) to Nightmare
+(7 to 17) to Cryo Beam
+(201 to 250)% Enhanced Defense
Fire Resist +(81 to 100)%
Cold Resist +(81 to 100)%
(21 to 25)% Reanimate as: Blood Marquis
Requirements -40%
Socketed: 4



**Angelhost
Crown Shield (Sacred)**

Defense: (5397-7290)
Durability: 77
(Paladin Only)
Required Dexterity: 447
Required Level: 100
1% Chance to cast level 16 Glacial Nova when Attacked
+3 to Paladin Skill Levels
+(41 to 50)% to Lightning Spell Damage
+(41 to 50)% to Cold Spell Damage
+(41 to 50)% to Physical/Magic Spell Damage
+(301 to 350)% Enhanced Defense
(21 to 25)% Bonus to Dexterity
-250 to Life
2% Reanimate as: Serafiend
-2 to Light Radius
Socketed: 6

Sacred Sorceress Armour



**Cloak of the Vasan Queen
Gambeson (Sacred)**

Defense: (5475-6786)
Durability: 44
(Sorceress Only)
Required Dexterity: 486
Required Level: 100
+(3 to 4) to Sorceress Skill Levels
15% Faster Run/Walk
30% Faster Hit Recovery
+(41 to 50)% to Cold Spell Damage
+(31 to 36) to Countdown
Freezes attacker +1
+(201 to 250)% Enhanced Defense
+(51 to 75) to Strength
+(51 to 75) to Energy
Cold Resist +(31 to 40)%
+350 Mana after each Kill
Socketed: 6



**Rag Queen
Gambeson (Sacred)**

Defense: (4319-4439)
Durability: 44
(Sorceress Only)
Required Dexterity: 486
Required Level: 100
+2 to Sorceress Skill Levels
+150% Bonus to Poison Skill Duration
25% Faster Cast Rate
+100% to Poison Spell Damage
+(27 to 33) to Summon Acid Fiends
+(101 to 150)% Bonus to Summoned Minion Life
+2500 Defense
Poison Resist +(41 to 50)%
Druid Morph
Socketed: 6

**Nor Tiraj's Turinash
Kazarghand (Sacred)**

Defense: (1987-2278)



Durability: 74
(Sorceress Only)
Required Level: 100
+50 Energy Factor to Spell Damage
+(3 to 4) to Sorceress Skill Levels
50% Faster Run/Walk
+(11 to 22) to Elemental
+(11 to 22) to Pain Spirit
+150 to Energy
Fire Resist +(31 to 50)%
Cold Resist +(31 to 50)%
Requirements -100%
Socketed: 6



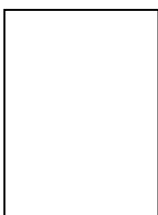
**Dervish of Aranoch
Kazarghand (Sacred)**
Defense: (5980-7973)
Durability: 74
(Sorceress Only)
Required Dexterity: 550
Required Level: 100
10% Chance to cast level 6 Claw Tornado on Attack
50% Faster Run/Walk
40% Increased Attack Speed
(16 to 20)% Life stolen per Hit
Enhanced Weapon Damage +50%
Knockback
20% Bonus to Dexterity
-10% Penalty to Energy
+(201 to 250)% Enhanced Defense
+1000 to Life
Socketed: 6



**Bartuc's Curse
Lamellar Armor (Sacred)**
Defense: (4646-6021)
Durability: 50
(Sorceress Only)
Required Dexterity: 499
Required Level: 100
+(3 to 4) to Sorceress Skill Levels
40% Faster Cast Rate
+(51 to 100)% to Spell Damage
+(31 to 40) to Static Lance
+(31 to 40) to Cataclysm
+(31 to 40) to Frozen Crown
(21 to 25)% Bonus to All Attributes
+(151 to 200)% Enhanced Defense
Damage Reduction Decreased by -25%
+(21 to 25)% to Experience Gained
Socketed: 6



**Zharesh Robes
Lamellar Armor (Sacred)**
Defense: (3720-5017)
Durability: 50
(Sorceress Only)
Required Dexterity: 299
Required Level: 100
20% Faster Cast Rate
+(31 to 40)% to Spell Damage
+(101 to 150)% Enhanced Defense
+4 to All Skills when using a Mana Potion
+25% to Experience Gained
250% Better Chance of Getting Magic Items
+2 to Light Radius
Socketed: 6
Requirements -40%



**Demonspike Coat
Banded Plate (Sacred)**
Defense: (7686-10732)
Durability: 110
(Sorceress Only)
Required Dexterity: 627
Required Level: 100
Indestructible
+(2 to 3) to Sorceress Skill Levels
-15% Slower Run/Walk
+(31 to 50)% Bonus to Summoned Minion Damage
+(41 to 60)% Bonus to Summoned Minion Life
+(251 to 300)% Enhanced Defense
Fire Resist +(51 to 100)%
Poison Resist +(51 to 100)%
Damage Reduced by (11 to 15)%
Damage Reduced by 100
Socketed: 6



**Lachdanan's Visage
Banded Plate (Sacred)**
Defense: (9447-12739)
Durability: 110
(Sorceress Only)
Required Dexterity: 627
Required Level: 100
Indestructible
+2 to Sorceress Skill Levels
Adds 50-100 damage
+(301 to 350)% Enhanced Defense
+666 Defense
+(41 to 50) to Dexterity
Magic Resist +(21 to 25)%
Level 5 Deathlord (20 Charges)
Socketed: 6



**Armor of the Old Religion
Ceremonial Armor (Sacred)**
Defense: (8918-12397)
Durability: 116
(Sorceress Only)
Required Dexterity: 640
Required Level: 100
+200 Energy Factor to Spell Damage
+(4 to 5) to Sorceress Skill Levels
50% Faster Hit Recovery
+(51 to 75)% to Spell Damage
+(9 to 12) to Sacrifices
+(301 to 350)% Enhanced Defense
10% Chance to Avoid Damage
All Resists +(51 to 100)%
25% Reanimate as: Crystal Witch
+(101 to 150) Life after each Kill
(101 to 150)% Extra Gold from Monsters

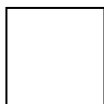


**Hijab of the Skymother
Ceremonial Armor (Sacred)**
Defense: (8918-12397)
Durability: 116
(Sorceress Only)
Required Dexterity: 640
Required Level: 100
+(4 to 5) to Sorceress Skill Levels
+(101 to 150)% Bonus to Poison Skill Duration
50% Faster Run/Walk
100% Faster Cast Rate
-5% Decreased Chance of Blocking
+(51 to 75)% to Spell Damage
+(301 to 350)% Enhanced Defense
+150 to Energy
+50 to Vitality
Damage Reduced by 15%
Slows Attacker by 10%
Socketed: 6

Amulets

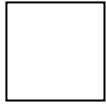


**Niradyahk
Amulet**
Required Level: 80
2% Chance to cast level 50 Psionic Storm on Attack
+2 to All Skills
20% Faster Cast Rate
(31 to 40)% Bonus to Buff/Debuff/Cold Skill Duration
+250 to Life
+250 to Mana
5% Reanimate as: Dark Templar



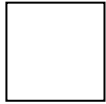
**Lamen of the Archbishop
Amulet**
Required Level: 100
100% Chance to cast level 45 Dominate when you Level-Up
+2 to All Skills
+(1 to 50)% to Fire Spell Damage
+(1 to 50)% to Lightning Spell Damage
+(1 to 50)% to Cold Spell Damage
+(1 to 50)% to Poison Spell Damage
+(1 to 75) to Strength
+(1 to 75) to Dexterity
+(1 to 75) to Vitality
+(1 to 75) to Energy
All Resists +(31 to 40)%

* The name is not a typo. A lamen is a magical pendant.



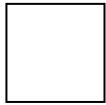
**Beads of the Snake Queen
Amulet**

Required Level: 100
20% Chance to cast level 43 Venomous Spirit when you Kill an Enemy
Adds 25-50 damage
Stun Attack
(21 to 25)% Bonus to Strength
(21 to 25)% Bonus to Dexterity
+(201 to 500) Defense
+100 Life after each Kill



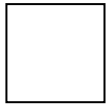
**Evenstar
Amulet**

Required Level: 100
+1 to All Skills
Adds 50-150 damage
Adds 50-150 fire damage
Replenish Life +250
Fire Absorb 25%
-2 to Light Radius



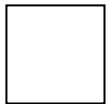
**Death Ward
Amulet**

Required Level: 120
+2 to All Skills
Adds 25-100 damage
Poison Resist +(41 to 50)%
+(41 to 50) Life when Struck by an Enemy
+2 to Light Radius
(21 to 25)% Curse Length Reduction



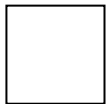
**Klaatu Barada Nikto
Amulet**

Required Level: 120
25% Chance to cast level 20 Nova Bomb on Attack
+2 to All Skills
25% Increased Attack Speed
Adds 1-1500 lightning damage
+1800 poison damage over 6 seconds
Stun Attack
Lightning Resist +(41 to 50)%
Poison Resist +(41 to 50)%
50% Enhanced Damage vs. Necrobots
Level 16 Hive (5 Charges)



**Black Dwarf
Amulet**

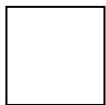
Required Level: 120
+2 to All Skills
20% Faster Cast Rate
15% Faster Hit Recovery
-(21 to 30)% to Enemy Lightning Resistance
-(21 to 30)% to Enemy Cold Resistance
+(31 to 40)% to Lightning Spell Damage
+(31 to 40)% to Cold Spell Damage
+(21 to 29) to Supernova
Total Character Defense Plus (21 to 25)%
-5 to Light Radius



**Gallowlaugh
Amulet**

Required Level: 120
+1 to All Skills
+100% Bonus to Poison Skill Duration
Adds 25-50 damage
+1 to Sacrifices
Poison Length Reduced by 50%

Rings



**QQ
Ring**

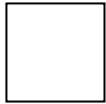
+1 to Life



**Ring of the Five
Ring**

Required Level: 100
Adds 25-50 damage
+50% Damage to Undead
-250 Defense
Increase Maximum Life 5%
+2 to Light Radius

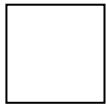
* **Ring of the Five** only drops in the Duncraig uberquest. Using the five Seals, it can be upgraded to **Assur's Bane**.



**Assur's Bane
Ring**

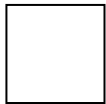
Required Level: 100
+1 to All Skills
Adds 25-50 damage
+150% Damage to Undead
+1 to Purify
Increase Maximum Life and Mana 10%
+2 to Light Radius

* **Assur's Bane** can only be created in the Horadric Cube as part of the Duncraig uberquest.



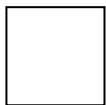
**Ras Algethi
Ring**

Required Level: 100
+(41 to 50) Energy Factor to Spell Damage
100% Chance to cast level 59 Singularity when you Die
Adds 200-400 fire damage
+(31 to 40)% to Fire Spell Damage
+(31 to 40)% to Physical/Magic Spell Damage
+(9 to 11) to Meteor Shower
Damage Reduction Decreased by -10%



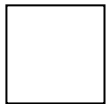
**Bad Mood Ring
Ring**

Required Level: 100
+1 to All Skills
Adds 250-500 fire damage
Adds 250-500 lightning damage
Adds 250-500 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 16) to Disintegrate



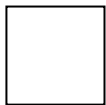
**Orc Torque Torc
Ring**

Required Level: 100
5% Chance to cast level 14 Earthquake on Attack
5% Increased Attack Speed
Stun Attack
10% Chance of Crushing Blow
+25 to Strength
+25 to Vitality



**Sigil of Tur Dulra
Ring**

Required Level: 120
+(1 to 2) to Druid Skill Levels
+(31 to 40)% Bonus to Poison Skill Duration
20% Increased Attack Speed
20% Faster Cast Rate
All Resists +(21 to 25)%



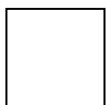
**Seal of the Nephalem Kings
Ring**

Required Level: 120
+2 to All Skills
(11 to 15)% Bonus to Strength
(11 to 15)% Bonus to Vitality
Total Character Defense Plus (11 to 15)%
(101 to 150)% Extra Gold from Monsters



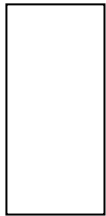
**Ouroboros
Ring**

Required Level: 120
+(21 to 25)% Bonus to Summoned Minion Resistances
(-25 to 50) to all Attributes



**Der Nebelring
Ring**

Required Level: 120
+(21 to 30)% Bonus to Summoned Minion Life
+(21 to 30)% Bonus to Summoned Minion Damage
+1000 Defense
+400 to Life
Damage Reduced by 5%
+(41 to 50) Life after each Kill
-2 to Light Radius



Bag of Tricks

Arrow Quiver

Required Level: 100

2% Chance to cast level 1 Javelin on Striking
2% Chance to cast level 1 Arrow on Striking
2% Chance to cast level 1 Knife Throw on Striking
20% Increased Attack Speed
Adds 1-500 fire damage
Adds 1-500 lightning damage
Adds 1-500 cold damage
100% Extra Gold from Monsters
Reduces all Vendor Prices 5%



Kingsport's Signals

Arrow Quiver

Required Level: 120

2% Chance to cast level 8 Rain of Bombs on Striking
+1 to All Skills
+(11 to 15) to all Attributes
Increase Maximum Life (3 to 5)%
+5 to Light Radius

Bolt Quivers



Lammergeier

Bolt Quiver

Required Level: 100

+(101 to 150) Life after each Kill
+(101 to 150) Mana after each Kill
5% Reanimate as: Undead Vulture



Hammerspace

Bolt Quiver

Required Level: 120

10% Chance to cast level 5 Thunder Wave when you Kill an Enemy
10% Faster Run/Walk
10% Faster Hit Recovery
+(21 to 40) to Maximum Damage
(2 to 5)% Chance of Crushing Blow

Jewels

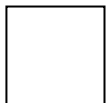


Dragon's Egg

Jewel

Required Level: 100

100% Chance to cast level 27 Blast Wave when you Level-Up
Indestructible
+(3 to 6)% Bonus to Summoned Minion Damage
+(2 to 5)% Bonus to Summoned Minion Resistances



Heavenstone

Jewel

Required Level: 100

+(101 to 150) Defense
+(3 to 15) to all Attributes



Phase Crystal

Jewel

Required Level: 100

15% Increased Attack Speed
15% Faster Cast Rate
+150 Maximum Stamina
Random Walk/Run Speed



Kekeke

Jewel

Required Level: 100

15% Faster Run/Walk
10% Increased Attack Speed
10% Bonus to Summoned Minion Attack Rating
+1 to Summon Darklings
+5% Bonus to Summoned Minion Life

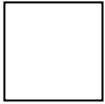


Arkenstone

Jewel

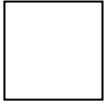
Required Level: 100

Damage Reduced by 1%
Regenerate Life +100
Cannot Be Frozen
100% Extra Gold from Monsters



**Xepera Xeper Xeperu
Jewel**

Required Level: 120
Slows Melee Target by 1%
+10 to Strength
+10 to Energy
3% Reanimate as: Cultist



**Cornerstone of the World
Jewel**

Required Level: 120
+1 to (random active character skill)

* This is an oskill and therefore usable by any class.

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