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oxo 1:

Melee & Caster Weapons
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-Strike-

Melee Weapons

El, Eth, Nef

- 20% dmg to demons
 - +5 normal damage
 - 20 hp per kill
 - 80% - 120% Enhanced Damage
 - 50% Increased Attack Rate
 - 25% Deadly Strike
 - Prevent Monster Heal
 - 10-20 fire, cold and lightning damage
 - 10 all stats
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-The Mystic-

Wands, Orbs, Staves, Scepters

Tir, Nef

- 8 Mana per Kill
 - 8 Life Per Kill
 - 20% Mana Regeneration
 - +1 All Skills
 - 5% Spell Damage
 - 20 to Life
 - 20 to Mana
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-Adie's Flaming Hold-

Staves

Tir, Ral, Ral

- 8 Mana per Kill
- 16% Fire Damage
- 20% Mana Regeneration

+1 Fire Skills
-3% Enemy Fire Resist
20 to Life
20 to Mana

-Adie's Icy Hold-

Staffs
Tir, Thul, Thul

8 Mana per Kill
16% Cold Damage
20% Mana Regeneration
+1 Cold Skills
-3% Enemy Cold Resist
20 to Life
20 to Mana

-Adie's Shocking Hold-

Staffs
Tir, Ort, Ort

8 Mana per Kill
16% Lightning Damage
20% Mana Regeneration
+1 Lightning Skills
-3% Enemy Lightning Resist
20 to Life
20 to Mana

-Venom-

Melee Weapons
Tal, Thul, Tal,

16% Poison Damage
8% Cold Damage
+1 Poison Skills
20% Faster Hit Recovery
Magic Damage Reduced by 10
Damage reduced by 10
-5% Enemy Poison Resist
-5% Enemy Cold Resist

-Crush Lord-

Melee Weapons
Ith, Nef, Eld

5% Mana Steal

8 HP Per Kill
10 All Stats
50% - 80% Enhanced damage
5% Crushing Blow
10% Life Stolen Per Hit
20% Increased Attack Speed
-5% Enemy Physical Resistance
25 - 50 Base Life

-Spectral Doom-

Melee Weapons
Sol, Ral, Thul, Shael

30% Deadly Strike
10% Fire Damage
10% Cold Damage
100-160% Enhanced Damage
Indestructable
75% Increased Attack Speed
5% Mana Stolen Per Hit

-Death Bringer-

Melee Weapons
Fal, Lem, Amn, Amn

16% Magic Damage
8% Lifesteal
10% Strength
180% Enhanced Damage
-6% Enemy Magic Resist
75 Life Replenish
50% Increased Attack Speed
+1 Magic Skills
+1 Paladin Skills

-Wrath's Hand-

Melee Weapons
Lem, Shael, Pul, Hel

8% Lifesteal
50 Base Life
50% Increased Attack Speed
4% Slow
220% Enhanced Damage
25% Deadly strike
+1 Barbarian Skills
-7% Enemy Physical Resist
Level 5 Might Aura on Equip

-Nature's Lore-

Clubs

Lum, Lum, Tal, Thul

20% Energy

8% Poison Damage

8% Cold Damage

+1 Druid Skills

+1 Poison Skills

-10% Enemy Poison Resist

-10% Enemy Cold Resist

40% Faster Cast Rate

Magic Damage Reduced by 10

-Rakanishus Temper-

Staves

Um, Lum, Dol, Hel

+ 1 - 2 to all Skills

+ 1 - 3 to Wiccaning Skills [Sorceress only]

30% Faster Cast Rate

15 to all Resistances

+ 10% Energy

+ 50 HP

Cannot be Frozen

+ 4- 8 % Absorb Fire

+ 4- 8 % Absorb Cold

+ 4- 8 % Absorb Lightning

+ 4- 8 % Absorb Magic

-Hanekari-

Scepters

Mal, Mal, Amn, Dol

-12% Enemy Magic Resist

8% Magic Damage

15% Cast Rate

+2 Warrior Mage Skills

40% Increased Attack Speed

75 Life Replenish

Level 1 Angelic Aura On Equip (lowers enemys magic and physical resist by 1% per 10 Energy)

Damage Reduced by 15

-Elementalist-

Melee Weapons
Ist, Gul, Vex, Sur
-6% Enemy Fire Resist
-6% Enemy Cold Resist
-6% Enemy Lightning Resist
100-150 To Fire Cold and Lightning Damage
+2 To Templar Skills
50% Increased Attack Speed
250% - 280% Enhanced Damage
100 Base Life
+2 All Max Resist
5% Chance to Cast level 30 Elemental Fusion On Attack

-Shiver-

Melee Weapons
Ber, Sur, Gul, Gul

400% - 440% Enhanced Damage
150 Fire, Cold and Lightning Damage
-12% Enemy Cold Resist
25% Deadly Strike
8% Lifesteal
+2 Cold Skills
80% Increased Attack Speed
10% HP
5 Max Cold Resist

-Breath of the Dying-

Melee Weapons
Fal Lem Lo Ber Cham Zod

10% Str
12-15% LL
-6% enemy phys res
430-480% Enhanced dmg
3% CB
indestructible
60% increased attack speed
5% ML
300 AR
PMH
20all stats
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oxo 2:

Missile/Ranged Weapons:

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-Razor Sharp-

Throwing knives/axes
Eth, Amn

5 min/max damage
8% Magic Damage
40-80% enhanced damage
1-1,5 dex/characterlvl
20% faster run/walk

-Poison Strings-

Bows and crossbows
Tal, Tal, Eth

16% Poison Damage
+5 Normal Damage
25% Increased Attack Rate
20% Piercing Arrows
90% - 130% Enhanced Damage
+1 Bow and Javelin Skills
-5% Enemy Poison Resistance
5% Chance to Cast level 1 Lower Resist on Striking

-Overthrow-

Throwing Axes/Knives
Eth, lth

5 Normal Damage
5% Mana Stolen Per Hit
50% - 100% Enhanced Damage
+1 All Skills
Adds 25 - 40 Fire Damage
Adds 18 - 35 Cold Damage
Adds 1 - 80 Lightning Damage
Knockback

-Brighter than the Sun-

Javelins
Ral, Tir, Nef

8% Fire Damage
8 Mana per Kill
8 HP per Kill
30 % to Pierce target
10-60 Fire Damage
20% chance to Blind target
1 to Fire Skills

-Death Spike-

Throwing Axes/Knives
Amn, Sol

8% Magic Damage
15% Deadly Strike
100% - 140% Enhanced Damage
+1 Barbarian Skills
+1 Assassin Skills
10% Life Stolen er Hit
25% Faster Run/Walk
3% Crushing Blow
10 Max Damage

-Magic String-

Bows and Crossbows
El, Ith, Eth

20% Damage to Demons
5% Mana Stolen Per Hit
5 Normal Damage
80-100% Enhanced Damage
25% Increased Attack Speed
-3% Enemy Magic Resist
+10 Dexterity

-Lightning Spike-

Javelins
Ort, Nef, Tir

8% Lightning Damage
8 Health Per Kill
8 Mana Per Kill
+1 Lightning Skills
25% Increased Attack Speed
10% Chance to Cast level 8 Shock Burst when you Kill an Enemy

-Flaming Spike-

Javelins
Ral, Nef, Tir

8% Fire Damage
8 Health Per Kill
8 Mana Per Kill
+1 Fire Skills
25% Increased Attack Speed
10% Chance to Cast level 8 Chain Fire when you Kill an Enemy

-Elven Arc-

Bows and Crossbows
Shael, Shael, Ko, Sol

30% Increased Attack Speed
10% Dexterity
15% Deadly Strike
+2 Bow and Javelin Skills
110% - 160% Enhanced Damage
10 Max Damage
-5% Enemy Magic Resist
10 Life Per Kill
20% Faster Run/Walk
50% Chance to Cast level 20 Bone Spear when you Kill an Enemy

-Overdrive-

Throwing Axes
Io, Fal, Lem, Pul

10% Vitality
10% Strength
8% Life Stolen Per Hit
4% Slow
150% - 220% Enhanced Damage
+2 Barbarian Skills
50% Increased Attack Speed
25 Normal Damage
-5% Enemy Physical Resist
10% Chance to Cast level 5 Blade Fury when you Kill an Enemy

-Ancestral Gift-

Throwing Axes
Ber Sur

+2 to all Skills
5% Chance to cast lvl 5 Amplify Damage on Hit
20 % Faster Attack Speed
280 - 320 % Enhanced Damage
+ 100 All Ele Damage
- 10% Vitality
- 10% Energy
Magic Resist 30 %

-The Last Thing Heard-

Throwing Axes
Mal, Lem

+1 to Air Compression (O-Skill)
+ 2 - 3 to Fury Skill tree
6 - 10% Magic Pierce
180 - 250 % Enhanced Damage
8% Life Steal
8% Mana Steal
30% Faster Attack Speed

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oxo 3:

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Torso:

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-Enchanted-

Armor
Eld, Tir

+2 All Stats (Eld)
8 Mana Per Kill (Tir)
20% Faster Cast Rate
35% Enhanced Defense
5% to Experience
10 to Energy

-Cycen-

Armor
Eld, El, Eld

4 to All Stats
25 Base Defence
Damage Reduced by 5%
Damage Reduced by 8
50% Enhanced Defence
5% Health Stolen Per Hit
15% Faster Hit Recovery

-Amaith's Voice-

Armor
Tal, Ral, Tir

5% Poison Damage
5% Fire Damage
8 Mana Per Kill
+1 Fire Skills
+1 Poison Skills

8 All Resist
20% Faster Cast Rate
Damage Reduced by 6
5% Increased Max Health

-Ethaem's Voice-

Armor
Ort, Thul, Tir

5% Cold Damage
5% Lightning Damage
8 Mana Per Kill
+1 Cold Skills
+1 Lightning Skills
8 All Resist
20% Faster Cast Rate
Magic Damage Reduced by 6
5% Increased Max Mana

-Athe's Voice-

Armor
Amn, Ith, Nef

5% Magic Damage
10% Damage to Mana
8 Health per Kill
8 All Resist
+1 Magic Skills
25% Increased Attack Speed
Magic Damage Reduced by 6
5% Increased Max Health

-Melees First Power-

Armor
Tir, Sol, Eth

+1 to all Skills
-10 % Enemy Defense
+ 8 Mana from each Kill
+10 % Deadly Strike
15 to all Resistances (including magic)
+ 10% Attack Rating
+ 150% Enhanced Defense

-Casters First Blessing-

Armor
Shael, Eld, Ith

+1 to all Skills
+ 2 to all Stats
30% Damage goes to Mana
20% Faster Hit Recovery
15 to all Resistances (including magic)
+ 5% Life
+ 100% Enhanced Defense

-Thorbaen-

Armor
Ith, Sol, Eth

10% Damage to Mana
5% Deadly Strike
-10% Enemy defence
10 Normal Damage
100% Enhanced Defence
10 Strength
10 All Resist
10 Dexterity
Magic Damage Reduced by 12
Damage Reduced by 8%

-Nyrthain-

Armor
Io, Lum, Ko, Fal
6% Vitality
6% Dexterity
6% Vitality
6% Energy
+1 All Skills
200% Enhanced Defence
Indestructable
18 All Resist
Damage Reduced by 8%
5% Max Health

-Jethauch's Magic Skin's-

Armor
Mal, Mal, Um, Hel
-6% Enemy Magic Resist
10 All Resist
30 Base HP
+2 Magic Skills
10% Magic Damage
15% Energy
Magic Damage Reduced by 12
20% Faster Run/Walk
100 Health Regen

-Jethauch's Burning Skin's-

Armor
Ist, Ist, Um, Hel
-6% Enemy Fire Resist
10 All Resist
30 Base HP
+2 Fire Skills
10% Fire Damage
15% Energy
Magic Damage Reduced by 12
20% Faster Hit Recovery
100% Gold Find

-Jethauch's Frosty Skin's-

Armor
Gul, Gul, Um, Hel
-6% Enemy Cold Resist
10 All Resist
30 Base HP
+2 Cold Skills
10% Cold Damage
15% Energy
Magic Damage Reduced by 12
50 Base Defence
100% Magic Find

-Jethauch's Shocking Skin's-

Armor
Vex, Vex, Um, Hel
-6% Enemy Lightning Resist
10 All Resist
30 Base HP
+2 Lightning Skills
10% Lightning Damage
15% Energy
Magic Damage Reduced by 12
15 Life Per Kill
50% Faster Mana Regen

-Jethauch's Poisonus Skin's-

Armor
Ohm, Ohm, Um, Hel
-6% Enemy Poison Resist
10 All Resist
30 Base HP
+2 Poison Skills

10% Poison Damage
15% Energy
Magic Damage Reduced by 12
Poison Length Reduced by 30%
25% Chance Attacker Flee's

-Jethauch's Warrior Skin's-

Armor
Lo, Lo, Um, Hel
-6% Enemy Physical Resist
10 All Resist
30 Base HP
+1 All Skills
200% Enhanced Damage
25% Strength
Damage Reduced by 12%
20% Increased Chance of Blocking
150% Enhanced Defence

oxo 4:

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Shields:

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-Cover-

Shields
El, El, Nef

50 Base Defence
8 Life Per Kill
30% Faster Block Rate
20% Increased Chance of Blocking
8 All Resist
Damage Reduced by 8
Magic Damage Reduced by 4

-Plague Protection-

Shields
El, Tal, Tal

2 Max Poison Resist
25 Base Defence
20 Poison Resist
20% Faster Block Rate
5% Poison Absorb
50 Health Regen
Poison Length Reduced by 50%

-Flame Protection-

Shields

El, Ral, Ral

2 Max Fire Resist

25 Base Defence

20 Fire Resist

20% Faster Hit Recovery

5% Fire Absorb

25 Base HP

Magic Damage Reduced by 5

-Shock Protection-

Shields

El, Ort, Ort

2 Max Lightning Resist

25 Base Defence

20 Lightning Resist

20% Faster Run/Walk

5% Lightning Absorb

10 Energy

Magic Damage Reduced by 5

-Frost Protection-

Shields

El, Thul

2 Max Cold Resist

25 Base Defence

20 Cold Resist

20% Faster Hit Recovery

5% Cold Absorb

10 Vitality

Magic Damage Reduced by 5

-Mystic Protection-

Shields

El, Amn, Amn

2 Max Magic Resist

25 Base Defence

20 Magic Resist

20% Faster Block Rate

3% Magic Absorb

5% Max Health

Magic Damage Reduced by 5

-Warrior's Protection-

Shields

Tal, Ral, Ort, Thul

1 Max Fire Resist
1 Max Cold Resist
1 Max Lightning Resist
1 Max Poison Resist
10 All Resist
75% Enhanced Defence
20% Faster Block Rate
Damage Reduced by 6%
4% Max HP
Magic Damage Reduced by 5
Damage Reduced by 5

-Warrior's Cover-

Shields

Shael, Dol, Ith

20% Faster Block Rate
20% Increased Chance of Blocking
10% Damage to Mana
15 All Resist
Damage Reduced by 6%
6% Life Stolen Per Hit
15% Faster Run/Walk
30 Base HP
Magic Damage Reduced by 7
Damage Reduced by 7

-Mage's Sanctuary-

Shields

Ith, Shael, Hel

10% Damage to Mana
20% Faster Block Rate
Magic Damage Reduced by 10
+1 All Skills
5% Spell Damage
5% Max Mana
15 Energy
50 Life Replenish

-Constantine's Banner-

Shields

Hel, Sol, Io, Um

1 All Max Resist
25 All Resist
10% Vitality
Damage Reduced by 10
Magic Damage Reduced by 10
200% Enhanced Defence
25% Increased Chance of Blocking
50% Faster Block Rate
5% Chance to Cast level 10 Angelic Armor When Struck (Grants 100% Enhanced Defence and 10% Damage Resist for 20 Seconds)
100% Damage to Demons
Indestructable

-Mages Defender-

Shields
Um, Ist, Gul, Vex, Ohm

1 All Max Resist
20 All Resist
-3% Enemy Fire Resist
-3% Enemy Cold Resist
-3% Enemy Lightning Resist
-3% Enemy Poison Resist
Magic Damage Reduced by 15
50% Faster Block Rate
20% Increased Chance of Blocking
+2 All Skills
50 Base HP
10% Max Mana

-Magic Shroud-

Shields
Pul, Hel, Mal, Mal

-6% Enemy Magic Resist
20% Increased Chance of Blocking
Magic Damage Reduced by 10
50% Faster Block Rate
+2 Magic Skills
25 Magic Resist
10% Magic Absorb
30% Increased Attack Speed
10% Magic Damage

-Flame Shroud-

Shields
Pul, Hel, Ist, Ist

-6% Enemy Fire Resist
20% Increased Chance of Blocking
Magic Damage Reduced by 10
50% Faster Block Rate
+2 Fire Skills
25 Fire Resist
10% Fire Absorb
30% Faster Cast Rate
10% Fire Damage

-Frozen Shroud-

Shields
Pul, Hel, Gul, Gul

-6% Enemy Cold Resist
20% Increased Chance of Blocking
Magic Damage Reduced by 10
50% Faster Block Rate
+2 Cold Skills
25 Magic Resist
10% Cold Absorb
30% Faster Cast Rate
10% Cold Damage
Cannot be Frozen

-Shocking Shroud-

Shields
Pul, Hel, Vex, Vex

-6% Enemy Lightning Resist
20% Increased Chance of Blocking
Magic Damage Reduced by 10
50% Faster Block Rate
+2 Lightning Skills
25 Lightning Resist
10% ightning Absorb
30% Faster Cast Rate
10% Lightning Damage

-Venom Shroud-

Shields
Pul, Hel, Ohm, Ohm

-6% Enemy Poison Resist
20% Increased Chance of Blocking
Magic Damage Reduced by 10
50% Faster Block Rate
+2 Poison Skills
25 Poison Resist

10% Poison Absorb
30% Faster Cast Rate
10% Poison Damage
Poison Length Reduced by 50%

-Impact Shroud-

Shields
Pul, Sol, Lo, Lo

-6% Enemy Physical Resist
20% Increased Chance of Blocking
Damage Reduced by 10
300% Enhanced Defence
50% Faster Block Rate
+1 All Skills
20% Damage Resist
100% Enhanced Damage
30% Increased Attack Speed
Cannot Be Frozen

oxo 5:

Boots, Belts, Helms and Gloves:

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-Mage-

Boots/Belts
lth, El

10% Damage goes to Mana
+ 25 flat Defense
10% Energy
10% Faster Cast Rate
5 all res
20 to Life

-Plague Walk-

Boots
Tal, lth

10% Damage goes to Mana
5% Poison Damage
10 Energy
10 Poison Resist
Poison Length Reduced by 25%
25 Life Regen

-Frost Walk-

Boots
Thul, Ith

10% Damage goes to Mana
5% Cold Damage
10 Energy
10 Cold Resist
20% Faster Run/Walk
5% Mana Stolen Per Hit

-Flare Walk-

Boots
Ral, Ith

10% Damage goes to Mana
5% Fire Damage
10 Energy
10 Fire Resist
20% Faster Run/Walk
5% Life stolen Per Hit

-Storm Walk-

Boots
Ort, Ith

10% Damage goes to Mana
5% Lightning Damage
10 Energy
10 Lightning Resist
20% Faster Hit Recovery
10% Max Mana

-Mystic Walk-

Boots
Amn, Ith

10% Damage goes to Mana
5% Magic Damage
10 Energy
10 Magic Resist
20% Faster Run/Walk
20 to Life

-Warrior Walk-

Boots

Eth, Ith

10% Damage goes to Mana
-10% Enemy Defence
10 Normal Damage
10 Strength
4% Damage Resist
20% Faster Run/Walk
1% Crushing Blow

-Spell-

Gloves
Ith, Tir

10% Damage goes to Mana
8 Mana per Kill
5% Spell Damage
10% Faster Cast Rate
5 all res
5% to Max Mana

-Doom Wrap-

Belts
Eld, Sol

2 All Stats
5% Deadly Strike
5 Strength
Damage Reduced by 6
10% Faster Hit Recovery
4% Max HP
8 Normal Damage

-Spell Wrap-

Belts
Tir, Tir

16 Mana Per Kill
10% Faster Cast Rate
5%Energy
8 AllResist
10% Faster Hit Recovery
Magic Damage Reduced by 5

-Gorrien-

Belts
Hel, Ko

30 Base HP
6% Dexterity
1 All Max Res
10% Increased Attack Speed
5% Life Stolen Per Hit
5% Mana Stolen Per Hit
Damage Reduced by 6

-Enlightment-

Helms
Eld, Shael

2 to All Stats
20% Faster Hit Recovery
+1 All Skills
3 Light Radius
20 to Mana

-Gwenbyr-

Gloves
Lum, Tal

6% Energy
5% Poison Damage
+1 Poison Skills
20% Faster Cast Rate
20 Energy
3 Light Radius
20 Base Defence

-Flamerain-

Gloves
Lum, Ral

6% Energy
5% Fire Damage
+1 Fire Skills
20% Faster Cast Rate
20 Energy
3 Light Radius
20 Base HP

-Rinwald-

Gloves
Lum, Ort

6% Energy
5% Lightning Damage
+1 Lightning Skills
20% Faster Cast Rate
20 Energy
3 Light Radius
20 Base Mana

-Tarcherus-

Gloves
Lum, Thul

6% Energy
5% Cold Damage
+1 Cold Skills
20% Faster Cast Rate
20 Energy
3 Light Radius
Attacker Takes Cold Damage of 20

-Anlestian-

Gloves
Lum, Amn

6% Energy
5% Magic Damage
+1 Magic Skills
20% Faster Cast Rate
20 Energy
3 Light Radius
100% Enhanced Defence

-Furdik-

Gloves
Fal, Sol

6% Strength
50% Enhanced Damage
2% Crushing Blow
20% Increased Attack Speed
20 Strength
3% Life Stolen Per Hit
40 Base HP

-Alusian-

Helms
Ral, Ort, Thul

5% Fire Damage
5% Cold Damage
5% Lightning Damage
+1 All Skills
20% Faster Cast Rate
20 Energy
8 All Resist
5% Max Mana

-Enderia-

Helms
Amn, lth, Nef

5% Magic Damage
10% Damage to Mana
8 Health Per Kill
+1 Magic Skills
20% Faster Cast Rate
20 Energy
5 Magic Resist
5% Max Health

-Edendra-

Helms
Lum, Ko, Sol

6% Energy
6% Dexterity
5% Deadly Strike
50 Base Health
+1 All Skills
20% Increased Attack Speed
10 Strength
5% Damage Resist
10 All Resist
8% Max Health

-Sortala-

Helms
Mal, Mal, Lum, Um

-6% Enemy Magic Resist
6% Energy
10 All Resist
+2 Magic Skills
15% Magic Damage
20 Vitality
15 Health Per Kill

Magic Damage Reduced by 8

-Amariun-

Helms

Ist, Ist, Lum, Um

-6% Enemy Fire Resist

6% Energy

10 All Resist

+2 Fire Skills

15% Fire Damage

20 Dexterity

10 Mana Per Kill

Magic Damage Reduced by 8

-Endrala-

Helms

Gul, Gul, Lum, Um

-6% Enemy Cold Resist

6% Energy

10 All Resist

+2 Cold Skills

15% Cold Damage

20 Strength

50 Life Regen

Magic Damage Reduced by 8

-Zenorial-

Helms

Vex, Vex, Lum, Um

-6% Enemy Lightning Resist

6% Energy

10 All Resist

+2 Lightning Skills

15% Lightning Damage

20 Energy

15% Faster Hit Recovery

Magic Damage Reduced by 8

-Querstan-

Helms

Ohm, Ohm, Lum, Um

-6% Enemy Poison Resist

6% Energy

10 All Resist
+2 Poison Skills
15% Poison Damage
15% Faster Run/Walk
10 Health Per Kill
Magic Damage Reduced by 8

-Equierial-

Helms
Lo, Lo, Fal, Um

-6% Enemy Physical Resist
6% Strength
10 All Resist
+1 All Skills
100% EnhancedDamage
1% Crushing Blow
8% Damage Resist
Damage Reduced by 10

oxo 6:

Class Specefic Runewords:

-Ancient Words-

Druid Helms
Tal, Ral, Thul

10% fire damage
10% cold damage
10% poison damage
+1 Druid Skills
+10 all resist
+1 all max resist
20% Deadly Strike

-Thawing Leaves-

Druid Helm
Tal,Thul,Tir

+5% Poison Damage (Tal)
+5% Cold Damage (Thul)
+8 Mana per Kill (Tir)
+1 Druid Skills
+1 Cold Skills
+1-2 Poison Ivy

+1 Venom Seed
25 to Life
25 to Mana
10 All Res

-Raging Heat-

Druid Helm
Ral,Eld,Ral

+10% Fire Damage (Ral,Ral)
+2 All Stats (Eld)
+1 Druid Skills
+1 Burning Claws
50 to AR
30 Faster Hit Recovery
20 Fire Res
5 All Res

-Foundation-

Barb Helm
Sol,EI,Eth

5% Deadly Strike (Sol)
25 Base Defense (EI)
-10% Enemy Defense (Eth)
+1 Barb Skills
+1 Warcries
10-15 All Res
5 Mag Res
5-10 to Strengh

-Solid Base-

Pally Shield
Shael,Eld,EI

20% Faster Block Rate (Shael)
+2 All Stats (Eld)
25 Base Defense (EI)
15% Better Block Chance
50% Enhanced Defense
5 All Maxres
20 All Res

-Holy Guard-

Pally Shield
Ith,Tir,Shael

20% Faster Block Rate (Shael)
10% Damage goes to Mana (Ith)
8 Mana per Kill (Tir)
+1 Paladin Skills
+1 to Holy Shield
5% to Magic Damage
15 All Res

-Poisonous Skull-

Necro Head
Tal,Tal,Tir

20 Poison Res (Tal,Tal)
2 Max Poison Res (Tal,Tal)
8 Mana per Kill (Tir)
+2 to Poison Skills
+10-15 All Res
20% Faster Cast Rate
20% Mana Regeneration
+15% Summons Life

-Shrunken Head-

Necro Head
Ith,Nef,Amn

10 Magic Resistance (Amn)
1 to Max Magic Resistance (Amn)
10% Damage goes to Mana (Ith)
8 Hit Points per Kill (Nef)
1 to Necro Skills
10% Magic Damage
10 All Res
50 to Mana

-Strenght of the Summons-

Necro Head
Eld,Shael,Eld
4 All Stats (Eld,Eld)
20% Faster Block Rate (Shael)
20% Better Chance to Block
10 All Res
15% Summons Life

15% Summons Damage
+1 Nec Skills

-Valkyrie's Lance-

Amazon Spear
Thul,Sol,Eth

8% Cold Damage (Thul)
15% Deadly Strike (Sol)
5% Mana Leech (Eth)
5% Life Leech
150-200% Enhanced Damage
+1 Spear Skills
+1 Valkyrie
+10% Max Hit Points
+40% Increased Attack Speed

-Poisoned Arrows-

Amazon Bow
Tal,El,Tal

16% Poison Damage (Tal,Tal)
20% Damage to Demons (El)
+1 Passive Skills
200-250% Enhanced Damage
5 to Mana per Kill
5 to Life per Kill
10 to Dexterity
5 All Res

-Inflamed by Lightnings-

Amazon Javelin
Ort,Ral,Tir

8% Lightning Damage (Ort)
8% Fire Damage (Ral)
8 to Mana per Kill (Tir)
+1 Amazon Skills
+5 All Res
+ Replenish Quantity
15% Chance to Avoid Damage

-The Masters Spirit-

Assassin Claws
Nef,Tal,Ith

8 Hit Points per Kill (Nef)
8% Poison Damage (Tal)
5% Mana Leech (Ith)
+1 Martial Art Skills
+1 Weapon Block
15 Poison Res
4-8 Magic Damage Reduce
4-8 Physical Damage Reduce
3-5% Damage Reduce
150-200% Enhanced Damage

-Small Dices, Cute Slices-

Assassin Katana
Sol,El,Eld

2 All Stats (Eld)
15% Deadly Strike (Sol)
20% Damage to Demons (El)
8 to Dexterity
8 to Strength
+1 to Assassin Skills
+1 to Burst of Speed
200-250% Enhanced Damage
5% Physical Pierce

-Fusion Of The Elements-

Sorc Orb
Ral,Ort,Thul

8% Cold Damage (Thul)
8% Lightning Damage (Ort)
8% Fire Damage (Ral)
0-2 Lightning Skills
0-2 Cold Skills
0-2 Fire Skills
20% Faster Cast Rate
35 Mana

-Wolf Pack-

Druid Helm
Shael,Lem,Fal

20% Faster Hit Recovery (Shael)
6% Strength (Fal)

4% Life Leech (Lem)
1 to All Skills
2 to Wolve Skilltab
5-15 Physical Damage Reduce
5-15 Magic Damage Reduce
5% Damage Reduce

-Forces of Nature-

Druid Helm
Lum,Io,Tal

6% Energy (Lum)
6% Vitality (Io)
5% Poison Damage (Tal)
+2 to Druid Skills
+1 Tremor
+1 Quake
5% Cold Damage
5% All Sorb
20 All Res

-Strenght-

Barb Helm
Fal,Fal,Hel

12% Strenght (Fal,Fal)
30 Hit Points (Hel)
2 to Barb Skills
10% to Max Hit Points
5-10% Damage Reduce
8-10% Life Leech
15 All Res
5% Physical Pierce

-Absorption-

Pally Shield
Pul,Lum,Shael

20% Better Block Chance (Pul)
20% Faster Block Rate (Shael)
10% Energy (Lum)
+2 Pally Skills
100% Enhanced Defense
2-5% All Sorb
20-30 All Res
2-5 All Max Res

-Defender of Evil's-

Necro Head
Hel,Um,Sol

5 All Res (Um)
1 All Max Res (Um)
10 Physical Damage Reduce (Sol)
10 Magic Damage Reduce (Hel)
+2 Necro Skills
15 All Res
30% Faster Cast Rate
10-15% to Summons Life
10-15% to Summons Damage
10-15% to Summons Defense

-Icy Spearhead-

Amazon Spear
Io,Sol,Pul

10% Vitality (Io)
15% Deadly Strike (Sol)
4% Slow (Pul)
+1 Amazon Skills
+1 Spear Skills
10-15 All Res
10-15% to Max Hit Points
200-300% Enhanced Damage
10% Cold Damage
80% Increased Attack Speed

-Poisoned by Magic-

Amazon Bow
Ko,Um,Tal,Amn

8% Poison Damage (Tal)
8% Magic Damage (Amn)
15 All Res (Um)
10% Dexterity (Ko)
1 to Amazon Skills
2 to Bow Skills
225-325% Enhanced Damage
-20% Requirements
30% Increased Attack Speed

-Dexterous-

Amazon Javelin
Ko,Shael,Ko

15% to Attack Rating (Shael)
20% Dexterity (Ko)
2 to Amazon Skills
150-300% Enhanced Damage
5% Fire Pierce
5% Lightning Pierce
15% Better Block Chance
Replenishes Quantity
20% Increased Attack Speed

-Talon-

Assassin Claw
Lem,Fal

8% Life Leech (Lem)
10% Strength (Fal)
+1 to Assassin Skills
+1 Martial Art Skills
250-275% Enhanced Damage
5% Poison Pierce
10 to Dexterity
5% Damage Reduce

-Way of the Ninja-

Assassin Katana
Pul,Hel,Eld

2 to All Stats (Eld)
4% Slow (Pul)
50 Base Life (Hel)
+2 Assassin Skills
250-325% Enhanced Damage
8-10% Life Leech
20% Increased Attack Speed

-Energetic-

Sorc Orb
Lum,Io

10% Energy (Lum)

10% Vitality (Io)
+2 Sorc SKills
+2 Wiccaning Skills
5% Spelldamage
30% Faster Cast Rate
50 to Mana
30% Manaregeneration

-Dew Claw-

Druid Helm
Ist,Lo,Io

3% Physical Pierce (Lo)
3% Fire Pierce (Ist)
6% Vitality (Io)
+2 to Druid Skills
+1 to Wolve Skills
5-10% Damage Reduce
30 All Res
10% Lifeleech
10% Manaleech
1 to Life per Level

-Cataclysm-

Druid Helm
Gul,Ohm

3% Cold Pierce (Gul)
3% Poison Pierce (Ohm)
+3 to Druid Skills
25 All Res
10% Poison Absorb
10% Cold Absorb
50% Poison Lenght Reduction
75 to Mana
75 to Life

-Dominator-

Barb Helm
Lo,Mal,Lem

3% Physcial Pierce (Lo)
3% Magical Pierce (Mal)
4% Life Leech (Lem)
+3 to Barb Skills
30 All Res
10% Damage Reduction

5 to All Max Res
200% Enhanced Defense
15-20 Magical Damage Reduce
15-20 Physical Damage Reduce

-Religious-

Pally Shield
Mal,Pul,Ber

10% Damage Reduction (Ber)
3% Magical Pierce (Mal)
20% Better Block Chance (Pul)
+2 to Paladin Skills
30-40 All Res
10 to All Max Res
40% Faster Block Rate
30% Faster Cast Rate
20% to Max Mana

-Biological-

Necro Head
Ohm,Mal,Shael

20% Faster Block Rate (Shael)
3% Magical Pierce (Mal)
3% Poison Pierce (Ohm)
+2 Necro Skills
30% Better Block Chance
20-25% to Summons Life
20-25% to Summons Damage
20 All Res
10 Magical Res
5 Magical Absorb

-Spectral-

Amazon Spear
Gul,Hel,Sur

6% Cold Pierce (Gul)
50 to Life (Hel)
100 All Ele Damage (Sur)
+2 to Amazon Skills
20 All Res
350-400 Enhanced Damage
50% Increased Attack Speed
250 to Attack Rating

20% Chance to Avoid Damage

-Bull's Eye-

Amazon Bow
Ohm,Um,Lem

6% Poison Pierce (Ohm)
15 All Res (Um)
8% Life Leech (Lem)
+2 Amazon Skills
+1 Bow Skills
300-350 Enhanced Damage
50% Increased Attack Speed
1/2-1 to Max Damage per Level
8% Mana Leech

-Firebolts-

Amazon Javelin
Vex,Ist

6% Lightning Pierce (Vex)
6% Fire Pierce (Ist)
+2 to Amazon Skills
+1 to Javelin Skills
325-350% Enhanced Damage
25% to Attack Rating
20 to Dexterity
10 to Strength
10 All Res

-Contaminated-

Assassin Claw
Ohm,Lo

6% Poison Pierce (Ohm)
6% Physical Pierce (Lo)
+2 to Assassin Skills
+1 to Martial Art Skills
+2 to Weapon Block
300-400% Enhanced Damage
5% Damage Reduction
5 to All Max Res
35% Increased Attack Speed

-Ninjutsu-

Assassin Katana
Jah,Um,Sol,Sol

30% Deadly Strike (Sol,Sol)
100 to Life (Jah)
100 to Mana (Jah)
15 All Res (Um)
+2 to Assassin Skills
350-450% Enhanced Damage
20-40% Increased Attack Speed
15% Chance to Avoid Damage
5% to All Absorbs

-Rainbow-

Sorc Orb
Vex,Ist

6% Lightning Pierce (Vex)
6% Fire Pierce (Ist)
6% Cold Pierce
+3 to Sorc Skills
20 All Res
5% Cold Absorb
5% Fire Absorb
5% Lightning Absorb
40% Faster Cast Rate
