

Diablo II: Eastern Sun

Player's Manual, v 2.0 - ES3.00 Version R6D

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Section 1: Introduction

Welcome to the Eastern Sun (ES) mod. This is a mod designed for Diablo II: Lord of Destruction v. 1.10 or 1.11, created by reiyo_oki and tsuru of the Phrozen Keep. If you're new to the mod, or new to mods in general, pay close attention. This manual will be a helpful utility and reference guide as you play through the redesigned world of Diablo II.

This mod is, from both my own experience and those of many players in the Eastern Sun community, a mod that is challenging, but not **too** challenging. It's hard in all the right places, you might say. Most characters can safely go through Hell with some planning and careful playing, while the "uber" characters can find their fix of incredibly dangerous areas with around a dozen "secret," and very difficult, areas scattered throughout the acts. (Yes, there's a reason to visit other places besides the Secret Cow Level and the Worldstone Keep now, we promise.)

On the topic of the aforementioned "uber" characters, before anyone asks, NO, there is not a definitive "cookie-cutter kill everything on the screen in a matter of milliseconds" build for Eastern Sun. Nearly any build imaginable is Hell-viable with a bit of skill and thought. Very few builds have the ability to kill **quickly** in P8 Hell, however, and those that do are often characters who have top of the line crafted and modified equipment. And while we're on that note...

One of the main features of this mod, and one that keeps it innovative and extremely creative, is the sheer amount of customization that can be done to items. There are very few item modifiers that cannot be added through the use of the Horadric Cube, as you'll see, but this is balanced by an increased level requirement. So with enough time, money, and materials, you can make a good rare item into an item that would make demigods envious. And with the new items such as Gemwords (just what the name suggests, Runewords made with gems instead), Kanji Runes (think normal runes, but more powerful and FAR harder to acquire), and a completely redesigned set of Unique, Set, and Runeword items, you'll have plenty of toys to tinker with as you play through this mod.

That about wraps it up for the introduction of this manual. The next parts will contain comprehensive mod information for the current patch, covering everything from item information, to playing tips, to frequently asked questions about the mod.

Section 2: Playing Tips

2.1: General Playing Tips

The following information is taken from the Eastern Sun Wiki, located at <http://miyoshino.la.coocan.jp/eswiki/?FrontPage>.

- Repair/Recharge cost is very low in ES. You no longer have to worry about the recharge cost. Superior Runeworded items will never bankrupt you.
- Other mercenaries than Act 2 mercenaries are also useful. All mercenaries have useful support skill(s) like an aura, warcries, etc.
- Mercenaries hired in Hell have the same stats as the ones hired in Normal (Only the aura of the Act 2 mercenaries changes each difficulty). You can change your mercenary without losing their stats, so I recommend hiring each mercenary at least once to see how they work.
- Weaken, Iron Maiden and Decrepify reduce monster's physical resist by 60% while Amplify Damage reduces by 90%. Now Amplify Damage isn't the only melee curse to be considered.
- Inner Sight also reduces monster's physical damage by 5-35% (more than 70% when fully synergized), and this works on top of another curse.
- Damage Augmenter is a free bonus charm included in the starting items. A must for all physical attack builds, but useless for pure casters. You can make one by a cube recipe for your old characters.

Wirt's Leg + Tome of Identify -> Damage Augmenter

Getting Started

Starting out in Eastern Sun for the first time, or playing untwinked can be quite a challenge. Here are a few tips that should make it easier:

Tactics

- You start out with a very low chance to hit, so go after easy targets like Fallen until you gain a couple levels.

- All monsters' life was roughly doubled in R5, and characters are given 500 Fulminating Potions instead, which will let you gain a few levels with ease.

Monster	Level	Remarks	Monster	Level	Remarks
Fallen	2	-	Dark Spearwoman	3	Fast
Quill Rat	2	-	Gargantuan Beast	3	Stun
Zombie	2	Slow	Hungry Dead	3	Slow
Dark Hunter	3	Fast	Skeleton	3	-

- Please note even the weakest monsters have a twice higher level than you, and this level difference make it very difficult to hit monsters. Attack Rating would be given the highest priority.
- Don't be afraid to flee back to town and start a new game if you get too many monsters coming after you at once.
- Every character class can benefit from a javelin/shield combo early on. This gives you the benefit of ranged combat (thrown), or melee combat with the additional defense of a shield. Also, cubing any javelin/throwing/quiver by itself resets the quantity to 255. Useful to remember if you are out in the wilderness and you get the low quantity warning. [Contributed by dawel313]

Equipment

- Socketables: Don't be afraid to stick the socketables you find into a weapon or piece of armor...you can take them out anytime you want by putting the socketed item in your Horadric Cube together with a key. Nothing is destroyed, you get your gems, jewels, or runes back, as well as the item they were in.
- Gemwords/Runewords: Everyone can benefit from gemwords early on. If you fill all the sockets in a white item with the same type and quality of gem, you'll get a CtC skill as well as the listed bonuses. Many useful low level runewords are also available.
- Buying Gems: Wish you had more gems of a certain type? You can buy more from Akara, or make a Perfect Gem using Secret Recipe 14.
- Socket Weapons/Armor: Following list shows the maximum socket numbers of the items available in Normal Act 1. Because socketables are so powerful and flexible, it's a good idea to stock one or two of maximum socket items when you find them at the shop, for you and your hireling. Please also note hirelings can equip gloves, belt and boots in ES.

Item Type	Max Sockets	Item Type	Max Sockets
Melee Weapons	2-3	Bows/Crossbows	3
Helms	2	Gloves	2
Body Armor	3	Belts	2
Shields	3	Boots	2

- 3 Socket Helms: If you need more sockets, the 3 socket Mask, etc. from Decipherers may be worth cubing. These are the only 3 socket helms available early on.
- Sash/Light Belt Upgrade: Any Sashes and Light Belts can be upgraded to a Belt by cubing with a Stamina Potion.
- Gambling: Gambling is much better in ES than in vanilla; you have a 5% chance each of getting a set or unique item. That means you have a 1:20 chance of finding each...about 1 in 10 items you gamble will be either a unique or a set item. You can check out the set or unique weapons/armor, and get one that looks nice.
- Set Item Conversion: Some Set Items can be converted into a piece of another set or another base item by cubing with a Thawing Potion.

- **Starter's Weapons:** Need a good weapon for getting started? With a flawless gem, an Ancient Decipherer, and a magic jewel you can make a very good magic weapon, with 1-2 sockets, +1-3 to one of your skill trees, and either 100% enhanced damage with 15-20% IAS (for ranged/melee weapons), or +1 to class skills, +20-40 mana, and +4-6 mana per kill (for caster weapons) using the Starter's Weapon recipes. You can also get a prefix and a suffix; if you get a good one, that recipe can produce an excellent item.
- **Skill Tab Rings/Amulets:** You can also boost your skill levels by crafting plus to skill-tab rings/amulets, e.g. +3 to Lightning Skills (Sorceress Only). With three Ancient Decipherers, a normal gem (of a specific type), and a class-only ring/amulet, you can create a piece of jewelry which gives +1-3 to a skill tab. Like the Starter's Weapon recipe, it can also get a prefix and a suffix...and since it uses class-only jewelry, there's also a chance you could get +1-3 to your favorite skill. The exact recipes can be found on the ES database, in the ring/amulet section. Scroll down until you see "Skill Tab Reroll".

Getting Gold

- If you're looking for something to pick up to make lots of gold at the shop early on, it's javelins and throwing daggers you should keep your eye out for, since they're worth more in ES. Wands/Orbs are much less expensive in ES than in vanilla, so if you play a Necromancer or Sorceress, look through Akara's inventory of items for sale...you might find something nice that you can afford.
- **Sell 2 Dragon Stones for 121,500 gold. Here's how:** 1) Get 2 Dragon Stones 2) Get Secret Scroll #14 3) Make Perfect Gem 4) Use Gem Can to downgrade to 9 Flawless Gems 5) Sell for 13,500 gold each. [Contributed by logger120]
- Remember you can convert a spare Ancient Scroll into a Dragon Stone, so a Scroll is worth 60,750 gold. [Contributed by logger120]

Other Important Items

- **Make sure to identify all the Ancient Scrolls you find by cubing them with Ancient Decipherers...**low numbered Ancient Scrolls are easy to find in Act 1, and several of the Secret Recipes they contain will allow you to make things that are very valuable early on:
 - Ancient Scroll #4 allows you to make normal (but not exceptional/elite) unique items.
 - Ancient Scroll #5 allows you to make normal set items.
 - Ancient Scroll #14 can turn two Dragon Stones into a perfect gem (which you can split into lower level requirement gems using the Gem Can, or use for crafting recipes)
- If you get more than one of the same scroll, you can either try to get a scroll you don't have, by transmuting two extra scrolls into a new scroll (two scrolls in the range 1-25 give outputs in the range 1-30, scrolls from 26-50 give outputs in the range 20-50), or you can turn your extra scroll into a Dragon Stone by transmuting it with a key.
- Wish you had more decipherers for all those nice crafting recipes, or to identify your Ancient Scrolls? You can split a Dragon Stone into 8 decipherers using the Multi Stocker, which can be useful early on. You can also get decipherers by transmuting organs in your cube: it takes six hearts or souls, or two of any other organ to make an Ancient Decipherer. You may prefer to save most organs for tinkering, but if you aren't interested in the tinkering mod given by a certain organ, turn your extras into

decipherers. Unwanted unique/set items (armor/weapons) can also be turned into decipherer points by cubing with a Multi Stocker.

- Wish you had more Dragon Stones? Once you make it to Act II, you can pick up as many as you need by doing Halls of the Dead runs.

Preparation for Hell difficulty

You may remember playing in Hell got much harder in LoD 1.10 than in 1.09. You may feel the same thing in ES, because of the greater resist penalty and all monsters hitting hard. This is because all items are highly enhanceable in ES, and it's supposed that most players have some decent equipment.

But for the first time play, players are often misled by the fact that Normal and Nightmare are rather easy in ES, and enter Hell without any preparation to face a hard time.

In the long history of ES, many recipes have been added by the requests/suggestions, and ES cube recipes will look very complicated for beginners. In this section, it will be explained how to prepare for Hell, mainly how to enhance your equipment.

Treasure Hunting and Leveling

- If it's not the first character to enter Hell (and has some decent equipments), you may need no specific preparation. But for the first time play I strongly recommend to do treasure hunting and leveling in Nightmare, say in Cow Level, Lost Farm, Marsh of Pain and Worldstone Keep.
- You may not believe monsters drop any good items in Nightmare, and would like to play in Hell soon. But you can get the best resist charms and skiller charms in Nightmare, and you will collect cubing materials more efficiently because you can play in a higher players setting there.
- Those special areas in Nightmare aren't a bad place to level, either. You don't need to level consciously. While repeating treasure hunting, your character's level will hit 70 soon. The character level makes a lot of difference in Hell because the chance to hit depends on the difference of character level and monster level.

The Items to Watch for

- Dragon Stones (= 8 Decipherers): Unwanted sets and uniques can be cubed into Decipherers to make Dragon Stones. Anya now gives a package containing Dragon Stones as a reward for her rescue (4/8/12 in Normal/Nightmare/Hell).
- Gems: Gem Can is useful for collecting lots of gems.
- Runes: NM Cows drop up to "No" runes (the lowest gold rune) for runewords and base upgrade recipes.
- Charms: Resistance charms will help a lot in Hell where you suffer a heavy resistance penalty. Even junk charms are worth keeping for rerolling.
- Ancient Scrolls: You may like to get Scroll #27 to reroll rare charms before you enter Hell. When you finish Nightmare, your character's level will be high enough to reroll a good rare charm, because you can get most useful mods on rare charms around civl 60, and the highest mods aren't available on rares anyway.

Resistances

- The lack of resistance can be lethal. It's preferable that all resistances are at least 75% in Hell. But it's also true that resistances tend to be redundant later, by getting better items and rescuing Anya in Hell.
- Charms: Charms are the most flexible way to gain resistances. Before entering Hell, getting a couple of resist charms in NM will greatly help.
- Gems and Jewels: Another flexible way. Gems are easy to get and have nice resistances, but please note that you must put them in the shield or belt for the resistance. If your character uses a two handed weapon, the belt is the only and precious slot.
- Forging: Forgings are now "removable", too. One forging grants 16% All Resistance. But you may like to spend forgings for the skill bonus or max life.
- D-Stoning: While all resist charms are very difficult to get, it's quite handy to D-Stone +All Resistances which only requires a D-Stone for 4% all resists. On the other hand, it may not a good idea to D-Stone resists, because D-Stoning can't be removed and resistances tend to be redundant later. If you need to D-Stone resistances anyway, D-Stone the cheapest item, because you only have to give up that cheap item when you don't need resistances in future.

Life

- It would be safe for casters to have 3000-4000 life in Hell, for melee characters, 5000-6000.
- You can do with less life once you get godly equipment (killing power, defense, damage reduction, elemental absorbs, etc.). You may like to replace some life enhancement with other offensive enhancements later.
- Example (Level 70 melee Amazon)
 - Vitality: 280
 - Base Life: 1087
 - Life from equipment: 150
 - Life from charms: 150
 - Life: 1387
 - Forging (6 times): Max Life $+16\% \times 6 = +96\%$
 - (Gloves, Belt, Boots, Ring, Unique Charms * 2)
 - D-Stoning (30 times): Max Life $+4\% \times 30 = +120\%$
 - (10 times each for gloves, belt and boots)
 - Level 15 Battle Orders from Act 5 Defense Barbarian: Max Life $+80\%$
 - Total Max Life%: 296%
 - Total Life: $1387 \times 396\% = 5492$
 - (Required D-Stones: 54, Required Perfect Gems: 6)

Oskill Battle Orders, etc.

- Call To Arms (LoD Runeword): A favorite runeword. Baal himself can drop an Ohm decal in Nightmare, but Cows can't.
- Lifecleaver (unique anicent axe): this can be very good until you can get Call to Arms (sure, if you want BO in secondary weapon). You can gamble in nightmare at level 58 for better chance
- of Skillmaster (Suffix): Rings, amulets, helms, body armor and spears can have the suffix of level 1-12 Battle Orders. The affix level is 56. Spears include javelins, which are 1 handed (can be equipped with a skiller shield) and good for the second weapon. Don't overlook any rare javelins! Oskill Oak Sage is fragile, but easier to get and better than nothing. Please note that Vigor has Max Life% bonus, too.

- **Defensive Barbarian:** If you don't have any oskill BO, and your character often dies in Hell, I strongly recommend hiring a Defensive Barbarian mercenary. They are much tougher than desert mercenaries, and their BO and Shout make the character and themselves even tougher. It's not too late to consider other mercenaries after you find an oskill BO.

Max Life%

- **A very strong effect which v 1.08 Shako had.** Abolished in the current version of LoD, but easy to get in ES. Why don't you utilize it a lot?
- **Forging:** One forging grants 16% Max Life. As stated in "Resists" section, skill forging is also attractive, but life would be more important when your character often die in Hell. Also, the cost of Stat forging is about half of skill forging. If you have a limited number of Anvil Stones, 32% more life would work better than +1 to skill levels.
- **D-Stoning:** Well, you can't remove D-Stoning. But unlike resists, more life is always better, so there is less chance to regret D-Stoning Max Life% later. The Item Enhancement page introduces a fully life D-Stoned Achilles' set, which can be the final gear for most melee builds and mercenaries.

Life Leech

- If you often die in closed combats, the life leech may not be enough. With godly weapons, less leech will suffice, but with moderate weapons, you will need more leech than you need in LoD.
- **D-Stoning:** D-Stoning rings and amulets is the almost only way to add life leech. Low unique/rare jewelry like Ring of Vengeance or dual leech rares is a good base of D-Stoning Life Leech. Fully D-Stoned RoV can have 40% Life Leech or more, for example. D-Stoned cheap jewelry can be more effective than high level unique jewelry, depending on your setup.

Cannot Be Frozen

- If you have no CBF on equipments, find a Fu rune or better in NM Cows and downgrade it to Fu.
- If you can prepare 2 Fu runes, forge it onto some equipment to get CBF.

Damage Reduction%

- Of course, more DR% is better. But tons of DR% isn't indispensable as long as you have enough life.

Curses / Auras

- At least one of oskill Lower Resist or Conviction is a must for casters. Both are available on mid level runewords/gemwords, such as the ArchDimeron gemword. Hiring a Conviction Mercenary or Offensive Barbarian would also be okay. It's ideal to have both.
- Physical attackers and Druid summoners will need one of the physical resistance reduction curses (Amplify Damage, Decrepify, Weaken or Iron Maiden). CtC curses would be ok for physical attackers, but Druid summoners will need an oskill curse unless they use a special item like a Strafe oskill bow. If you can't find any good oskill curses, I recommend making a Unique Great Axe, which has an oskill Amplify Damage.

Fully synergized Inner Sight can also reduce enemy's physical resistance fairly well. A curse and Inner Sight now stack with one another, so it's ideal to have both.

Finding Specific Items

Runes and Ancient Decals

Monsters drop Ancient Decals in the same way as they drop Runes. The reward of Hellforge Quest isn't a monster drop and never drops Ancient Decals. But all other monsters can drop both Runes and Ancient Decals. In the following sentences, the word "Runes" includes "Ancient Decals".

Runes aren't magic items, so Magic Find doesn't increase or reduce the chance of their drop.

More players in the game increase all drops including runes. As an exception, Countess' special rune drop isn't affected by the number of players.

Of course more monsters drop more runes, so crowded areas like Cow Level and Lost Farm are good place to find runes.

Belhefets and Cyclops drop runes instead of their organ (roughly 1/60 chance), in addition to the ordinary rune drop.

Hellforge Quest

Difficulty	Available Runes	Available Decals
Normal	E Ko Ra O Ho Me Ru Ta To Wa Ha	None.
Nightmare	Ta To Wa Ha Na Ni Se Fu Ma Hi Mo	None.
Hell	Fu Ma Hi Mo No Te Ro So Mu Ne Re	None.

Countess

Difficulty	Available Runes	Available Decals
Normal	I to A	EI to Thul
Nightmare	I to Wa	EI to Lem
Hell	I to Re	EI to Ber

Ancient Scrolls

Ancient Scrolls aren't magic items and Magic Find doesn't work, either. Only more players can increase the chance of their drop.

Izual drops an Ancient Scroll instead of his organ (roughly 1/60 chance), and he can drop up to 5 items. More players slightly increase his drop. He is the only exception and there are no other special monsters or areas for finding Ancient Scrolls. (Izual's Ghost added in R4B has a slightly better chance to drop Ancient Scrolls, too.)

You can cube a low level Ancient Scroll from a Cookbook, and you can cube a Cookbook from Dragon Stones, so collecting Dragon Stones is another way to enrich your bookshelf.

Area	Scroll Drop	Area	Scroll Drop	Area	Scroll Drop
Normal Act 1	1 ~ 9	Nightmare Act 1	1 ~ 24	Hell Act 1	1 ~ 39

Normal Act 2	1 ~ 12	Nightmare Act 2	1 ~ 27	Hell Act 2	1 ~ 42
Normal Act 3	1 ~ 15	Nightmare Act 3	1 ~ 30	Hell Act 3	1 ~ 45
Normal Act 4	1 ~ 18	Nightmare Act 4	1 ~ 33	Hell Act 4	1 ~ 48
Normal Act 5	1 ~ 21	Nightmare Act 5	1 ~ 36	Hell Act 5	1 ~ 50
*This table is of the average monsters. Tougher monsters may drop better.					

In R3F, following recipes were added. All recipes give the scroll pertaining to the input rune's number.

Unique Stone (nor) + Ancient Scroll + Rune (#1~#10) -> Ancient Scroll (#1~#10)

Unique Stone (exc) + Ancient Scroll + Rune (#11~#20) -> Ancient Scroll (#11~#20)

Unique Stone (eli) + Ancient Scroll + Rune (#21~#30) -> Ancient Scroll (#21~#30)

Organs and Other Cubing Materials

Special Drops	Monsters
Hearts	Fallens, Bigheads, Corrupted Rogues (Melee), Scarabs, Gargoyles (not including Gargoyle Traps), Swamp Dweller, Sand Maggots, Vile Mothers, Siege Beasts, Baal's Minions, Succubi, Stygian Furies, Blood Lords, Putrid Defilers, Black Knights, Overlords
Souls	Skeletons, Zombies, Wraiths, Goatmen, Lesser Mummy, Greater Mummy, Hiddens, Undead Fetishes, Skeleton Mages, Rot Walkers
Eyes	Clay Golems, Blood Golems, Bone Golems, Fire Golems, Zakarum Priests, Storm Casters
Brains	Sand Leapers, Fetishes, Imps
Fangs	Orcish Soldiers, Giant Spiders, Carvers
Quills	Quill Rats, Quill Bears, Thorned Hulks, Death Maulers
Spleens	Zealots, Corpse Spitter, Overseers
Tails	Foul Crows, Panther Women (Melee and Ranged)
Jawbones	Corrupted Rogues (Ranged), Skeleton Archers
Scalps	Brutes, Ghouls, Blunderbores, Doom Knights, Sinister Knights
Horns	Pit Lords, Horned Demons
Flags	Fallen Shamans, Fetish Shamans
Steaks	Hell Bovines, Ghost Bovines
Cookbooks	Stygian Furies (very rare)
Ancient Coupons	Hairdressers (not including other Panther Women)
Ancient Decipherers	Ancient Barbarians (Ancients on Arreat Summit)

Crystals

Crystals are new items that are used to cube Uber Organs and Kanji Runes. They are found in Ores which serve as a container for them. Crystals are extracted by cubing the ore with itself. An empty ore has no further use.

The crystals contained in an ore are randomly determined, just like mods on a rare item. An ore may contain only one crystal, or even no crystal at all. All monsters have a very slim chance to drop an ore. This chance is doubled in Nightmare and tripled in Hell. These ores may contain 0-6 chipped crystals (0-1 crystal of each kind), but 2 crystals on average.

Listed below are some particular bosses that have an extra chance to drop a higher quality or a 'boss' ore.

There is no difference in appearance between normal ores and boss ores, but the latter tends to contain more crystals.

Boss ores have a high chance to contain a kind of crystal related to that boss (0-4).

Boss ores have a mid chance to contain 3 kinds of crystals loosely related to that boss (0-1).

Boss ores have a low chance to contain other 9 kinds of crystals (0-1).

In theory a boss ore can contain 15 crystals at best, but 3 or 4 on average.

Crystal	Mainly Dropped By	Area
Frozen Soul	Nihlathak, Fatalstorm, Factory Director, Dark Planter	Nihlathak's Domain, Moonshine Distillery, Fake Note Factory, Poppy Farm
Shadow Quartz	Baal, Baal's Bodydouble, Lister the Tormenter, Lister the Revenger	Worldstone Chamber, Throne of Destruction, Nihlathak's Domain
Bleeding Stone	Diablo, Diablo Clone, King Leoric, Black Jade, Lachdanan	Chaos Sanctuary, Throne of Destruction, Random Area (Diablo Clone)
Burning Sulphur	Mephisto, Knuckleballer, Named Council Members	Durance of Hate Level 3, Throne of Destruction, Bill Roper Memorial Ball Park
Dark Azurite	Duriel	Duriel's Lair, Throne of Destruction, Marsh of Pain
Bitter Peridot	Andariel	Catacombs Level 4, Throne of Destruction, Andariel's Dressing Room
Pulsing Opal	Reporb, Hephasto the Armorer, Dark Clone	Bill Roper Memorial Ball Park, River of Flame, Harpie's Nest Level 2
Enigmatic Cinnabar	Magmajuggler, Summoner, Dark Magician	Nihlathak's Domain, Arcane Sanctuary, Dark Magician's Chamber Level 2
Tomb Jade	Reziarfg, Radament, Sorrow Summoner, Chaos Summoner	GFraizer Dome, Sewer Level 2, Harpie's Nest Levels 1 and 2, Dark Magician's Chamber Level 1
Solid Mercury	Metalspark, Griswold, Dark Clerk	Nihlathak's Domain, Tristram, Fake Note Factory
Storm Amber	Treant King, Treehead Woodfist, Dark Crusher	Naraku Level 1, Dark Wood, Blood Raven's Workshop Level 1
Tainted Tourmaline	Nikartana, Battlemaid Sarina, Sarina's Maiden, Blood Raven	Nihlathak's Domain, Bookstore Sarina Level 2, Burial Grounds, Blood Raven's Workshop Level 2

Crystals can be stored in Crystal Can which can be bought at Gheed:

Crystal Can + 1-6 Chipped Crystals -> Adds 1-6 Crystal Points
 Crystal Can + 1-6 Crystals -> Adds 100-600 Crystal Points
 Crystal Can + Can Opener (Chipped) -> Extracts a Chipped Crystal (needs 1 point)
 Crystal Can + Can Opener (Normal) -> Extracts a Crystal (needs 100 point)

Uber Organs

Uber Organs are only used in tinkering recipes:

Uber Organs	Recipe
Griswold's Hand	Crystal Can (output: Solid Mercury) + Key -> Griswold's Hand (-10 Solid Mercury pts)
Treehead Woodfist's Arm	Crystal Can (output: Storm Amber) + Key -> Treehead Woodfist's Arm (-10 Storm Amber pts)
Radament's Head	Crystal Can (output: Tomb Jade) + Key -> Radament's Head (-10 Tomb Jade pts)
Hephasto's Hand	Crystal Can (output: Pulsing Opal) + Key -> Hephasto's Hand (-10 Pulsing Opal pts)

Kanji Runes

2 Wo Runes -> Null Rune

Null Rune + Scroll of Town Portal -> Wo Rune

Can be stored in Rune Stocker (H).

Null Rune + 2-4 Crystals -> Kanji Rune

Crystal Can + Kanji Rune -> Crystal Can + Null Rune (Crystals are stored in Crystal Can)

Kanji Runes can't be upgraded or downgraded.

Rune Name	Bonus	Recipe
Moon	+1 To Assassin Skill Levels	Null Rune + 2 Frozen Souls
Fire	+12% To Fire Skill Damage	Null Rune + 2 Bleeding Stones
Water	+12% To Cold Skill Damage	Null Rune + 2 Dark Azurites
Wood	+1 To Amazon Skill Levels	Null Rune + 2 Tomb Jades
Metal	+1 To Barbarian Skill Levels	Null Rune + 2 Solid Mercuries
Earth	+12% To Poison Skill Damage	Null Rune + 2 Bitter Peridots
Sun	+1 To Paladin Skill Levels	Null Rune + 2 Enigmatic Cinnabars
Thunder	+12% To Lightning Skill Damage	Null Rune + 2 Burning Sulphurs
Wind	+1 To Sorceress Skill Levels	Null Rune + 2 Tainted Tourmalines

Dragon	+65% Enhanced Damage	Null Rune + 2 Storm Ambers
Life	+1 To Druid Skill Levels	Null Rune + 2 Pulsing Opals
Death	+1 To Necromancer Skill Levels	Null Rune + 2 Shadow Quartz
Heaven	+1 To All Skill Levels	Null Rune + Bleeding Stone + Dark Azurite + Bitter Peridot + Tainted Tourmaline
God	+2% To Experience Gained	Null Rune + Frozen Soul + Enigmatic Cinnabar + Pulsing Opal + Shadow Quartz

Gambling

Since the Gambling of D2 has a hard-coded clvl dependant formula and is difficult to tweak, the Gambling had been changed many times in ES. In the latest version, most gambling problems have been fixed by introducing Gambling Chits.

The difficulty doesn't matter for gambling any longer.

Unique/Set/Rare Chance

- The chance of getting a unique item is increased from 0.05% to 5%.
- The chance of getting a set item is increased from 0.1% to 5%.
- The chance of getting a rare item is increased from 10% to 30%.

ilvl (item level)

- The ilvl of gambled item randomly varies between your clvl -5 and your clvl +4.
- The ilvl must be equal to or higher than the qlvl of the base item.
 - If the ilvl is less than the qlvl of a specific item, that item simply doesn't appear on the window. For example, if you see a pair of Gauntlets (qlvl = 29) on the window, it means its ilvl is 29 or higher.
- The ilvl must be equal to or higher than the level of the set/unique item.
 - If the ilvl isn't enough for a specific set piece, that item turns into a magic item.
 - If the ilvl isn't enough for a specific unique, that item turns into a rare item.

Exceptional/Elite Chance

- The parameter for exceptional is increased from 0.9% to 1.5%.
- The parameter for elite is increased from 0.33% to 2.5%.

min Exceptional chance = ((clvl - 5) - qlvl of the exceptional item) * 1.5% + 1%
max Exceptional chance = ((clvl + 4) - qlvl of the exceptional item) * 1.5% + 1%

min Elite chance = ((clvl - 5) - qlvl of the elite item) * 2.5% + 1%
max Elite chance = ((clvl + 4) - qlvl of the elite item) * 2.5% + 1%

Where (clvl - 5) or (clvl + 4) is the actual ilvl of the gambled item.

- This formula is quoted from the Arreat Summit (ie. may be wrong).
- It seems Exceptional is checked first, and then Elite is, because 100% chance of Exceptional results no Elite at all.

- Much improved from the LoD chance, but please note the high level elites are still very difficult to gamble. Please consider buying gambling chits for those items.

Gambling Chits

- Anya and Larzuk sell Gambling Chits as an alternative of gambling.
- Gambling Chits are cubed into an item, and the result is random just like gambling.
- The price of each Gambling Chit is fixed. (Roughly equal to the gambling cost when you finish that difficulty.)
 - This fixed price is very helpful when you need a normal piece but have only very high level characters. (Gambling an Achilles set piece with a level 90 character is a waste of gold, for example.)
 - Please check the gambling cost first. If the gambling cost is cheaper, gambling is better.
- Gambling Chits has the same chance for Unique/Set/Rare as gambling.
- Normal Gambling Chits have no chance for upper items. (ilvl = 45)
- Nightmare Gambling Chits have 50% chance for exceptionals. (ilvl = 65)
- Hell Gambling Chits have 33% chance for exceptionals and 33% for elites. (ilvl = 85)
 - These fixed chance are very helpful to get high level elites which are very difficult to gamble.
- Anya and Larzuk always sell all kind of Gambling Chits.
 - This feature is convenient when you can't use Gamble Filter.
 - You can reset Anya's window by entering the red portal.
 - You can reset Larzuk's window by visiting an WP. (Ancient's Way is usually safe.)

Gamble Filter

- Gamble Filter is a Windows utility to filter the items on the gamble screen. Mac users can't use this utility. Gambling Chits may be helpful in such cases, because you can buy at least 1 chit per visit.
- You can run Gamble Filter without exiting ES. (You can use Alt+Tab to switch applications.) But you have to make a new game after you edit the items on the gamble screen.

Extra Gold Equipment

This section is lengthy, with many tables for the viewing, and so the original information can be seen at this link:

<http://miyoshino.la.coocan.jp/eswiki/?Playing%20Tips#g37fea78>

Breaking Immunities

- To negate 1% monster's resistance beyond 100%, you need 5% lower resistance effect from the skills.
- The lower resistance effect from items can't negate the resistance beyond 100%, but it works once other skills break the immunity.

Skill	Type	ResDm	ResFi	ResCo	ResLi	ResPo	ResMa
-------	------	-------	-------	-------	-------	-------	-------

Skill	Type	ResDm	ResFi	ResCo	ResLi	ResPo	ResMa
Amplify Damage	Curse	-90					
Weaken	Curse	-60					
Iron Maiden	Curse	-60					
Decrepify	Curse	-60					
Inner Sight	Ama Spell	-(0-35)					
Conviction	Aura		-(32-110)	-(32-110)	-(32-110)		
Lower Resist	Curse		-(30-90)	-(30-90)	-(30-90)	*	*
Pierce Poison & Bones	Curse					-(30-150)	-(30-150)
Pierce Poison & Bones (Oskill)	Curse					-(30-90)	-(30-90)
Ancient's Call	Warcry (=Curse)		-(20-100)	-(20-100)	-(20-100)	-(20-100)	-(20-100)

- Lower Resist can reduce Magic and Poison Resist by the synergy from Pierce Poison & Bones.
- Unique bosses are spawned with random mods, some of them give extra resistances and make them unbreakably immune.

Boss Mod	ResDm	ResFi	ResCo	ResLi	ResMa
Stone Skin	+80				
Fire Enchanted		+75			
Cold Enchanted			+75		
Lightning Enchanted				+75	
Magic Resistant		+40	+40	+40	
Spectral Hit		+20	+20	+20	
Mana Burn					+75

Caps for Resist, DR%, etc.

Mod	Cap	Remarks
Damage Reduced by XX% (Physical Resist)	50%	1
Damage Reduced by XX	none	2
F/C/L/P Resist	75%	3
Magic Resist	75%	4
F/C/L Absorb%	40%	5
F/C/L Absorb	none	
Magic Reduced by XX	none	6

1. More DR% than 50% still has a meaning when cursed. (Amplify Damage increases damage by 90%, So 140% DR grants 50% DR when Amp'ed.)

2. DR is less effective than DR%, and most players tend to neglect DR, but dozens of DR is actually very helpful. Normal (non-boss) monsters usually deal less than 200 damage in Hell Act 5 (ex. Enslaved in Bloody Foothills deals 136-182 melee damage). So even 20 DR reduces a fair amount of such "daily" damage. Also, DR works beside DR% which has the cap, and it reduces some spell damages like Diablo Lightning.
3. The cap can be raised up to 95% by +Max Resist equipment. Hirelings are penalized by the difficulty, but minions aren't.
4. The cap can be raised up to 95% by +Max Resist equipment. No penalty by the difficulty exists, which is why you can live without any Magic Resist.
5. Absorb and Absorb% heals first.
(ex) When a monster deals 100 Fire Damage and you have 40% Fire Absorb, first your life is healed by 40 (100 x 40%), and then you take 60 Fire Damage (100 - 100 x 40%).
 - X% Absorb negates 2 x X% Elemental Damage at best. (When the character is injured.)
 - X% Absorb negates X% Elemental damage at worst. (When the character is fully healed.)
6. While X Absorb negates 2 x X Elemental Damage at best, MDR always negates only X Elemental damage (Roughly speaking 1/2 effect). But it reduces all four elemental damages and magic (bone, holy) damage. Dozens of MDR is helpful as well as dozens of DR.

2.2: Item Crafting Tips

Making Sockets

Max Socket Number Limitation by ilvl

- The ilvl of the target item also limits the max socket number of an item, as well as the max socket number in the database base item page.
- MaxSock1 is the max socket number when "ilvl < 25". MaxSock25 is the max socket number when "25 <= ilvl < 40". MaxSock40 is the max socket number when "40 <= ilvl".

	MaxSock1	MaxSock25	MaxSock40
Weapons	3	5	6
Helms	3	3	4
Body Armor	3	4	6
Shields	3	3	4
Paladin Shields	3	4	4

Larzuk's Quest Reward

- White (Normal/Superior/Low Quality) Weapons and Armor: Larzuk makes the maximum number of sockets allowed on the base item, as long as the item level is equal to or higher than 40. As a rule of thumb, the items dropped in Nightmare Act 3 and later can have the maximum sockets.

- **Magic Weapons and Armor:** Larzuk makes one or two sockets randomly. Because you can make up to 3 sockets on a magic item by a cube recipe in ES, it's a bad idea to ask Larzuk to make sockets on magic items.
- **Other Weapons and Armor (Rare, Crafted, Set and Unique):** Larzuk always makes one socket. Because you can make up to 2 sockets on rare weapons, helms, body armor and shields by a cube recipe in ES, it's a bad idea to ask Larzuk to make sockets on these rare items.
- The socketing recipes cost higher for upper items, so it's most efficient to ask Larzuk to make sockets on Elite items, if possible. But you don't have to stick to this principle too much, because the difference of the costs can be insignificant in end games, and Larzuk's reward has some restrictions as stated above.

Socketing Recipes

- **Magic Weapons and Armor:** The recipe makes up to 3 sockets. Of course the socket number is capped at the maximum socket number of the base item.
- **Rare Weapons, Helms, Body Armor and Shields:** The recipe makes up to 2 sockets.
- **Rare Gloves, Belts and Boots:** The recipe makes only 1 socket.
- **Crafted/Set/Unique Weapons and Armor:** The recipe makes only 1 socket.
- **White Weapons and Armor:** The recipe can make any number of sockets.
- **Non Secret recipes** rerolls the white items, which means all Ethereality, Superiority and Low Quality are removed. Staffmods are also removed/rerolled. Don't use the non-secret recipe to socket that +3 Frozen Orb / +3 Blizzard / +3 Cold Mastery staff you just found.
- **Secret recipe 16 and 17** make sockets without removing these properties. Of course it's better to use non secret recipes for Low Quality items. Superiority is always welcome because the repair cost of Superior items is very low in ES.
- You can make a Socket Donut from a Unique Dagger, if the gold is more precious than the time (ie. "if you are poor"). You can gamble a Unique Dagger cheaply with a level 1 character.
- The socketing cost is generally cheaper, so it's one of the most frequently used enhancements even in early and mid games.

Socketing Amulets, Rings and Charms

- **Secret Recipe 12, 13, 41-48** can make a socket on these items. Charms generally get bigger if they have a sockets.
- **Unique Amulets and Rings of LoD** (cubed from Ancient Coupons) are spawned with a socket.
- **Legacy (LoD) Crafted Amulets and Rings** are spawned with a socket.

Socketing Arrow and Bolt Quivers

- Only Normal (White) quivers and Magic quivers can have a socket.
- You can activate all Gemwords and some Runewords on Normal quivers.

Forging

- Forging adds skill bonus or some other good bonus without any penalty. But one item can have only one Forging mod at once.
- Please imagine an invisible socket besides the conventional sockets, and you can put a bonus there.

- Forging can be removed later, to apply another Forging. Most of the Forging materials are refunded at that time.

	Mag/Rar/Set/Uni Equipment	Crafted Equipment	Unique Charm	Unique Jewel	Mag/Rar Jewel
Skill Forging	Yes	-	Yes	Yes	-
All Skill Forging	Yes	-	-	-	-
Stat Forging	Yes	Yes	Yes	Yes	-
Rune Forging	Yes	Yes	-	-	-
Tab Forging	-	Yes	-	-	Yes
2/3 Rune Forging	-	-	-	-	Yes
Aura Forging	Mag/Rar/Set/Uni Amulets				

(Equipment means Weapons, Armor, Amulets and Rings.)

(Normal Items, Magic/Rare Charms and all Quivers can have no Forging applied.)

Skill Forging

- Adds +1 To Class Skill Levels. (+1 To Amazon Skill Levels, etc.)
- The skill levels are very important, especially for casters, but also for melee characters. Other enhancements like D-Stoning can't add a Skill bonus, so why do you use the precious Forging room for other bonuses?
- All Skill Forging (Secret Recipe 40) adds +1 To All Skill Levels. This is very expensive, but can boost oskills and mercenary's skills.

Stat Forging

- Adds some bonus like Max Life and Enhanced Damage, four times as much as a D-Stoning.
- Skill Forging is generally preferred, but Stat Forgings are also used if there is some reason. For example, the damage of Multiple Shot doesn't increase with the skill level, so Multiple Shot Zons will prefer Enhanced Damage to Skill Bonus. Or a character may need more Life than more skill levels, and have no room for D-Stoning Life.
- Also, Stat Forging is often used for mercenary's equipment, because Skill Forging is useless for mercenaries and All Skill Forging is very expensive.

Rune Forging

- Adds the properties of the runes to the item.
- As stated in Stat Forging, Skill Forging is generally preferred. But Rune Forging with low runes is cheap and useful for early games. (ex. Instead of making a socket and putting a Ka (=Nef) rune, you can apply Ka Forging, which is cheap and handy.)
- Some properties like Cannot Be Frozen and Ignore Target's Defense can only be added by Rune Forging.
- If you have an ultimate ethereal item and like to add Indestructible to it, "Wo (=Zod) Rune Forging + Skill Forged Unique Jewel" is better than "Skill Forging + Wo Rune". Wo Rune Forging costs 2 Wo Runes, but is worth considering because getting 2 Wo runes ISN'T impossible in ES.

Aura Forging

- Adds "Aura when equipped" to an amulet.
- Of course very strong, but it requires an Aura Stone cubed from the highest unique class amulets.

Tab Forging

- Adds Skill Tab Bonus to a magic or rare jewel.
- Why can't you apply Skill Forging to magic and rare jewels which seem weaker than Unique ones? It's because rare jewels can have a Skill Bonus, and magic jewels can have an All Skill Bonus as a prefix. If you can apply Skill Forging to magic and rare jewels, you can have +2 skill bonus on a jewel, which is too strong.

2/3 Rune Forging

- Adds 2/3 of the properties of the runes to a magic or a rare jewel.
- You can select which properties are applied, weapon mods or helm mods.
- Some properties like Knockback and Cannot Be Frozen can't be divided and fully work.
- 2/3 Rune Forging is cheap and handy. If you're planning to socket a Ka (=Nef) rune to a bow, why don't you apply 2/3 Ka Forging to the best jewel you have at that time?

D-Stoning / Gem Melding

- To cube a Dragon Stone (D-Stone) or one of its alternatives with an item to enhance the item.
- Gem melding is a kind of D-Stoning, with different materials and different effects.
- You can apply D-Stoning as many times as you wish, but it adds a level requirement penalty.
- You can apply D-Stoning to any equipment (Weapons, Armor, Amulets and Rings). You can't apply D-Stoning to Charms, Jewels and Quivers.
- You can add a key or a stamina pot to the recipe to select the added mod.
- You can't remove D-Stonings from the items. But if the item is rerolled, applied D-Stonings are also canceled.
- Each mod has its cap. (ex. 900% for Enhanced Damage, please see the next next section.) The mods added beyond the cap are ignored, and only the level requirement increases.
- Secret Recipe 50 can remove the level requirement penalty by 1, but is rarely used because it's very expensive.
- Lower level items aren't always weaker in ES, because lower level items can be applied D-Stoning more times. Before you apply base upgrade (normal -> exc. or exc. -> elite), you have to consider which is better, Defense from the upgrade or the room for D-Stoning. Base upgrade of Weapons and Body Armor are generally worth considering. But base upgrade of small pieces like gloves and belts increases less Defense, and is less attractive in ES.
- The level requirement penalty is added to the requirement of the item itself or the socketables, whichever is the highest. For example, if you need to socket a req level 60 jewel, it makes no difference whether the level requirement of the item is 1 or 60. If you like to utilize the low level requirement (20) of Achilles set, you need to insert a socketable with req level 20 or less. Generally, it's effective to insert low req level socketables into low req level items, and high req level socketables into high req level items.
- Gem Melding can be more effective than D-Stoning in many cases. D-Stoning strength will give you +4, Gem Melding an Perfect Amethyst into a helmet will give you

+4 to strength and Damage Reduced By 1. If you need both Life and Mana leech, Gem Melding Perfect Skulls will give you +1 to Max Damage in addition to the same total amount of leech. Gem Melding Perfect Obsidians into the weapon will give you more +Enhanced Damage and Deadly Strike than D-Stoning both. Still, you may prefer to D-Stone +Enhanced Damage on the weapon and Deadly Strike on another item. Check the mods on Chipped Gems and compare them to the mods D-Stoning grants. The Helmet and Boots are especially good for Gem Melding as you can't Gem Meld the other items which use the Helmet Gem Type (Rings/Ammulet).

Tinkering

- To cube a monster's organ with an item to enhance the item.
- Unlike D-Stoning, Tinkering doesn't add any level requirement penalty. Instead, the Tinkering point is determined when an item is generated, and if you use up the Tinkering point you can't apply Tinkering any more.
- Tinkering point varies between 15 and 25, and most Tinkering recipes consume 1 point, but some recipes consume more points.
- You can't buy monster's organs, so you'd better stock the organs as possible. But you don't have to scrimp too much, because you can't do Tinkering infinitely, and you'll get more organs than you need for the end game gears.

Level Requirement Penalty

- Following recipes give a level requirement penalty to items, as listed below in the table.

Recipes	Level Requirement
Crafted item with 1 random mod	+13*
Crafted item with 2 random mods	+16*
Crafted item with 3 random mods	+19*
Crafted item with 4 random mods	+22*
Base upgrading from Normal to Exceptional	+5
Base upgrading from Exceptional to Elite	+7
D-stoning Weapons	+2
D-stoning Helms/Torso/Shields	+3
D-stoning Gloves/Belts/Boots	+4
D-stoning Jewelry	+4
Secret Recipe 50 (for weapons)	-1
Secret Recipe 50 (for others)	-2
*Not displayed as the penalty and can't be removed by Secret Recipe 50.	

D-stoning/Gem Melding Caps

These are caps of the mods on an item. If you go over these caps, only the level requirement is added for nothing. You can only go over capped amount on an item if you socket it with Gem/Jewel/Rune that has that mod. For example, you can go over 900% damage on a weapon if you socket it with Wa rune. By the way, the caps are per item, so each socketable can have 900% Enhanced Damage in theory.

Also, any mod on the item itself counts towards the cap. For example, Dwarven Circlets have % Extra Gold From Monsters inherently, but it's still not possible to go over the cap by that amount. The only exception is set bonus.

Item Property	Capped at	Notes
Enhanced Damage	900%	On Weapons: Multiplies the base damage. On Armor: Treated like Str/Dex bonus.
Enhanced Defense		On Weapons: Treated like the Def bonus from Shout. On Armor: Multiplies the base defense.
Strength/Dexterity/Vitality/Energy	200	
Minimum Damage	+100	Damage is added to the weapon total damage.
Maximum Damage	+200	
Attack Rating	+2000	
Defense	+3000	
Damage to Undead/Demons	+500%	
Bonus to Attack Rating		
Fire/Lightning/Cold/Poison Skill Damage	400%	
Damage Reduced by %	200%	capped at 50% on character, but 140% needed to negate Amplify Damage
Increased Attack Speed	120%	
Faster Cast Rate		See FCR Breakpoints.
Faster Hit Recovery		See FHR Breakpoints.
Faster Run/Walk		
Faster Block Rate		See FBR Breakpoints.
Piercing Attack	100%	The effect is possibly capped at 95%.
Chance of Open Wounds		
Deadly Strike		
Crushing Blow		
Slows Target by %		The effect is capped at 90% for normal monsters and 50% for bosses/PvP.
Life/Mana After Each Kill	+60	
Increase Max Life/Mana	+60%	Doesn't affect some bonuses. See the next section.
Regenerate Mana	+400%	
% Damage Goes to Mana	150%	The effect ADDS to mana, the opposite of Energy Shield.
Life/Mana Stolen Per Hit	60%	
Requirements -%	-100%	
Better Chance of Finding Magic	+400%	Affected by diminishing returns.

Item Property	Capped at	Notes
Items		
Extra Gold From Monsters		
Increased Chance of Blocking	64%	
All Resistances		
Fire/Lightning/Cold/Poison/Magic Resist	+150	
Fire/Lightning/Cold Absorb	+127	
Light Radius	+11	Anything over +5 is useless, unless there's a -Light Radius item.
(Magic) Damage Reduced by	40	
+Life	+479	
+Mana	+223	
Adds xx Fire/Lightning/Cold/Magic Damage	1023	
Attacker Takes (Lightning) Damage	1000	
-% Target Defense	-127%	More than 100 is meaningless.
Poison Length Reduced by %	235%	Poison Length Reduced is capped at 75% on character, but +50% Poison Length penalty exists in NM and +100% Poison Length penalty in Hell, so 175% PLR needed to keep 75% PLR in Hell.
Adds xx Poison Damage over xx seconds	2048 Over 20 seconds (as displayed)	Min Poison Damage per second: 100 Max Poison Damage per second: 100 Poison Length: 20.48 seconds

Life, Vit and Max Life bonuses

I don't have the formula handy, but based on how the specific life bonuses are affected, it seems the life formula is calculated like this:

$(\text{base life and any +life}) * ((100 + \% \text{max life}) / 100) + (\text{VIT, VIT/lvl and life/lvl}) = \text{total life}$

base life = your life from stat points assigned into VIT

+life = straight +X life bonus, like "+20 life"

+%max life = like the item mod, and also includes skills like Wereforms, BO, Oak Sage.

VIT = any vitality bonus from items

VIT/lvl and life/lvl = well...level based life bonuses.

So basically life and +%max life are combined, then whatever VIT and life/vit per level is slapped on at the end. That means VIT and the other 2 mods are NOT affected by Battle Orders and +%max life mods.

Which mod is better depends on the others. If you have low/no +% max life for instance (such as Sorcs), the "per lvl" mods can usually give a bigger bonus. If you have lots of life and +% max life (Barb with huge Battle Orders), then straight life bonus is better since your BO can turn +20 life into something like +50 life. My preferred choice is to invest stat points heavily into VIT, then get lots and lots of +%max life with +life sprinkled on top if I can spare it.

I would NOT recommend vitality D-stoning, EVER. 4 VIT is hardly anything, I'd go with +%max life instead every time.

(Energy, Energy/lvl and Mana/lvl have the same restriction.)

Example

Achilles' Advantage Set

- Base Items: Gauntlets, Plated Belt and Greaves
- Level Requirement: 20
- Character: Assuming a level 90 Paladin uses the set.

Though Achilles's set is a cheap low level set, it has a lot of useful mods for melee characters, and is very handy because it frees up the body armor and helm slot. The low level requirement allows a lot of D-Stoning, which makes this set worth considering as the end-game equipment.

Forging

- Forging is now removable (most of materials are refunded) while D-Stoning isn't. So Forging is suitable for enhancing temporary items. Even if you are planning to use the target item as your end-game gear, it would be better to apply Forging first, because you may change your mind.
- If you use any oskills, the best Forging is All Skill Forging. But All Skill Forging is very expensive.
- Usually Skill Forging is recommended for any classes, but Stat Forging is cheaper. If you have a limited amount of materials and often die, Stat Forging two items (Maximum Life +36%) can be more helpful than Skill Forging an item (Skill +1).
- Skill Forging of a class doesn't help for mercenaries. All Skill Forging is very good for mercenaries, because it boosts their skill levels, especially the aura and warcries. Stat Forging is a cheap and good alternative for mercenaries until you become rich.
- In this example, we are going to D-Stone Max Life, so we apply Paladin Skill Forging to all three pieces here.

Materials

(2 Anvil Stones, Chipped Diamond) x 3

Effect

+3 To Paladin Skill Levels

D-Stoning

- Assuming the character level of the user is 90 and the required level of each piece is 20, you can add +70 level requirement penalty to each piece.
- One D-Stoning adds +4 level requirement to Gloves, Belts and Boots.

- $70 \div 4 = 17$, remainder 2. So you can apply D-Stoning 17 times per piece. (remainder 2, so you can apply one more D-Stoning at level 92.)
- Maximum Life never hurts. So, first we apply Maximum Life bonus as much as possible.
- [Important] Before you apply D-Stoning, you have to check the cap of the mod. The database says the cap of Maximum Life property is capped at 60%. If you add more than 60% Maximum Life, only the level requirement is added for nothing.
- One D-Stoning adds +4% Maximum Life. You need to apply D-Stoning 15 times to add +60% Maximum Life.
(What happens if the cap can't be divided by 4? Assuming the cap of Maximum Life is 50%, you have two options. One is applying D-Stoning 12 times and being satisfied with +48% Maximum Life. The other is applying D-Stoning 13 times to get +50% Maximum Life and giving up +2% Maximum Life.)

Materials

(Tyrantium Ore) x 15 x 3

Effect

+180% Maximum Life

- Now each piece still has the room for D-Stoning twice. It would be ok to add Vitality to gain more life. (Vitality doesn't work for mercenaries, tough.) Melee builds may want IAS. Hammerdins may want mana or FCR.
- Here we assume the character needs +10% All Resist or such.
- Which would be better, adding All Resist to each piece, or adding to a single piece?
- If an item has too many mods, D2 can't display the mods, or even worse, it crashes. So you'd better add the same mod to a single item as possible. Also, if you like to reroll the item later, to remove the unwanted D-Stoning, and if the unwanted mod only exists on one item, you have to reroll only one item.
- So here we add All Resist to the boots twice. One D-Stoning adds +4% All Resist, so we get +8% All Resist. This is slightly less than he needs, but he'll be able to apply another D-Stoning when he gains two more levels.

Materials

(Holy Symbol) x 2

Effect

+8% All Resist

- You can apply D-Stoning to the glove and belt as well. Of course you can reserve the room for D-stoning for the future.
- You can apply Gem Melding, too. But Gem Melding adds multiple mods and Set items have many mods, so you must be careful not to add too many mods.

Sockets

- Like in LoD, there is no reason not to make sockets on the end-game equipments. Please note gloves, belts, boots, rings, amulets and some charms can have socket(s).
- The level requirement penalty is added to the requirement of the item itself or the socketables, whichever is the highest. Since we have applied D-Stoning heavily, we can't socket anything which has higher level requirement than the items themselves (20).
- Unique Jewels are out of the question, because they have high level requirement.

- Normal Gems' level requirement is 14. They wouldn't be bad until you find and craft a good jewel.
- Magic/Rare Jewels can have Forging, and Forging adds no level requirement. So the best bet would be, selecting 3 good jewels with level requirement 20 or lower from the stash, and Tab Forging them. You can remove the Anvil Stone later and Tab forge another jewel, if you find a better one. Tab Forging doesn't benefit mercenaries, so use 2/3 rune Forging for them (ED, min damage, life leech, resists, etc.).

Tinkering

- In R2G, the range of Tinkering became narrow, so you don't have to worry about your luck seriously. Anything which seems good for your build would be okay. Just like other enhancements, it would be better to add less kinds of mods to an item.
- You can reroll Set Items and Unique Items to cancel Tinkering. But the reroll recipe isn't cheap, the range of Tinkering points is rather narrow now and the variable mods on Unique Items may get worse.

2.3: Tables

This section is lengthy, with many tables for the viewing, and so the original information can be seen at this link:

<http://miyoshino.la.coocan.jp/eswiki/?Tables>

Section 3: Helpful Links

Inevitably, players often ask for links to various threads or information pertaining to the mod. So, this information will be shown here as a sort of quick-reference guide.

Main Eastern Sun

forum: <http://phrozenkeep.planetdiablo.gamespy.com/forum/viewforum.php?f=15>

Ask The Experts thread: Thread containing various facts and questions pertaining to higher-level play, item creation, and more:

<http://phrozenkeep.planetdiablo.gamespy.com/forum/viewtopic.php?t=42495>

Skill and Character Builds Discussion: Thread containing information about character builds and skill use in ES.

<http://phrozenkeep.planetdiablo.gamespy.com/forum/viewtopic.php?t=35213>

Eastern Sun Database: A database containing items, cube recipes, and more pertaining to ES. Most of the information is also contained in Section 4 of this manual.

<http://homepage3.nifty.com/miyoshino/es/es3top.htm>

Eastern Sun Wiki: A database of informative information regarding ES. Fairly new, so it is still being updated, but already contains a wealth of knowledge. Notable pages include the Hall of Glory, Glossary, and Eastern Sun Trivia.

<http://miyoshino.la.coocan.jp/eswiki/>

Section 4: Database Information

This section contains information directly from the ES Database, linked above, as a quick reference guide in cases of no Internet access or other events. The sections, while listed above in the table of contents, merely show you the order of the pages. You must pay attention to the page headings themselves.

Eastern Sun 3.00 Base Armor
ES 3.00 R6C and later

by tsuru (tsurumurasaki)

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The base items of LoD Uniques (created from Ancient Coupons) have the same stats as their ES counterparts.
Helms/Torso/Shields dropped in normal and early NM may not be able to have the max sockets. See [here](#) for details.
The base defense of some armor has been changed. You can update the base defense of non-eth armor by tokenizing.

Helms											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Cap	6-12	12	0	1	0	0	15	-	-	2	Helm
Skull Cap	12-18	18	0	5	0	0	15	-	-	2	Helm
Helm	18-27	24	0	11	0	0	26	-	-	2	Helm
Full Helm	30-42	30	0	15	0	0	41	-	-	2	Helm
Great Helm	48-69	40	-5	23	0	0	50	-	-	3	Helm
Mask	36-51	20	0	19	0	0	23	-	-	3	Helm
Crown	54-78	50	-5	27	0	0	55	-	-	3	Helm
Bone Helm	42-60	40	0	22	0	0	25	-	-	2	Helm
Dwarven Circlet (Extra Gold Automods)	40-58	50	0	33	0	0	48	-	-	2	Helm
Spirit Crown (Amazon Staffmods)	30-42	-	0	16	0	12	25	-	-	2	Helm
War Hat	52-67	12	0	29	0	22	20	-	-	3	Helm
Sallet	60-78	18	0	32	0	25	43	-	-	3	Helm
Casque	67-88	24	0	37	0	25	59	-	-	3	Helm
Basinet	82-106	30	0	40	0	25	82	-	-	3	Helm
Winged Helm	105-138	40	-5	48	0	25	92	-	-	4	Helm
Death Mask	90-117	20	0	44	0	25	55	-	-	4	Helm
Grand Crown	112-148	50	-5	52	0	25	103	-	-	4	Helm
Grim Helm	97-127	40	0	47	0	25	58	-	-	3	Helm
Dwarven Faceguard (Extra Gold Automods)	80-106	60	0	58	0	25	100	-	-	3	Helm
Ethereal Crown (Amazon Staffmods)	75-112	-	0	45	0	25	15	-	-	3	Helm
Hood	130-166	12	0	57	0	43	40	-	-	4	Helm
Fedora	150-190	18	0	59	0	47	90	-	-	4	Helm
Guardian Helm	170-214	24	0	63	0	51	105	-	-	4	Helm
Gladiator Helm	189-232	30	0	65	0	40	120	-	-	4	Helm
Tusk Helm	209-255	40	-5	73	0	59	135	-	-	4	Helm
Devil Mask	195-239	20	0	69	0	55	110	-	-	4	Helm
Royal Crown	217-265	50	-5	77	0	66	130	-	-	4	Helm
Demon Skull	200-244	40	0	72	0	63	120	-	-	3	Helm

Dwarven Faceplate (Extra Gold Automods)	155-189	60	0	83	0	60	128	-	-	4	Helm
Titania Crown (Amazon Staffmods)	142-157	-	0	74	0	60	20	-	-	4	Helm

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Circlets											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Hachigane	15-25	40	0	4	3	1	15	-	-	2	Helm
Circlet	35-45	40	0	24	6	16	25	-	-	3	Helm
Faceguard	50-70	30	0	37	9	25	35	-	-	3	Helm
Coronet	70-90	30	0	50	12	39	40	-	-	3	Helm
Tiara	130-160	20	0	60	15	52	45	-	-	4	Helm
Diadem	150-180	20	0	83	18	64	55	-	-	4	Helm

In R2E Faceguard was added and the circlet family was rearranged into two families, "Hachigane - Faceguard - Tiara" family and "Circlet - Coronet - Diadem" family.

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Body Armor											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Quilted Armor	18-22	20	0	1	0	0	15	-	-	4	Armor
Leather Armor	23-29	24	0	3	0	0	15	-	-	4	Armor
Hard Leather Armor	30-38	28	0	5	0	0	20	-	-	4	Armor
Studded Leather	39-49	32	0	8	0	0	27	-	-	4	Armor
Ring Mail	50-62	26	-10	11	0	0	36	-	-	5	Armor
Scale Mail	63-77	36	-15	13	0	0	44	-	-	6	Armor
Chain Mail	78-94	45	-10	15	0	0	48	-	-	5	Armor
Breast Plate	95-113	50	-5	18	0	0	30	-	-	4	Armor
Splint Mail	114-136	30	-10	20	0	0	51	-	-	5	Armor
Plate Mail	152-178	60	-15	24	0	0	65	-	-	6	Armor
Field Plate	179-207	48	-10	27	0	0	55	-	-	5	Armor
Gothic Plate	208-238	55	-10	29	0	0	70	-	-	5	Armor
Full Plate Mail	272-306	70	-15	31	0	0	80	-	-	6	Armor
Ancient Armor	344-382	60	-10	33	0	0	100	-	-	5	Armor
Light Plate	127-151	60	-5	30	0	0	41	-	-	4	Armor
Elven Chain	307-343	20	-5	33	0	0	20	-	-	2	Armor
Spiked Shoulder (ATD Automods)	239-271	-	0	32	0	0	30	-	-	2	Armor
Ghost Armor	155-171	20	0	29	0	22	38	-	-	4	Armor
Serpentskin Armor	172-190	24	0	31	0	24	43	-	-	4	Armor
Demonhide Armor	191-211	28	0	32	0	25	50	-	-	4	Armor
Trellised Armor	212-234	32	0	35	0	25	61	-	-	4	Armor

Linked Mail	235-259	26	-10	37	0	25	74	-	-	5	Armor
Tigulated Mail	260-286	36	-15	39	0	25	86	-	-	6	Armor
Mesh Armor	287-315	45	-10	40	0	25	92	-	-	5	Armor
Cuirass	316-346	50	-5	43	0	25	65	-	-	4	Armor
Russet Armor	317-351	30	-10	45	0	25	97	-	-	5	Armor
Templar Coat	369-407	60	-15	49	0	25	118	-	-	6	Armor
Sharktooth Armor	408-448	48	-10	52	0	25	103	-	-	5	Armor
Embossed Plate	449-491	55	-10	54	0	25	125	-	-	5	Armor
Chaos Armor	507-553	70	-15	56	0	25	140	-	-	6	Armor
Ornate Armor	563-613	60	-10	58	0	25	170	-	-	5	Armor
Mage Plate	332-368	60	-5	55	0	25	55	-	-	4	Armor
Drow Adamantite Chain	524-572	30	-5	58	0	25	25	-	-	2	Armor
Thorned Armor (ATD Automods)	462-506	-	0	57	0	25	60	-	-	3	Armor
Padded Armor	573-584	20	0	57	0	49	80	-	-	4	Armor
Viper Skin	585-592	24	0	58	0	50	90	-	-	4	Armor
Demon Carapace	593-601	28	0	59	0	51	100	-	-	4	Armor
Gemstoned Armor	602-611	32	0	61	0	53	80	-	-	4	Armor
Heavy Mail	612-622	26	-10	63	0	54	95	-	-	5	Armor
Dragon Scale	623-634	36	-15	64	0	55	110	-	-	6	Armor
Chain Shirt	635-647	45	-10	65	0	47	115	-	-	5	Armor
Chest Guard	648-661	50	-5	68	0	56	85	-	-	4	Armor
Demon Fleece	662-681	30	-10	70	0	57	125	-	-	5	Armor
Plated Cuirass	693-709	60	-15	74	0	59	150	-	-	6	Armor
Combat Plate	710-727	48	-10	77	0	61	130	-	-	5	Armor
Royal Armor	728-746	55	-10	79	0	62	160	-	-	5	Armor
Ceremonial Armor	767-787	70	-15	81	0	64	175	-	-	6	Armor
Archaic Armor	810-832	60	-10	83	0	66	215	-	-	5	Armor
Archmage Plate	682-692	60	0	80	-5	63	110	-	-	4	Armor
Sylvan Chain	788-809	30	-5	83	0	66	50	-	-	3	Armor
Spiked Armor (ATD Automods)	747-766	-	0	82	0	58	100	-	-	4	Armor

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Robes											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Cloak (Assassin Staffmods)	50-62	20	10	5	0	0	15	-	-	3	Armor
Robe (Sorceress Staffmods)	18-22	20	0	18	0	0	20	-	-	4	Armor
Shadow Cloak (Assassin Staffmods)	235-259	20	10	41	0	25	30	-	-	4	Armor

Mage Robe (Sorceress Staffmods)	155-171	20	0	47	0	25	40	-	-	5	Armor
Shinobi Cloak (Assassin Staffmods)	612-622	20	10	60	0	50	45	-	-	5	Armor
Archmage Robe (Sorceress Staffmods)	573-584	20	0	76	0	60	60	-	-	6	Armor

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Shields											
Smite receives 100/0 Str/Dex bonus from shields in ES. (0/0 in LoD)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Buckler	6-9	12	0	1	0	0	15	30/25/20	4-8	2	Armor
Small Shield	12-18	16	0	5	0	0	22	35/30/25	6-10	2	Armor
Large Shield	18-27	24	-5	11	0	0	25	42/37/32	8-12	3	Armor
Kite Shield	30-45	30	-5	15	0	0	47	38/33/28	8-16	4	Armor
Spiked Shield (ATD Automods)	22-37	40	0	11	0	0	30	40/35/30	12-20	2	Armor
Tower Shield	42-63	60	-10	22	0	0	75	54/49/44	6-16	4	Armor
Bone Shield	36-54	40	0	19	0	0	25	50/45/40	10-16	2	Armor
Gothic Shield	54-81	40	-5	28	0	0	60	46/41/36	8-16	4	Armor
Fortress Shield	48-72	60	-5	31	0	0	80	45/40/35	8-16	4	Armor
Defender	60-75	68	0	29	0	22	38	40/35/30	2-30	3	Armor
Round Shield	75-93	64	0	32	0	25	53	42/37/32	22-38	3	Armor
Scutum	90-111	62	-5	37	0	25	71	44/39/34	32-40	4	Armor
Dragon Shield	120-147	76	-5	41	0	25	91	48/43/38	34-54	4	Armor
Barbed Shield (ATD Automods)	105-129	55	0	36	0	25	65	47/42/37	40-76	3	Armor
Pavise	150-183	72	-10	47	0	25	133	54/49/44	32-48	4	Armor
Grim Shield	135-165	70	0	44	0	25	58	50/45/40	40-52	2	Armor
Ancient Shield	165-204	80	-5	53	0	25	110	46/41/36	38-46	4	Armor
Reflection Shield	37-75	30	-5	56	0	25	50	65/60/55	38-46	4	Armor
Petrified Buckler	120-147	88	0	57	0	43	80	52/47/42	68-100	4	Armor
Desert Shield	135-165	84	0	59	0	45	110	50/45/40	66-106	4	Armor
Giant Buckler	145-176	82	-5	63	0	48	90	54/49/44	56-120	4	Armor
Military Shield	168-204	86	-5	67	0	54	115	52/47/42	66-118	4	Armor
Thorned Shield (ATD Automods)	154-187	83	0	61	0	51	85	50/45/40	70-122	4	Armor
Imperial Shield	182-221	92	-10	72	0	59	170	54/49/44	64-116	4	Armor
Demon Shield	182-221	74	0	69	0	57	120	50/45/40	76-112	3	Armor
Body Shield	208-252	100	-5	78	0	63	140	54/49/44	58-126	4	Armor
Ceremonial Shield	195-236	30	-5	81	0	65	100	55/50/45	58-126	4	Armor
Block chances are for Pal/Ama,Asn,Bar/Dru,Nec,Sor respectively.											

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Gloves											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Leather Gloves	6-10	12	0	3	0	0	15	-	-	2	Weapon
Heavy Gloves	12-20	14	0	7	0	0	15	-	-	2	Weapon
Chain Gloves	18-30	16	0	12	0	0	25	-	-	2	Weapon
Light Gauntlets	24-40	18	0	20	0	0	45	-	-	2	Weapon
Gaunlets	30-50	24	0	26	0	0	60	-	-	2	Weapon
Iron Guards	36-60	20	-5	30	0	0	70	-	-	2	Weapon
Demonhide Gloves	67-87	12	0	31	0	21	20	-	-	2	Weapon
Sharkskin Gloves	76-100	14	0	34	0	25	20	-	-	2	Weapon
Heavy Bracers	85-113	16	0	38	0	25	58	-	-	2	Weapon
Battle Gauntlets	96-126	18	0	45	0	25	88	-	-	2	Weapon
War Gauntlets	103-139	24	0	51	0	25	110	-	-	2	Weapon
Military Guards	112-152	20	-5	55	0	25	125	-	-	2	Weapon
Spellcaster Gloves	130-166	12	0	59	0	42	40	-	-	2	Weapon
Viper Hands	140-180	14	0	61	0	47	40	-	-	2	Weapon
Sepulcher Gloves	150-194	16	0	64	0	51	120	-	-	2	Weapon
Gladiator Gauntlets	160-208	18	0	70	0	56	110	-	-	2	Weapon
Titan Gauntlets	170-222	24	0	76	0	60	140	-	-	2	Weapon
Royal Guards	180-236	20	-5	80	0	64	160	-	-	2	Weapon

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Belts											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Sash	6-10	12	0	3	0	0	15	-	-	2	Armor
Light Belt	12-20	14	0	7	0	0	15	-	-	2	Armor
Belt	18-30	16	0	12	0	0	25	-	-	2	Armor
Heavy Belt	24-40	18	0	20	0	0	45	-	-	2	Armor
Plated Belt	30-50	24	0	26	0	0	60	-	-	2	Armor
Muscle Wrap (Strength Automods)	36-60	30	-5	30	0	0	80	-	-	2	Armor
Demonhide Sash	75-95	12	0	31	0	24	20	-	-	2	Armor
Sharkskin Belt	84-108	14	0	34	0	25	20	-	-	2	Armor
Mesh Belt	93-121	16	0	38	0	25	58	-	-	2	Armor
Battle Belt	102-134	18	0	45	0	25	88	-	-	2	Armor
War Belt	111-147	24	0	51	0	25	110	-	-	2	Armor
Giant Wrap (Strength Automods)	120-160	40	-5	55	0	25	100	-	-	2	Armor
Hemp Band	160-196	12	0	59	0	46	40	-	-	2	Armor
Rogue Belt	170-210	14	0	61	0	51	40	-	-	2	Armor

Merchant Belt	170-214	16	0	64	0	56	120	-	-	2	Armor
Gladiator Belt	180-228	18	0	70	0	59	110	-	-	2	Armor
Titan Belt	190-242	24	0	76	0	62	140	-	-	2	Armor
Herculean Wrap (Strength Automods)	200-256	40	-5	80	0	66	125	-	-	2	Armor

[Helm]s [Circlet]s [Armor] [Robes] [Shield]s [Glove]s [Belt]s [Boot]s [Bar] [Dru] [Nec] [Pal]

Boots											
Kick receives 100/100 Str/Dex bonus from boots in ES. (120/0 in LoD)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Boots	4-8	12	0	3	0	0	15	-	5-12	2	Helm
Heavy Boots	8-16	14	0	7	0	0	18	-	6-15	2	Helm
Chain Boots	12-24	16	0	12	0	0	30	-	9-18	2	Helm
Light Plated Boots	16-32	18	0	20	0	0	50	-	12-24	2	Helm
Greaves	20-40	24	0	26	0	0	70	-	15-30	2	Helm
Crystal Boots	24-48	20	-5	30	0	0	50	-	27-39	2	Helm
Demonhide Boots	65-85	12	0	31	0	24	20	-	39-69	2	Helm
Sharkskin Boots	75-100	14	0	34	0	25	47	-	42-75	2	Helm
Mesh Boots	87-115	16	0	38	0	25	65	-	35-78	2	Helm
Battle Boots	98-130	18	0	45	0	25	95	-	56-96	2	Helm
War Boots	109-145	24	0	51	0	25	125	-	59-120	2	Helm
Dimensional Boots	120-160	20	-5	55	0	25	110	-	72-137	2	Helm
Rogue Boots	138-174	12	0	59	0	45	40	-	131-211	2	Helm
Viper Boots	150-190	14	0	61	0	49	95	-	129-216	2	Helm
Sepulcher Boots	162-206	16	0	64	0	54	85	-	128-220	2	Helm
Gladiator Boots	174-222	18	0	70	0	58	120	-	126-225	2	Helm
Titan Boots	186-238	24	0	76	0	61	160	-	125-229	2	Helm
Phase Boots	198-256	-	-5	80	0	65	140	-	123-234	2	Helm

[Helm]s [Circlet]s [Armor] [Robes] [Shield]s [Glove]s [Belt]s [Boot]s [Bar] [Dru] [Nec] [Pal]

Barbarian Helms											
(Barbarian Staffmods)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Jawbone Cap	13-19	25	0	4	0	3	25	-	-	3	Helm
Fanged Helm	27-39	35	0	8	0	6	35	-	-	3	Helm
Horned Helm	40-55	45	0	16	0	12	45	-	-	3	Helm
Assault Helm	54-72	50	0	20	0	15	55	-	-	3	Helm
Avenger Guard	67-88	55	0	24	0	18	65	-	-	3	Helm
Jawbone Visor	67-5	25	0	31	0	25	58	-	-	4	Helm
Lion Helm	87-110	35	0	34	0	29	73	-	-	4	Helm
Rage Mask	105-133	45	0	41	0	29	88	-	-	4	Helm
Savage Helm	121-153	50	0	45	0	32	103	-	-	4	Helm

Slayer Guard	136-172	55	0	49	0	40	118	-	-	4	Helm
Carnage Helm	135-165	25	0	58	0	45	106	-	-	4	Helm
Fury Visor	159-194	35	0	60	0	49	129	-	-	4	Helm
Destroyer Helm	182-221	45	0	66	0	54	151	-	-	4	Helm
Conquerer Crown	202-245	50	0	70	0	60	174	-	-	4	Helm
Guardian Crown	221-267	55	0	74	0	65	196	-	-	4	Helm

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Druid Pelts (Druid Staffmods)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Wolf Head	12-18	20	0	4	0	3	16	-	-	3	Helm
Hawk Helm	18-30	20	0	8	0	6	20	-	-	3	Helm
Antlers	24-39	20	0	16	0	12	24	-	-	3	Helm
Falcon Mask	30-48	20	0	20	0	15	28	-	-	3	Helm
Spirit Mask	36-57	20	0	24	0	18	30	-	-	3	Helm
Alpha Helm	75-93	20	0	31	0	26	44	-	-	4	Helm
Griffon Headress	82-106	20	0	34	0	30	50	-	-	4	Helm
Hunter's Guise	90-120	20	0	41	0	29	56	-	-	4	Helm
Sacred Feathers	97-133	20	0	45	0	32	62	-	-	4	Helm
Totemic Mask	105-147	20	0	49	0	41	65	-	-	4	Helm
Blood Spirt	150-180	20	0	58	0	46	86	-	-	4	Helm
Sun Spirit	165-201	20	0	60	0	51	95	-	-	4	Helm
Earth Spirit	180-222	20	0	66	0	57	104	-	-	4	Helm
Sky Spirit	195-243	20	0	70	0	62	113	-	-	4	Helm
Dream Spirit	210-264	20	0	74	0	66	118	-	-	4	Helm

[Helms] [Circlets] [Armor] [Robes] [Shields] [Gloves] [Belts] [Boots] [Bar] [Dru] [Nec] [Pal]

Necromancer Shrunkenheds (Necomancer Staffmods / +Poison Skill Damage and Poison Damage Automods)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Preserved Head	4-10	20	0	4	0	1	12	23	-	3	Armor
Zombie Head	9-21	20	0	8	0	6	14	25	-	3	Armor
Unraveller Head	13-28	20	0	16	0	12	18	28	-	3	Armor
Gargoyle Head	18-36	20	0	20	0	15	20	30	-	3	Armor
Demon Head	22-43	20	0	24	0	18	25	32	-	3	Armor
Mummified Trophy	67-85	20	0	31	0	24	38	23	-	4	Armor
Fetish Trophy	75-99	20	0	34	0	29	41	25	-	4	Armor
Sexton Trophy	82-112	20	0	41	0	33	47	28	-	4	Armor
Cantor Trophy	90-126	20	0	45	0	36	50	30	-	4	Armor
Heirophant Trophy	97-139	20	0	49	0	40	58	32	-	4	Armor

Minion Skull	135-165	20	0	58	0	44	77	23	-	4	Armor
Hellspawn Skull	150-190	20	0	60	0	50	82	25	-	4	Armor
Overseer Skull	165-207	20	0	66	0	49	91	28	-	4	Armor
Succubae Skull	180-228	20	0	70	0	60	95	30	-	4	Armor
Bloodlord Skull	195-249	20	0	74	0	65	106	32	-	4	Armor

[\[Helms\]](#) [\[Circlets\]](#) [\[Armor\]](#) [\[Robes\]](#) [\[Shields\]](#) [\[Gloves\]](#) [\[Belts\]](#) [\[Boots\]](#) [\[Bar\]](#) [\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#)

Paladin Shields											
(Paladin Staffmods / All Resistance or 'Enhanced Damage and AR' Automods)											
Name	Defense	Dur	FRW	Qlvl	Mag Lvl	Req Lvl	Req Str	Block%	Damage	Soc	Gem Type
Targe	6-12	20	0	4	0	1	16	40	4-12	4	Armor
Rondache	13-25	30	0	8	0	6	26	45	4-16	4	Armor
Heraldic Shield	27-42	40	-5	16	0	12	40	50	6-18	4	Armor
Aerin Shield	43-61	50	-5	20	0	15	50	52	8-20	4	Armor
Crown Shield	63-84	60	0	24	0	18	65	55	8-24	4	Armor
Akaran Targe	100-112	20	0	31	0	26	44	40	24-32	4	Armor
Akaran Rondache	113-129	30	0	34	0	30	59	45	30-40	4	Armor
Protector Shield	130-150	40	-5	41	0	34	69	50	36-48	4	Armor
Guided Shield	151-175	50	-5	45	0	38	89	52	40-56	4	Armor
Royal Shield	176-204	60	0	49	0	41	114	55	48-64	4	Armor
Sacred Targe	125-145	45	0	58	0	47	86	60	44-140	4	Armor
Sacred Rondache	146-170	68	0	60	0	52	109	58	70-116	4	Armor
Kurast Shield	171-199	55	-5	66	0	55	124	55	20-116	4	Armor
Zakarum Shield	200-232	65	-5	70	0	61	142	52	92-92	4	Armor
Vortex Shield	233-269	90	0	74	0	66	148	49	10-174	4	Armor

[\[Helms\]](#) [\[Circlets\]](#) [\[Armor\]](#) [\[Robes\]](#) [\[Shields\]](#) [\[Gloves\]](#) [\[Belts\]](#) [\[Boots\]](#) [\[Bar\]](#) [\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#)

[\[Top\]](#) [\[Japanese\]](#) [\[Armor\]](#) [\[Weapons\]](#) [\[Prefixes\]](#) [\[Suffixes\]](#) [\[Ilvl\]](#) [\[Uni Armor\]](#) [\[Uni Weapons\]](#) [\[Sets\]](#) [\[Gems/Runes\]](#) [\[Runewords\]](#) [\[Gemwords\]](#)
[\[Recipes\]](#) [\[Maps\]](#)

Eastern Sun 3.00 Base Weapons

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

[\[Top\]](#) [\[Japanese\]](#) [\[Armor\]](#) [\[Weapons\]](#) [\[Prefixes\]](#) [\[Suffixes\]](#) [\[Ilvl\]](#) [\[Uni Armor\]](#) [\[Uni Weapons\]](#) [\[Sets\]](#) [\[Gems/Runes\]](#) [\[Runewords\]](#) [\[Gemwords\]](#)
[\[Recipes\]](#) [\[Maps\]](#)

[\[Axes\]](#) [\[Bows\]](#) [\[Xbows\]](#) [\[Daggers\]](#) [\[Javelins\]](#) [\[Knuckles\]](#) [\[Maces\]](#) [\[Poles\]](#) [\[Scepters\]](#) [\[Spears\]](#) [\[Staves\]](#) [\[Swords\]](#) [\[Throw\]](#) [\[Wands\]](#) [\[Ama\]](#) [\[Asn\]](#) [\[Bar\]](#)
[\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#) [\[Sor\]](#)

The base items of LoD Uniques (created from Ancient Coupons) have the same stats as their ES counterparts.
Weapons dropped in normal and early NM may not be able to have the max sockets. See [here](#) for details.
The base damage of some weapons has been changed. You can update the base damage of non-eth weapons
by tokenizing.

Axes													
Name	Damage			Dur	Range	WSM	Qlvl	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Hand Axe	1H	1 to 9	5 Avg	60	2	0	3	0	0	0	100/0	2	Weapon
Axe	1H	4 to 11	7.5 Avg	60	2	5	7	0	32	0	100/0	4	Weapon
Double Axe	1H	5 to 13	9 Avg	60	2	10	13	0	43	0	100/0	5	Weapon
Military Pick	1H	9 to 14	11.5 Avg	60	2	-10	19	0	49	33	100/0	6	Weapon
War Axe	1H	10 to 18	14 Avg	60	3	0	27	0	67	0	100/0	6	Weapon
Large Axe	2H	6 to 13	9.5 Avg	60	3	-15	6	0	35	0	110/0	4	Weapon
Broad Axe	2H	10 to 18	14 Avg	60	3	0	12	0	48	0	110/0	5	Weapon
Battle Axe	2H	12 to 32	22 Avg	60	3	10	17	0	54	0	110/0	5	Weapon
Great Axe	2H	9 to 30	19.5 Avg	65	4	-10	25	0	63	39	110/0	6	Weapon
Giant Axe	2H	22 to 45	33.5 Avg	65	4	10	29	0	70	0	110/0	6	Weapon
Hatchet	1H	12 to 23	17.5 Avg	60	2	0	30	19	25	25	100/0	2	Weapon
Cleaver	1H	12 to 35	23.5 Avg	60	2	5	33	22	68	0	100/0	4	Weapon
Twin Axe	1H	15 to 40	27.5 Avg	60	2	10	38	25	85	0	100/0	5	Weapon
Crowbill	1H	18 to 38	28 Avg	60	2	-10	44	25	94	70	100/0	6	Weapon
Naga	1H	18 to 47	32.5 Avg	60	3	0	52	25	121	0	100/0	6	Weapon
Military Axe	2H	18 to 38	28 Avg	60	3	-15	33	22	73	0	110/0	4	Weapon
Bearded Axe	2H	25 to 53	39 Avg	60	3	0	38	25	92	0	110/0	5	Weapon
Tabar	2H	28 to 81	54.5 Avg	60	3	10	42	25	101	0	110/0	5	Weapon
Gothic Axe	2H	22 to 74	48 Avg	65	4	-10	50	25	115	79	110/0	6	Weapon
Ancient Axe	2H	47 to 89	68 Avg	65	4	10	54	25	125	0	110/0	6	Weapon
Barbarian Tomahawk	1H	42 to 62	52 Avg	60	2	0	57	40	125	67	100/0	2	Weapon
Precision Cleaver	1H	40 to 68	54 Avg	60	2	5	59	45	115	83	100/0	4	Weapon
Duo-Axe	1H	43 to 69	56 Avg	60	2	10	63	52	145	45	100/0	5	Weapon
Razor Axe	1H	41 to 60	50.5 Avg	60	2	-10	69	59	133	54	100/0	6	Weapon
Viking Axe	1H	37 to 70	53.5 Avg	60	3	0	77	64	138	59	100/0	6	Weapon
Brawn Axe	2H	65 to 165	115 Avg	60	3	-15	60	42	196	15	110/0	4	Weapon
Heavy Axe	2H	100 to 150	125 Avg	60	3	0	64	48	166	65	110/0	5	Weapon
Split Axe	2H	91 to 174	132.5 Avg	60	3	10	67	54	189	33	110/0	5	Weapon
Guillotine Axe	2H	89 to 156	122.5 Avg	65	4	-10	75	61	167	59	110/0	6	Weapon

Slayer Axe	2H	103 to 166	134.5 Avg	65	4	10	79	66	164	55	110/0	6	Weapon
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[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Bows													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Short Bow	2H	1 to 9	5 Avg	-	1	5	2	0	0	15	0/75	3	Weapon
Hunter's Bow	2H	1 to 9	5 Avg	-	1	-10	5	0	0	28	0/75	4	Weapon
Long Bow	2H	3 to 10	6.5 Avg	-	1	0	8	0	22	19	0/75	5	Weapon
Composite Bow	2H	3 to 9	6 Avg	-	1	-10	12	0	25	35	0/75	4	Weapon
Short Battle Bow	2H	5 to 11	8 Avg	-	1	0	18	0	30	40	0/75	5	Weapon
Long Battle Bow	2H	3 to 18	10.5 Avg	-	1	10	23	0	40	50	0/75	6	Weapon
Short War Bow	2H	6 to 14	10 Avg	-	1	0	27	0	35	55	0/75	5	Weapon
Long War Bow	2H	3 to 23	13 Avg	-	1	10	29	0	50	65	0/75	6	Weapon
Edge Bow	2H	8 to 21	14.5 Avg	-	1	5	29	18	25	43	0/75	3	Weapon
Razor Bow	2H	10 to 24	17 Avg	-	1	-10	31	21	25	62	0/75	4	Weapon
Cedar Bow	2H	12 to 31	21.5 Avg	-	1	0	34	23	53	49	0/75	5	Weapon
Double Bow	2H	13 to 28	20.5 Avg	-	1	-10	37	25	58	73	0/75	4	Weapon
Short Siege Bow	2H	15 to 32	23.5 Avg	-	1	0	43	25	65	80	0/75	5	Weapon
Long Siege Bow	2H	12 to 44	28 Avg	-	1	10	48	25	80	95	0/75	6	Weapon
Rune Bow	2H	16 to 37	26.5 Avg	-	1	0	52	25	73	103	0/75	5	Weapon
Gothic Bow	2H	12 to 52	32 Avg	-	1	10	54	25	95	118	0/75	6	Weapon
Spiderwoven Bow	2H	37 to 65	51 Avg	-	1	5	56	41	64	143	0/75	3	Weapon
Sharp Bow	2H	38 to 57	47.5 Avg	-	1	-10	57	43	76	119	0/75	4	Weapon
Shade Bow	2H	33 to 67	50 Avg	-	1	0	60	47	52	188	0/75	5	Weapon
Dark Bow	2H	32 to 65	48.5 Avg	-	1	-10	62	51	121	107	0/75	4	Weapon
Rogue Bow	2H	41 to 60	50.5 Avg	-	1	0	68	54	89	132	0/75	5	Weapon
Marksman Bow	2H	35 to 71	53 Avg	-	1	10	73	57	97	121	0/75	6	Weapon
Arcane Bow	2H	34 to 69	51.5 Avg	-	1	0	77	60	72	146	0/75	5	Weapon
Ancient Bow	2H	29 to 79	54 Avg	-	1	10	79	63	134	167	0/75	6	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Crossbows													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Light Crossbow	2H	6 to 9	7.5 Avg	-	1	-20	6	0	21	27	0/75	3	Weapon
Crossbow	2H	9 to 16	12.5 Avg	-	1	-10	15	0	40	33	0/75	4	Weapon
Heavy Crossbow	2H	14 to 26	20 Avg	-	1	0	24	0	60	40	0/75	6	Weapon
Repeating Crossbow	2H	7 to 14	10.5 Avg	-	1	-40	28	0	40	50	0/75	5	Weapon
Arbalest	2H	17 to 30	23.5 Avg	-	1	-20	33	22	52	61	0/75	3	Weapon
Siege Crossbow	2H	23 to 45	34 Avg	-	1	-10	41	25	80	70	0/75	4	Weapon
Balista	2H	36 to 58	47 Avg	-	1	0	49	25	110	80	0/75	6	Weapon

Chu-Ko-Nu	2H	19 to 38	28.5 Avg	-	1	-40	53	25	80	95	0/75	5	Weapon
Choice Crossbow	2H	60 to 90	75 Avg	-	1	-20	60	42	83	155	0/75	3	Weapon
Marksman Crossbow	2H	59 to 99	79 Avg	-	1	-10	67	50	117	105	0/75	4	Weapon
Odysseus Crossbow	2H	61 to 105	83 Avg	-	1	0	74	56	163	77	0/75	6	Weapon
Assassin Crossbow	2H	50 to 88	69 Avg	-	1	-40	78	63	141	98	0/75	5	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Daggers (+Poison Skill Damage and Poison Damage Automods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Dagger	1H	1 to 9	5 Avg	60	1	-20	3	0	0	0	100/50	2	Weapon
Dirk	1H	3 to 9	6 Avg	60	1	0	9	0	0	25	100/50	2	Weapon
Kris	1H	2 to 11	6.5 Avg	60	1	-30	17	0	0	45	100/50	3	Weapon
Blade	1H	4 to 15	9.5 Avg	60	1	-10	23	0	35	51	100/50	2	Weapon
Poignard	1H	8 to 20	14 Avg	60	1	-20	30	19	25	0	100/50	2	Weapon
Rondel	1H	12 to 28	20 Avg	60	1	0	35	24	25	58	100/50	2	Weapon
Cinquedeas	1H	17 to 33	25 Avg	60	1	-30	42	25	25	88	100/50	3	Weapon
Stiletto	1H	21 to 38	29.5 Avg	60	1	-10	48	25	47	97	100/50	2	Weapon
Carved Bone	1H	30 to 62	46 Avg	60	1	-20	57	43	38	75	100/50	2	Weapon
Mithril Knife	1H	42 to 64	53 Avg	70	1	0	70	52	55	98	100/50	2	Weapon
Fang Knife	1H	27 to 64	45.5 Avg	60	1	-30	67	62	42	86	100/50	3	Weapon
Ancient Spike	1H	41 to 61	51 Avg	62	1	-10	73	66	65	67	100/50	3	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Javelins (Piercing Attack and Replenish Quantity Automods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Javelin	Thr	3 to 11	7 Avg	60	2	-10	5	0	0	0	75/75	2	Weapon
	1H	3 to 11	7 Avg										
Pilum	Thr	5 to 17	11 Avg	60	2	0	10	0	0	45	75/75	2	Weapon
	1H	5 to 17	11 Avg										
Short Spear	Thr	8 to 20	14 Avg	60	2	10	15	0	40	40	75/75	2	Weapon
	1H	8 to 20	14 Avg										
Glaive	Thr	16 to 22	19 Avg	60	2	20	23	0	52	35	75/75	3	Weapon
	1H	16 to 22	19 Avg										
Throwing Spear	Thr	8 to 24	16 Avg	60	2	-10	29	0	0	65	75/75	3	Weapon
	1H	8 to 24	16 Avg										
War Javelin	Thr	12 to 26	19 Avg	60	2	-10	32	18	25	25	75/75	3	Weapon
	1H	12 to 26	19 Avg										
Great Pilum	Thr	15 to 35	25 Avg	60	2	0	36	25	25	88	75/75	3	Weapon
	1H	15 to 35	25 Avg										

Simbilan	Thr	24 to 46	35 Avg	60	2	10	40	25	80	80	75/75	3	Weapon
	1H	24 to 46	35 Avg										
Spiculum	Thr	28 to 56	42 Avg	60	2	20	48	25	98	73	75/75	3	Weapon
	1H	28 to 56	42 Avg										
Harpoon	Thr	14 to 50	32 Avg	60	2	-10	54	25	25	118	75/75	3	Weapon
	1H	14 to 50	32 Avg										
Ancient Shards	Thr	29 to 57	43 Avg	60	2	-10	59	40	98	123	75/75	3	Weapon
	1H	29 to 57	43 Avg										
Dire Pilum	Thr	27 to 67	47 Avg	60	2	0	62	46	118	112	75/75	3	Weapon
	1H	27 to 67	47 Avg										
Lissom Spear	Thr	36 to 64	50 Avg	60	2	10	65	53	127	95	75/75	3	Weapon
	1H	36 to 64	50 Avg										
Ahab Spear	Thr	36 to 72	54 Avg	60	2	20	73	59	89	137	75/75	4	Weapon
	1H	36 to 72	54 Avg										
Whale Hunter	Thr	23 to 67	45 Avg	60	2	-10	79	65	76	145	75/75	4	Weapon
	1H	23 to 67	45 Avg										

[\[Axes\]](#) [\[Bows\]](#) [\[Xbows\]](#) [\[Daggers\]](#) [\[Javelins\]](#) [\[Knuckles\]](#) [\[Maces\]](#) [\[Poles\]](#) [\[Scepters\]](#) [\[Spears\]](#) [\[Staves\]](#) [\[Swords\]](#) [\[Throw\]](#) [\[Wands\]](#) [\[Ama\]](#) [\[Asn\]](#) [\[Bar\]](#)
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Knuckles													
Knuckle is a new weapon class added in R3D, which uses the bare-handed combat animation. Though knuckles' range is short, the swing speed is faster than other weapons (Calculator). Assassin can equip two knuckles. Claw Only skills (DC, FoF, CoT, BoI) work with Knuckles. Knuckles are also treated as Blunt Weapons, and have the inherit +50% Damage bonus to Undead. Battering Arms look 1H, but are too heavy to use with a shield, and treated as 2H weapons.													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Brass Knuckle	1H	10 to 11	10.5 Avg	60	1	-10	12	0	30	30	75/75	2	Weapon
Battering Arm	2H	29 to 30	29.5 Avg	70	2	0	24	0	45	45	75/75	4	Weapon
Tekko	1H	25 to 26	25.5 Avg	60	1	-10	40	25	60	60	75/75	2	Weapon
Rock Buster	2H	53 to 54	53.5 Avg	70	2	0	50	25	90	90	75/75	5	Weapon
Raging Knuckle	1H	40 to 59	49.5 Avg	60	1	-10	68	52	90	90	75/75	2	Weapon
Wrecking Arm	2H	96 to 143	119.5 Avg	70	2	0	76	58	135	135	75/75	6	Weapon

[\[Axes\]](#) [\[Bows\]](#) [\[Xbows\]](#) [\[Daggers\]](#) [\[Javelins\]](#) [\[Knuckles\]](#) [\[Maces\]](#) [\[Poles\]](#) [\[Scepters\]](#) [\[Spears\]](#) [\[Staves\]](#) [\[Swords\]](#) [\[Throw\]](#) [\[Wands\]](#) [\[Ama\]](#) [\[Asn\]](#) [\[Bar\]](#)
[\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#) [\[Sor\]](#)

Maces													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Club	1H	1 to 9	5 Avg	60	2	-10	1	0	0	0	100/0	2	Weapon
Spiked Club	1H	4 to 9	6.5 Avg	60	2	-5	4	0	0	0	100/0	2	Weapon
Mace	1H	3 to 10	6.5 Avg	75	2	0	8	0	27	0	100/0	2	Weapon
Morning Star	1H	7 to 16	11.5 Avg	87	2	10	13	0	36	0	100/0	3	Weapon
Flail	1H	1 to 21	11 Avg	60	3	-10	19	0	41	35	100/0	5	Weapon
War Hammer	1H	19 to 29	24 Avg	70	2	20	28	0	53	0	110/0	5	Weapon

Maul	2H	30 to 43	36.5 Avg	75	4	10	23	0	69	0	120/0	6	Weapon
Great Maul	2H	38 to 58	48 Avg	75	4	20	32	0	99	0	120/0	6	Weapon
Cudgel	1H	8 to 23	15.5 Avg	60	2	-10	28	18	25	0	100/0	2	Weapon
Barbed Club	1H	15 to 27	21 Avg	60	2	-5	31	20	30	0	100/0	3	Weapon
Flanged Mace	1H	17 to 25	21 Avg	75	2	0	34	23	61	0	100/0	2	Weapon
Jagged Star	1H	22 to 33	27.5 Avg	87	2	10	38	25	74	0	100/0	3	Weapon
Knout	1H	2 to 50	26 Avg	60	3	-10	44	25	82	73	100/0	5	Weapon
Battle Hammer	1H	37 to 60	48.5 Avg	70	2	20	53	25	100	0	110/0	5	Weapon
War Club	2H	57 to 82	69.5 Avg	75	4	10	48	25	124	0	120/0	6	Weapon
Martel de Fer	2H	65 to 103	84 Avg	75	4	20	57	25	169	0	120/0	6	Weapon
Cranium Basher	1H	39 to 58	48.5 Avg	70	2	-10	55	39	88	43	100/0	3	Weapon
Thorned Club	1H	38 to 63	50.5 Avg	80	2	-5	58	42	133	15	100/0	3	Weapon
Arcane Mace	1H	43 to 63	53 Avg	75	2	0	60	47	145	46	100/0	3	Weapon
Serrated Star	1H	44 to 68	56 Avg	87	2	10	63	52	153	44	100/0	3	Weapon
Dire Flail	1H	25 to 74	49.5 Avg	80	3	-10	69	57	125	77	100/0	5	Weapon
Military Hammer	1H	49 to 71	60 Avg	80	2	20	78	61	189	15	110/0	5	Weapon
Ancient Maul	2H	105 to 160	132.5 Avg	75	4	10	73	51	225	15	120/0	6	Weapon
Titan's Maul	2H	108 to 169	138.5 Avg	75	4	20	82	65	253	15	120/0	6	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Polearms													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Bardiche	2H	1 to 27	14 Avg	65	3	10	5	0	40	0	100/0	3	Weapon
Voulge	2H	6 to 21	13.5 Avg	65	4	0	11	0	50	0	100/0	4	Weapon
Scythe	2H	8 to 20	14 Avg	80	3	-10	15	0	41	41	100/0	5	Weapon
Poleaxe	2H	18 to 39	28.5 Avg	80	4	10	21	0	62	0	100/0	5	Weapon
Halberd	2H	12 to 45	28.5 Avg	70	5	0	28	0	75	47	100/0	6	Weapon
War Scythe	2H	15 to 36	25.5 Avg	70	5	-10	32	0	80	80	100/0	6	Weapon
Lochaber Axe	2H	10 to 62	36 Avg	65	3	10	32	21	80	0	100/0	4	Weapon
Bill	2H	18 to 57	37.5 Avg	65	4	0	37	25	95	0	100/0	5	Weapon
Battle Scythe	2H	22 to 49	35.5 Avg	80	3	-10	40	25	65	65	100/0	6	Weapon
Partizan	2H	38 to 79	58.5 Avg	80	4	10	46	23	113	67	100/0	6	Weapon
Bec-de-Corbin	2H	17 to 89	53 Avg	70	5	0	53	25	133	91	100/0	6	Weapon
Grim Scythe	2H	34 to 74	54 Avg	70	5	-10	57	25	95	95	100/0	6	Weapon
Urgrosh	2H	60 to 180	120 Avg	65	3	0	59	45	158	75	100/0	5	Weapon
Pole Gauche	2H	67 to 197	132 Avg	65	4	10	63	48	177	55	100/0	6	Weapon
Shadow Scythe	2H	66 to 177	121.5 Avg	80	3	-10	65	53	82	82	100/0	6	Weapon
Royal Partizan	2H	78 to 190	134 Avg	80	4	10	71	59	165	103	100/0	6	Weapon
Guardian	2H	86 to 170	128 Avg	70	5	0	78	63	179	99	100/0	6	Weapon

Death Reaper	2H	86 to 161	123.5 Avg	70	5	-10	82	66	140	140	100/0	6	Weapon
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Scepters (Paladin Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvl	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Scepter	1H	6 to 11	8.5 Avg	65	2	0	4	0	25	0	100/0	2	Weapon
Grand Scepter	1H	8 to 18	13 Avg	75	2	10	15	0	37	0	100/0	3	Weapon
War Scepter	1H	10 to 17	13.5 Avg	85	2	-10	21	0	55	0	100/0	6	Weapon
Great Scepter	1H	11 to 18	14.5 Avg	85	2	-15	27	0	50	20	100/0	5	Weapon
Rune Scepter	1H	15 to 26	20.5 Avg	65	2	0	31	19	58	0	100/0	2	Weapon
Holy Water Sprinkler	1H	16 to 38	27 Avg	75	2	10	40	25	76	0	100/0	3	Weapon
Divine Scepter	1H	18 to 40	29 Avg	85	2	-10	46	25	103	0	100/0	6	Weapon
Consecrated Scepter	1H	20 to 42	31 Avg	85	2	-15	52	25	94	38	100/0	5	Weapon
Celestial Scepter	1H	41 to 64	52.5 Avg	65	1	0	56	46	108	65	100/0	3	Weapon
Holy Scepter	1H	46 to 67	56.5 Avg	75	2	10	65	57	125	69	100/0	3	Weapon
Blessed Scepter	1H	41 to 61	51 Avg	85	2	-10	71	66	155	70	100/0	6	Weapon
Seraphic Scepter	1H	38 to 58	48 Avg	85	2	-15	77	52	140	56	100/0	5	Weapon

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[\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#) [\[Sor\]](#)

Spears													
Name	Damage			Dur	Range	WSM	Qlvl	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Spear	2H	3 to 15	9 Avg	60	4	-10	4	0	0	20	100/0	3	Weapon
Trident	2H	9 to 15	12 Avg	60	4	0	9	0	38	24	100/0	4	Weapon
Brandistock	2H	7 to 17	12 Avg	60	5	-20	16	0	40	50	100/0	5	Weapon
Spetum	2H	15 to 23	19 Avg	60	5	0	21	0	54	35	100/0	6	Weapon
Pike	2H	14 to 63	38.5 Avg	60	5	20	30	0	60	45	100/0	6	Weapon
War Spear	2H	14 to 41	27.5 Avg	60	4	-10	31	21	25	25	100/0	4	Weapon
Fuscina	2H	23 to 41	32 Avg	60	4	0	35	24	77	25	100/0	5	Weapon
War Fork	2H	20 to 44	32 Avg	60	5	-20	41	25	80	95	100/0	6	Weapon
Yari	2H	33 to 63	48 Avg	60	5	0	46	25	101	0	100/0	6	Weapon
Lance	2H	31 to 118	74.5 Avg	60	5	20	55	25	110	88	100/0	6	Weapon
Guisarme	2H	69 to 170	119.5 Avg	60	4	-10	58	43	135	100	100/0	5	Weapon
Grapnel	2H	64 to 186	125 Avg	60	4	0	61	49	148	97	100/0	6	Weapon
Dragon Spear	2H	73 to 155	114 Avg	60	5	-20	66	52	132	134	100/0	6	Weapon
Ranseur	2H	67 to 189	128 Avg	60	5	0	71	55	145	114	100/0	6	Weapon
Impaler	2H	74 to 203	138.5 Avg	60	5	20	80	66	165	106	100/0	6	Weapon

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[\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#) [\[Sor\]](#)

Staves (Sorceress Staffmods)													
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Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Short Staff	2H	1 to 9	5 Avg	60	2	-10	1*	0	0	0	100/0	2	Helm
Long Staff	2H	2 to 10	6 Avg	60	3	0	8*	0	0	0	100/0	3	Helm
Gnarled Staff	2H	4 to 12	8 Avg	60	3	10	12*	0	0	0	100/0	4	Helm
Battle Staff	2H	6 to 13	9.5 Avg	60	3	-10	17*	0	0	0	100/0	4	Helm
War Staff	2H	12 to 28	20 Avg	65	4	0	24*	0	0	0	100/0	6	Helm
Jo Staff	2H	10 to 25	17.5 Avg	60	2	-10	29*	18	25	0	100/0	2	Helm
Quarterstaff	2H	12 to 30	21 Avg	60	3	0	35*	23	25	0	100/0	3	Helm
Cedar Staff	2H	15 to 36	25.5 Avg	60	3	10	38*	25	25	0	100/0	4	Helm
Gothic Staff	2H	18 to 38	28 Avg	60	3	-10	42*	25	25	0	100/0	4	Helm
Rune Staff	2H	28 to 62	45 Avg	65	4	0	49*	25	25	0	100/0	6	Helm
Elder Cane (Sor Tab Automods)	2H	97 to 142	119.5 Avg	60	2	-10	57*	43	25	15	100/0	3	Helm
Mystic Staff (Sor Tab Automods)	2H	99 to 151	125 Avg	60	3	0	62*	49	63	35	100/0	4	Helm
Petrified Staff (Sor Tab Automods)	2H	102 to 165	133.5 Avg	60	3	10	64*	55	44	37	100/0	4	Helm
Mage Staff (Sor Tab Automods)	2H	92 to 155	123.5 Avg	60	3	-10	67*	62	52	27	100/0	4	Helm
Arcane Staff (Sor Tab Automods)	2H	96 to 160	128 Avg	60	4	0	74*	66	34	15	100/0	6	Helm

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Swords													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Short Sword	1H	1 to 9	5 Avg	60	1	0	1	0	0	0	100/0	2	Weapon
Scimitar	1H	1 to 9	5 Avg	60	2	-20	5	0	0	21	100/0	2	Weapon
Sabre	1H	2 to 9	5.5 Avg	60	2	-10	8	0	25	25	100/0	2	Weapon
Falchion	1H	9 to 17	13 Avg	60	2	20	11	0	33	0	100/0	2	Weapon
Crystal Sword	1H	5 to 15	10 Avg	60	2	0	12	0	43	0	100/0	6	Weapon
Broad Sword	1H	7 to 14	10.5 Avg	60	2	0	17	0	48	0	100/0	4	Weapon
Long Sword	1H	4 to 19	11.5 Avg	60	2	-10	23	0	55	39	100/0	4	Weapon
War Sword	1H	8 to 20	14 Avg	60	2	0	27	0	71	45	100/0	3	Weapon
Two-Handed Sword	2H	8 to 17	12.5 Avg	60	3	0	10	0	35	27	100/0	3	Weapon
	1H	2 to 9	5.5 Avg										
Claymore	2H	13 to 30	21.5 Avg	65	3	10	17	0	47	0	100/0	4	Weapon
	1H	5 to 12	8.5 Avg										
Giant Sword	2H	9 to 28	18.5 Avg	65	3	0	22	0	56	34	100/0	4	Weapon
	1H	3 to 16	9.5 Avg										
Bastard Sword	2H	20 to 28	24 Avg	60	3	10	25	0	62	0	100/0	4	Weapon
	1H	7 to 19	13 Avg										
Flamberge	2H	13 to 26	19.5 Avg	65	3	-10	29	0	70	49	100/0	5	Weapon

Eastern Sun 3.00 Base Weapons													
	1H	9 to 15	12 Avg										
Great Sword	2H	25 to 42	33.5 Avg	65	3	10	33	0	100	60	100/0	6	Weapon
	1H	12 to 20	16 Avg										
Gladius	1H	10 to 24	17 Avg	60	1	0	28	18	25	0	100/0	2	Weapon
Cutlass	1H	10 to 23	16.5 Avg	60	2	-30	42	25	25	52	100/0	2	Weapon
Shamshir	1H	12 to 26	19 Avg	60	2	-10	34	23	58	58	100/0	2	Weapon
Tulwar	1H	18 to 37	27.5 Avg	60	2	20	37	25	70	42	100/0	2	Weapon
Dimensional Blade	1H	15 to 37	26 Avg	60	2	0	38	25	85	60	100/0	6	Weapon
Battle Sword	1H	18 to 36	27 Avg	60	2	0	42	25	92	43	100/0	4	Weapon
Rune Sword	1H	12 to 44	28 Avg	60	2	-10	48	25	103	79	100/0	4	Weapon
Ancient Sword	1H	20 to 45	32.5 Avg	60	2	0	52	25	127	88	100/0	3	Weapon
Espadon	2H	22 to 44	33 Avg	60	3	0	35	25	73	61	100/0	3	Weapon
	1H	10 to 28	19 Avg										
Dacian Falx	2H	30 to 65	47.5 Avg	65	3	10	42	25	91	20	100/0	4	Weapon
	1H	15 to 32	23.5 Avg										
Tusk Sword	2H	23 to 62	42.5 Avg	65	3	0	47	25	104	71	100/0	4	Weapon
	1H	12 to 39	25.5 Avg										
Gothic Sword	2H	43 to 64	53.5 Avg	60	3	10	50	25	113	20	100/0	4	Weapon
	1H	16 to 42	29 Avg										
Zweihander	2H	33 to 58	45.5 Avg	65	3	-10	54	25	125	94	100/0	5	Weapon
	1H	21 to 37	29 Avg										
Executioner Sword	2H	51 to 84	67.5 Avg	65	3	10	58	25	170	110	100/0	6	Weapon
	1H	26 to 42	34 Avg										
Gladiator Blade	1H	39 to 65	52 Avg	60	1	0	55	42	150	88	100/0	3	Weapon
Desert Sword	1H	37 to 56	46.5 Avg	60	2	-20	59	45	138	95	100/0	3	Weapon
Rapier	1H	40 to 59	49.5 Avg	60	2	-10	60	47	109	122	100/0	3	Weapon
Okrist	1H	38 to 74	56 Avg	60	2	10	63	51	142	105	100/0	3	Weapon
Jeweled Edge	1H	36 to 54	45 Avg	-	2	-30	65	54	136	136	100/0	6	Weapon
Viking Sword	1H	42 to 65	53.5 Avg	60	2	0	67	58	142	112	100/0	4	Weapon
Arcane Sword	1H	27 to 75	51 Avg	60	2	-10	73	61	144	109	100/0	4	Weapon
Trojan Sword	1H	38 to 70	54 Avg	60	2	0	77	66	147	124	100/0	3	Weapon
Judgement Blade	2H	71 to 159	115 Avg	60	3	-15	60	44	175	100	100/0	3	Weapon
	1H	28 to 65	46.5 Avg										
Titan's Dagger	2H	78 to 169	123.5 Avg	65	3	-5	67	49	171	104	100/0	4	Weapon
	1H	31 to 69	50 Avg										
Lithe Blade	2H	61-154	107.5 Avg	65	3	-30	71	53	185	87	100/0	4	Weapon
	1H	25 to 63	44 Avg										
Dark Sword	2H	91 to 154	122.5 Avg	60	3	-10	74	57	163	103	100/0	4	Weapon
	1H	37 to 62	49.5 Avg										

Hellfire Sword	2H	91 to 178	134.5 Avg	65	3	10	79	60	182	95	100/0	5	Weapon
	1H	38 to 74	56 Avg										
Death Blade	2H	95 to 163	129 Avg	65	3	5	83	63	189	110	100/0	6	Weapon
	1H	40 to 69	54.5 Avg										

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Throwing Weapons													
(Piercing Attack and Replenish Quantity Automods)													
Name	Damage			Dur	Range	WSM	Qlvl	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Throwing Knife	Thr	4 to 12	8 Avg	60	1	0	4	0	0	21	75/75	2	Weapon
	1H	4 to 12	8 Avg										
Throwing Axe	Thr	6 to 16	11 Avg	60	1	0	10	0	0	40	75/75	2	Weapon
	1H	6 to 16	11 Avg										
Balanced Knife	Thr	5 to 15	10 Avg	60	1	-20	17	0	0	51	75/75	2	Weapon
	1H	5 to 15	10 Avg										
Balanced Axe	Thr	9 to 21	15 Avg	60	2	-15	21	0	0	57	75/75	2	Weapon
	1H	9 to 21	15 Avg										
Battle Dart	Thr	11 to 35	23 Avg	60	1	0	31	19	25	52	75/75	2	Weapon
	1H	11 to 35	23 Avg										
Francisca	Thr	15 to 39	27 Avg	60	1	0	36	22	25	80	75/75	2	Weapon
	1H	15 to 39	27 Avg										
War Dart	Thr	15 to 35	25 Avg	60	1	-20	42	25	25	97	75/75	2	Weapon
	1H	15 to 35	25 Avg										
Hurlbat	Thr	22 to 38	30 Avg	60	2	-15	46	25	25	106	75/75	3	Weapon
	1H	22 to 38	30 Avg										
Throwing Dagger	Thr	33 to 61	47 Avg	60	1	0	58	48	48	141	75/75	2	Weapon
	1H	33 to 61	47 Avg										
Throwing Hatchet	Thr	40 to 59	49.5 Avg	60	1	0	62	42	88	108	75/75	2	Weapon
	1H	40 to 59	49.5 Avg										
Balanced Dagger	Thr	25 to 60	42.5 Avg	60	1	-20	67	57	45	142	75/75	2	Weapon
	1H	25 to 60	42.5 Avg										
Balanced Hatchet	Thr	24 to 62	43 Avg	60	2	-15	71	60	96	122	75/75	4	Weapon
	1H	24 to 62	43 Avg										

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Wands													
(Necromancer Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvl	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Wand	1H	1 to 9	5 Avg	60	1	0	3*	0	0	0	100/0	2	Helm
Yew Wand	1H	1 to 9	5 Avg	60	1	10	12*	0	0	0	100/0	2	Helm
Bone Wand	1H	1 to 9	5 Avg	60	1	-20	18*	0	0	0	100/0	2	Helm

Matriarchal Javelin (Spear Tab Automods)	Thr	25 to 64	44.5 Avg	60	2	-10	65	74	107	151	75/75	3	Weapon
	1H	25 to 64	44.5 Avg										

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Assassin Weapons (Assassin Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Katar	1H	4 to 7	5.5 Avg	63	2	0	1	0	20	20	75/75	2	Weapon
Wrist Blade	1H	5 to 9	7 Avg	67	2	-10	9	0	33	33	75/75	2	Weapon
Hatchet Hands	1H	2 to 15	8.5 Avg	71	2	0	12	0	37	37	75/75	2	Weapon
Cestus	1H	7 to 15	11 Avg	87	2	-10	15	0	42	42	75/75	2	Weapon
Claws	1H	8 to 15	11.5 Avg	79	2	-20	18	0	46	46	75/75	3	Weapon
Blade Talons	1H	10 to 14	12 Avg	84	2	-30	21	0	50	50	75/75	3	Weapon
Scissors Katar	1H	9 to 17	13 Avg	83	2	-10	24	0	55	55	75/75	3	Weapon
Ninja To (DR and MDR Automods)	2H	22 to 42	32 Avg	60	3	-30	35	0	15	60	100/50	4	Weapon
Quhab	1H	13 to 26	19.5 Avg	63	2	0	28	21	57	57	75/75	3	Weapon
Wrist Spike	1H	15 to 29	22 Avg	71	2	-10	35	24	66	66	75/75	3	Weapon
Fascia	1H	10 to 39	24.5 Avg	79	2	0	37	27	69	69	75/75	3	Weapon
Hand Scythe	1H	18 to 39	28.5 Avg	87	2	-10	40	30	73	73	75/75	3	Weapon
Greater Claws	1H	20 to 39	29.5 Avg	67	2	-20	43	33	76	76	75/75	3	Weapon
Greater Talons	1H	23 to 37	30 Avg	84	2	-30	46	37	79	79	75/75	3	Weapon
Scissors Quhab	1H	21 to 42	31.5 Avg	83	2	-10	49	40	82	82	75/75	3	Weapon
Wakizashi (DR and MDR Automods)	2H	47 to 83	65 Avg	70	3	-30	60	40	30	90	100/50	5	Weapon
Suwayyah	1H	41 to 63	52 Avg	63	2	0	55	44	99	99	75/75	3	Weapon
Wrist Sword	1H	39 to 60	49.5 Avg	71	2	-10	61	46	105	105	75/75	3	Weapon
War Fist	1H	43 to 63	53 Avg	79	2	0	62	51	108	108	75/75	3	Weapon
Battle Cestus	1H	40 to 60	50 Avg	63	2	-10	65	54	110	110	75/75	3	Weapon
Feral Claws	1H	31 to 64	47.5 Avg	67	2	-20	68	58	113	113	75/75	3	Weapon
Runic Talons	1H	34 to 58	46 Avg	84	2	-30	71	60	115	115	75/75	3	Weapon
Scissors Suwayyah	1H	40 to 62	51 Avg	83	2	-10	74	64	118	118	75/75	3	Weapon
Katana (DR and MDR Automods)	2H	88 to 150	119 Avg	80	3	-30	83	64	50	120	100/50	6	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Barbarian Weapons (Barbarian Staffmods / Piercing Attack and Replenish Quantity Automods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Tribal Hatchet	Thr	7 to 29	18 Avg	60	2	-10	33	0	60	60	75/75	2	Weapon
	1H	7 to 29	18 Avg										
Highland Hatchet	Thr	17 to 47	32 Avg	60	2	-10	58	25	90	85	75/75	3	Weapon

	1H	17 to 47	32 Avg										
Arreat's Hatchet	Thr	29 to 63	46 Avg	60	2	-10	83	63	90	100	75/75	4	Weapon
	1H	29 to 63	46 Avg										

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Druid Weapons (Druid Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Oak Branch	1H	5 to 9	7 Avg	60	2	0	5	0	15	15	100/0	3	Weapon
Shaman Wand	1H	18 to 33	25.5 Avg	63	2	0	30	20	45	30	100/0	3	Weapon
Shillelagh	1H	44 to 60	52 Avg	80	2	0	59	42	75	45	100/0	3	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Necromancer Weapons (Necromancer Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Ritualistic Dagger (+Poison Skill Dmg and Poison Dmg Automods)	1H	10 to 20	15 Avg	60	1	-30	33	0	15	15	75/75	2	Weapon
Wretched Scythe	2H	8 to 16	12 Avg	80	3	-20	10	0	20	25	100/0	5	Weapon
Soul Hunter	2H	20 to 40	30 Avg	70	5	-10	33	0	35	35	100/0	6	Weapon
Sacrificial Dagger (+Poison Skill Dmg and Poison Dmg Automods)	1H	22 to 38	30 Avg	60	1	-30	58	25	30	30	75/75	3	Weapon
Dire Scythe	2H	22 to 45	33.5 Avg	80	3	-20	36	25	45	45	100/0	6	Weapon
Soul Burner	2H	44 to 76	60 Avg	70	5	-10	58	25	65	65	100/0	6	Weapon
Ceremonial Dagger (+Poison Skill Dmg and Poison Dmg Automods)	1H	22 to 72	47 Avg	60	1	-30	83	64	50	50	75/75	3	Weapon
Demonic Scythe	2H	93 to 138	115.5 Avg	80	3	-20	62	50	65	65	100/0	6	Weapon
Soul Destroyer	2H	86 to 159	122.5 Avg	70	5	-10	83	66	95	90	100/0	6	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Paladin Weapons (Paladin Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Blessed Edge	1H	18 to 30	24 Avg	60	3	-10	33	0	55	39	100/0	3	Weapon
Divine Blade	1H	22 to 53	37.5 Avg	60	3	-10	58	25	100	75	100/0	4	Weapon
Celestial Blade	1H	34 to 68	51 Avg	60	3	-10	83	64	125	75	100/0	4	Weapon

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Ama] [Asn] [Bar]
[Dru] [Nec] [Pal] [Sor]

Sorceress Weapons (Sorceress Staffmods)													
Name	Damage			Dur	Range	WSM	Qlvi	Req Lvl	Req Str	Req Dex	Str/Dex Bonus	Soc	Gem Type
Eagle Orb	1H	2 to 5	3.5 Avg	60	1	-10	1*	0	0	0	100/0	2	Helm

Sacred Globe	1H	3 to 8	5.5 Avg	60	1	-10	8*	0	0	0	100/0	2	Helm
Smoked Sphere	1H	4 to 10	7 Avg	60	1	0	12*	8	0	0	100/0	2	Helm
Clasped Orb	1H	5 to 12	8.5 Avg	60	1	0	17*	13	0	0	100/0	2	Helm
Jared's Stone	1H	8 to 18	13 Avg	65	1	10	24*	18	0	0	100/0	3	Helm
Mana Blade	1H	8 to 20	14 Avg	60	2	-10	33*	0	15	15	100/0	2	Weapon
Glowing Orb	1H	10 to 23	16.5 Avg	60	1	-10	29*	24	0	0	100/0	2	Helm
Crystalline Globe	1H	12 to 28	20 Avg	60	1	-10	35*	27	0	0	100/0	2	Helm
Cloudy Sphere	1H	13 to 31	22 Avg	60	1	0	38*	30	0	0	100/0	2	Helm
Sparkling Ball	1H	15 to 34	24.5 Avg	60	1	0	42*	34	0	0	100/0	2	Helm
Swirling Crystal	1H	20 to 44	32 Avg	65	1	10	49*	37	0	0	100/0	3	Helm
Energy Blade	1H	22 to 53	37.5 Avg	60	2	-10	58*	25	20	15	100/0	3	Weapon
Heavenly Stone	1H	39 to 59	49 Avg	60	1	-10	57*	44	0	0	100/0	2	Helm
Eldritch Orb	1H	36 to 63	49.5 Avg	60	1	-10	62*	50	0	0	100/0	2	Helm
Demon Heart	1H	39 to 67	53 Avg	60	1	0	64*	56	0	0	100/0	2	Helm
Vortex Orb	1H	28 to 80	54 Avg	60	1	0	67*	63	0	0	100/0	2	Helm
Dimensional Shard	1H	46 to 68	57 Avg	65	1	10	74*	66	0	0	100/0	3	Helm
Wizard Blade	1H	36 to 66	51 Avg	60	2	-10	83*	62	30	15	100/0	4	Weapon
Lvl = quality level. The weapons with * have the Magic Level of 1.													

Eastern Sun 3.00 Prefixes

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

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Keys

armo = All Armor	bjav = Barb Javelins	blun = Blunt Weapons	cloa = Cloaks	h2h = Claws/Katana
head = Necro Heads	knif = Daggers	mele = Melee Weapons	miss = Bows/Xbows	npol = Necro Scythe
pelt = Druid Pelts	phlm = Barb Helms	robe = Robes	scrn = Spirit Crowns	spea = Spears/Javelins
staf = Staves, Orbs and Mana Blades		taxe = Throwing Axe	tkni = Throwing Knives	thro = Throwing Weapons
tors = Body Armor	weap = All Weapons	* = excluding wand/staf		

If the Lvl column shows a ranged value like n-m, it means that affix can be spawned when n <= ilvl <= m.

[\[General\]](#) [\[Grand Charms\]](#) [\[Large Charms\]](#) [\[Small Charms\]](#) [\[Jewels\]](#)
[\[Quivers\]](#)

General

Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
Sturdy	1	1-19	1	28	+10-20% Enhanced Defense	armo
Sturdy	1	4-25	3	28	+21-30% Enhanced Defense	armo
Strong	1	9-31	6	28	+31-40% Enhanced Defense	armo
Glorious	1	19-36	14	28	+41-50% Enhanced Defense	armo
Blessed	1	25-48	18	28	+51-65% Enhanced Defense	armo
Saintly	1	31	23	28	+66-80% Enhanced Defense	armo
Holy	1	36	27	28	+81-125% Enhanced Defense	armo
Awesome	1	48	32	28	+126-150% Enhanced Defense	armo
Godly	1	60	38	28	+151-200% Enhanced Defense	armo
Devious	1	7	5	20	Magic Damage Reduced By 1	tors shld circ staf wand
Blank	1	14	10	20	Magic Damage Reduced By 2	tors shld circ staf wand
Null	1	21	16	20	Magic Damage Reduced By 3-5	tors shld circ staf wand
Antimagic	1	28	21	20	Magic Damage Reduced By 6-10	tors shld circ staf wand
Jagged	1	1-14	1	28	+10-20% Enhanced Damage	weap* circ
Deadly	1	5-20	3	28	+21-30% Enhanced Damage	weap* circ
Vicious	1	8-26	6	28	+31-40% Enhanced Damage	weap*
Brutal	1	14-32	10	28	+41-50% Enhanced Damage	weap*
Massive	1	20-39	15	28	+51-65% Enhanced Damage	weap*
Savage	1	26	19	28	+66-80% Enhanced Damage	weap*
Merciless	1	32	24	28	+81-100% Enhanced Damage	weap*

Ruthless	1	39	33	28	+101-150% Enhanced Damage	weap*
Ferocious	1	45	40	28	+151-200% Enhanced Damage	weap*
Cruel	1	51	46	28	+201-300% Enhanced Damage	weap*
Bloodlust		75	50	14	+400% Enhanced Damage Hit Causes Monster to Flee 100% Drain Life -8	mele*
Vulpine	1	9	6	18	7-12% Damage Taken Goes to Mana	shld amul staf wand
White	1	18	12	18	14-24% Damage Taken Goes to Mana	shld amul staf wand
Tireless	1	6-27	4	16	Heal Stamina Plus +25%	boot
Tireless	1	14	10	16	Heal Stamina Plus +50%	boot
Rugged	1	1-16	1	16	+5-10 To Max Stamina	boot belt ring amul circ glov
Rugged	1	8-32	6	16	+11-20 To Max Stamina	boot belt ring amul circ
Vigorous	1	16	12	16	+21-30 To Max Stamina	boot belt
Bronze	1	1-8	1	22	+10-20 To Attack Rating	weap* ring circ amul glov
Iron	1	4-12	3	22	+21-40 To Attack Rating	weap* ring circ
Steel	1	8-17	6	22	+41-60 To Attack Rating	weap* ring circ
Silver	1	12-22	9	22	+61-80 To Attack Rating	weap* ring circ
Gold	1	17-27	12	22	+81-100 To Attack Rating	weap* ring circ
Platinum	1	22-32	16	22	+101-120 To Attack Rating	weap* ring circ
Meteoric	1	27	20	22	+121-150 To Attack Rating	weap* ring
Strange	1	32	24	22	+151-300 To Attack Rating	weap*
Weird	1	37	27	22	+301-450 To Attack Rating	weap*
Sharp	1	5-27	3	28	+10-20 To Attack Rating +10-20% Enhanced Damage	weap*
Fine	1	12-38	9	28	+21-40 To Attack Rating +21-30% Enhanced Damage	weap*
Warrior's	1	19-47	13	28	+41-60 To Attack Rating +31-40% Enhanced Damage	weap*
Soldier's	1	27-56	19	28	+61-80 To Attack Rating +41-50% Enhanced Damage	weap*
Knight's	1	38-63	30	28	+81-100 To Attack Rating +51-65% Enhanced Damage	weap*
Lord's	1	47	39	28	+101-120 To Attack Rating +66-80% Enhanced Damage	weap*
King's	1	56	48	28	+121-150 To Attack Rating +81-100% Enhanced Damage	weap*
Master's	1	63	48	28	+151-250 To Attack Rating +101-150% Enhanced Damage	weap*
Grandmaster's	1	69	61	28	+251-300 To Attack Rating +151-200% Enhanced Damage	weap*

Glimmering	1	1-10	1	14	+1 To Light Radius (1/clvl) +1-100 To Attack Rating	armo staf wand ring amul
Glowing	1	6-15	4	14	+2 To Light Radius (2/clvl) +2-200 To Attack Rating	armo staf wand ring amul
Screaming		10-24	7	16	Hit Causes Monster to Flee 12%	miss
Howling		16	12	16	Hit Causes Monster to Flee 18%	miss
Wailing		24	18	16	Hit Causes Monster to Flee 25%	miss
Screaming		10-20	7	16	Hit Causes Monster to Flee 25%	weap
Howling		16	12	16	Hit Causes Monster to Flee 50%	weap
Wailing		20	13	16	Hit Causes Monster to Flee 100%	weap
Felicitous	1	5	3	18	5-12% Better Chance of Getting Magic Item	ring amul circ staf wand
Fortuitous	1	12	8	18	13-20% Better Chance of Getting Magic Item	ring amul circ staf wand
Lizard's	1	3-14	2	20	+3-5 To Mana	staf wand ring amul armo
Snake's	1	6-20	4	20	+5-10 To Mana	staf wand ring amul armo
Serpent's	1	14-24	10	20	+11-20 To Mana	staf wand ring amul armo
Drake's	1	20-30	15	20	+21-30 To Mana	staf wand ring amul armo
Dragon's	1	24	18	20	+31-40 To Mana	staf wand ring amul armo
Wyrms	1	30	22	20	+41-60 To Mana	staf wand ring amul armo
Great Wyrms	1	37	29	20	+61-90 To Mana	staf wand ring amul armo
Bahamut's		45	37	20	+91-120 To Mana	staf wand ring amul armo
Shimmering	1	6-28	4	22	All Resistances +3-7	amul circ ring
Rainbow	1	18-39	13	22	All Resistances +8-11	amul circ ring
Scintillating	1	28	21	22	All Resistances +12-15	amul circ ring
Prismatic	1	39	31	22	All Resistances +16-20	amul circ
Chromatic		50	42	22	All Resistances +21-30	amul circ
Shimmering	1	6-28	4	28	All Resistances +3-14	shld
Rainbow	1	18-39	13	28	All Resistances +15-22	shld
Scintillating	1	28	21	28	All Resistances +23-30	shld
Prismatic	1	39	31	28	All Resistances +31-40	shld
Chromatic		50	42	28	All Resistances +41-60	shld
Azure	1	5-30	3	18	Cold Resist +5-10%	amul circ ring armo
Lapis	1	12-45	9	18	Cold Resist +11-20%	amul circ ring armo
Cobalt	1	18	13	18	Cold Resist +21-30%	amul circ ring armo
Sapphire	1	25	18	18	Cold Resist +31-40%	amul circ boot

Crimson	1	5-30	3	18	Fire Resist +5-10%	amul circ ring armo
Russet	1	12-45	9	18	Fire Resist +11-20%	amul circ ring armo
Garnet	1	18	13	18	Fire Resist +21-30%	amul circ ring armo
Ruby	1	25	18	18	Fire Resist +31-40%	amul circ boot
Tangerine	1	5-30	3	18	Lightning Resist +5-10%	amul circ ring armo
Ocher	1	12-45	9	18	Lightning Resist +11-20%	amul circ ring armo
Coral	1	18	13	18	Lightning Resist +21-30%	amul circ ring armo
Amber	1	25	18	18	Lightning Resist +31-40%	amul circ boot
Beryl	1	5-30	3	18	Poison Resist +5-10%	amul circ ring armo
Viridian	1	12-45	9	18	Poison Resist +11-20%	amul circ ring armo
Jade	1	18	13	18	Poison Resist +21-30%	amul circ ring armo
Emerald	1	25	18	18	Poison Resist +31-40%	amul circ boot
Triumphant	1	3-20	2	18	+1 Mana After Each Kill	weap circ ring
Victorious	1	17-40	12	18	+2-4 Mana After Each Kill	weap circ ring
Champion's	1	30	20	18	+5-8 Mana After Each Kill	weap circ ring
Mechanist's	1	52	47	16	Gem Socket (2)	glov belt boot
Mechanist's	1	52	47	16	Gem Socket (3)	weap helm tors shld
Jeweler's		39	27	20	Gem Socket (3)	weap helm tors shld
Jeweler's		50	37	20	Gem Socket (4)	weap helm tors shld
Jeweler's		61	47	16	Gem Socket (5)	weap tors
Jeweler's		72	57	12	Gem Socket (6)	weap tors
Lunar	1	1-20	1	14	+25-50 To Attack Rating Against Demons +25-50% Damage To Demons	weap* circ
Arcadian	1	15-30	11	14	+51-100 To Attack Rating Against Demons +51-100% Damage To Demons	weap* circ
Unearthly	1	25-40	18	14	+101-150 To Attack Rating Against Demons +101-150% Damage To Demons	weap*
Astral	1	35	27	14	+151-250 To Attack Rating Against Demons +151-250% Damage To Demons	weap*
Elysian	1	45	37	14	+256-400 To Attack Rating Against Demons +256-400% Damage To Demons	weap*
Consecrated	1	1-20	1	16	+25-50 To Attack Rating Against Undead +25-50% Damage To Undead	weap* circ
Pure	1	15-30	11	16	+51-100 To Attack Rating Against Undead +51-100% Damage To Undead	weap*
Sacred	1	25-40	18	16	+101-150 To Attack Rating Against Undead +101-150% Damage To Undead	weap*
Hallowed	1	35	27	16	+151-250 To Attack Rating Against Undead +151-250% Damage To Undead	weap*

Divine	1	45	37	16	+256-400 To Attack Rating Against Undead +256-400% Damage To Undead	weap*
Fletcher's	1	20	15	17	+1 To Bow & Crossbow (Amazon Only)	amul circ glov miss scrn
Bowyer's	1	40	30	17	+2 To Bow & Crossbow (Amazon Only)	amul circ glov miss scrn
Archer's	1	60	45	17	+3 To Bow & Crossbow (Amazon Only)	amul circ glov miss scrn
Acrobat's	1	20	15	17	+1 To Passive & Magic (Amazon Only)	amul circ glov scrn
Gymnast's	1	40	30	17	+2 To Passive & Magic (Amazon Only)	amul circ glov scrn
Athlete's	1	60	45	17	+3 To Passive & Magic (Amazon Only)	amul circ glov scrn
Harpoonist's	1	20	15	17	+1 To Spear & Javelin (Amazon Only)	amul circ glov spea scrn
Spearmaiden's	1	40	30	17	+2 To Spear & Javelin (Amazon Only)	amul circ glov spea scrn
Lancer's	1	60	45	17	+3 To Spear & Javelin (Amazon Only)	amul circ glov spea scrn
Burning	1	20	15	17	+1 To Fire Spells (Sorceress Only)	amul circ staf robe
Blazing	1	40	30	17	+2 To Fire Spells (Sorceress Only)	amul circ staf robe
Volcanic	1	60	45	17	+3 To Fire Spells (Sorceress Only)	amul circ staf robe
Sparking	1	20	15	17	+1 To Lightning Spells (Sorceress Only)	amul circ staf robe
Charged	1	40	30	17	+2 To Lightning Spells (Sorceress Only)	amul circ staf robe
Powered	1	60	45	17	+3 To Lightning Spells (Sorceress Only)	amul circ staf robe
Chilling	1	20	15	17	+1 To Cold Spells (Sorceress Only)	amul circ staf robe
Freezing	1	40	30	17	+2 To Cold Spells (Sorceress Only)	amul circ staf robe
Glacial	1	60	45	17	+3 To Cold Spells (Sorceress Only)	amul circ staf robe
Hexing	1	20	15	17	+1 To Curses (Necromancer Only)	amul circ head wand
Blighting	1	40	30	17	+2 To Curses (Necromancer Only)	amul circ head wand
Cursing	1	60	45	17	+3 To Curses (Necromancer Only)	amul circ head wand
Fungal	1	20	15	17	+1 To Poison & Bone (Necromancer Only)	amul circ head wand knif
Noxious	1	40	30	17	+2 To Poison & Bone (Necromancer Only)	amul circ head wand knif
Venomous	1	60	45	17	+3 To Poison & Bone (Necromancer Only)	amul circ head wand knif
Graverobber's	1	20	15	17	+1 To Summoning (Necromancer Only)	amul circ head wand
Mojo	1	40	30	17	+2 To Summoning (Necromancer Only)	amul circ head wand
Golemlord's	1	60	45	17	+3 To Summoning (Necromancer Only)	amul circ head wand
Lion Branded	1	20	15	17	+1 To Combat Skills (Paladin Only)	amul circ shld scep
Hawk Branded	1	40	30	17	+2 To Combat Skills (Paladin Only)	amul circ shld scep
Rose Branded	1	60	45	17	+3 To Combat Skills (Paladin Only)	amul circ shld scep
Captain's	1	20	15	17	+1 To Offensive Auras (Paladin Only)	amul circ shld scep
Commander's	1	40	30	17	+2 To Offensive Auras (Paladin Only)	amul circ shld scep
Marshal's	1	60	45	17	+3 To Offensive Auras (Paladin Only)	amul circ shld scep
Preserver's	1	20	15	17	+1 To Defensive Auras (Paladin Only)	amul circ shld scep
Warden's	1	40	30	17	+2 To Defensive Auras (Paladin Only)	amul circ shld scep

Guardian's	1	60	45	17	+3 To Defensive Auras (Paladin Only)	amul circ shld scep
Expert's	1	20	15	17	+1 To Tribal Skills (Barbarian Only)	amul circ phlm mele
Veteran's	1	40	30	17	+2 To Tribal Skills (Barbarian Only)	amul circ phlm mele
Master's	1	60	45	17	+3 To Tribal Skills (Barbarian Only)	amul circ phlm mele
Fanatic	1	20	15	17	+1 To Masteries (Barbarian Only)	amul circ phlm mele taxe bjav
Raging	1	40	30	17	+2 To Masteries (Barbarian Only)	amul circ phlm mele taxe bjav
Furious	1	60	45	17	+3 To Masteries (Barbarian Only)	amul circ phlm mele taxe bjav
Sounding	1	20	15	17	+1 To Highland Skills (Barbarian Only)	amul circ phlm mele taxe bjav
Resonant	1	40	30	17	+2 To Highland Skills (Barbarian Only)	amul circ phlm mele taxe bjav
Echoing	1	60	45	17	+3 To Highland Skills (Barbarian Only)	amul circ phlm mele taxe bjav
Trainer's	1	20	15	17	+1 To Summoning (Druid Only)	amul circ club pelt
Caretaker's	1	40	30	17	+2 To Summoning (Druid Only)	amul circ club pelt
Keeper's	1	60	45	17	+3 To Summoning (Druid Only)	amul circ club pelt
Spiritual	1	20	15	17	+1 To Shape Shifting (Druid Only)	amul circ club pelt
Feral	1	40	30	17	+2 To Shape Shifting (Druid Only)	amul circ club pelt
Communal	1	60	45	17	+3 To Shape Shifting (Druid Only)	amul circ club pelt
Natural	1	20	15	17	+1 To Elemental Skills (Druid Only)	amul circ club pelt
Terrene	1	40	30	17	+2 To Elemental Skills (Druid Only)	amul circ club pelt
Gaeen	1	60	45	17	+3 To Elemental Skills (Druid Only)	amul circ club pelt
Entrapping	1	20	15	17	+1 To Traps (Assasin Only)	amul circ h2h tkni cloa
Trickster's	1	40	30	17	+2 To Traps (Assasin Only)	amul circ h2h tkni cloa
Cunning	1	60	45	17	+3 To Traps (Assasin Only)	amul circ h2h tkni cloa
Mentalist's	1	20	15	17	+1 To Shadow Disciplines (Assasin Only)	amul circ h2h cloa
Psychic	1	40	30	17	+2 To Shadow Disciplines (Assasin Only)	amul circ h2h cloa
Shadow	1	60	45	17	+3 To Shadow Disciplines (Assasin Only)	amul circ h2h cloa
Shogukusha's	1	20	15	17	+1 To Martial Arts (Assasin Only)	amul circ h2h glov cloa
Sensei's	1	40	30	17	+2 To Martial Arts (Assasin Only)	amul circ h2h glov cloa
Kenshi's	1	60	45	17	+3 To Martial Arts (Assasin Only)	amul circ h2h glov cloa
Maiden's	1	36	30	16	+1 To Amazon Skill Levels	amul circ ring scrn
Maiden's	1	36	30	2	+1 To Amazon Skill Levels +1-2 To Bow & Crossbow (Amazon Only)	amul circ ring scrn
Maiden's	1	36	30	2	+1 To Amazon Skill Levels +1-2 To Passive & Magic (Amazon Only)	amul circ ring scrn
Maiden's	1	36	30	2	+1 To Amazon Skill Levels +1-2 To Spear & Javelin (Amazon Only)	amul circ ring scrn
Valkyrie's	1	90	67	15	+2 To Amazon Skill Levels	amul circ scrn
Valkyrie's	1	90	67	1	+2 To Amazon Skill Levels +1-2 To Bow & Crossbow (Amazon Only)	amul circ scrn

Valkyrie's	1	90	67	1	+2 To Amazon Skill Levels +1-2 To Passive & Magic (Amazon Only)	amul circ scrn
Valkyrie's	1	90	67	1	+2 To Amazon Skill Levels +1-2 To Spear & Javelin (Amazon Only)	amul circ scrn
Valkyrie's		90	67	14	+3 To Amazon Skill Levels	amul circ scrn
Angel's	1	36	30	16	+1 To Sorceress Skill Levels	amul circ ring
Angel's	1	36	30	2	+1 To Sorceress Skill Levels +1-2 To Fire Spells (Sorceress Only)	amul circ ring
Angel's	1	36	30	2	+1 To Sorceress Skill Levels +1-2 To Lightning Spells (Sorceress Only)	amul circ ring
Angel's	1	36	30	2	+1 To Sorceress Skill Levels +1-2 To Cold Spells (Sorceress Only)	amul circ ring
Arch-Angel's	1	90	67	15	+2 To Sorceress Skill Levels	amul circ
Arch-Angel's	1	90	67	1	+2 To Sorceress Skill Levels +1-2 To Fire Spells (Sorceress Only)	amul circ
Arch-Angel's	1	90	67	1	+2 To Sorceress Skill Levels +1-2 To Lightning Spells (Sorceress Only)	amul circ
Arch-Angel's	1	90	67	1	+2 To Sorceress Skill Levels +1-2 To Cold Spells (Sorceress Only)	amul circ
Arch-Angel's		90	67	14	+3 To Sorceress Skill Levels	amul circ
Summoner's	1	36	30	16	+1 To Necromancer Skill Levels	amul circ ring
Summoner's	1	36	30	2	+1 To Necromancer Skill Levels +1-2 To Curses (Necromancer Only)	amul circ ring
Summoner's	1	36	30	2	+1 To Necromancer Skill Levels +1-2 To Poison & Bone (Necromancer Only)	amul circ ring
Summoner's	1	36	30	2	+1 To Necromancer Skill Levels +1-2 To Summoning (Necromancer Only)	amul circ ring
Necromancer's	1	90	67	15	+2 To Necromancer Skill Levels	amul circ
Necromancer's	1	90	67	1	+2 To Necromancer Skill Levels +1-2 To Curses (Necromancer Only)	amul circ
Necromancer's	1	90	67	1	+2 To Necromancer Skill Levels +1-2 To Poison & Bone (Necromancer Only)	amul circ
Necromancer's	1	90	67	1	+2 To Necromancer Skill Levels +1-2 To Summoning (Necromancer Only)	amul circ
Necromancer's		90	67	14	+3 To Necromancer Skill Levels	amul circ
Monk's	1	36	30	16	+1 To Paladin Skill Levels	amul circ ring
Monk's	1	36	30	2	+1 To Paladin Skill Levels +1-2 To Combat Skills (Paladin Only)	amul circ ring
Monk's	1	36	30	2	+1 To Paladin Skill Levels +1-2 To Offensive Auras (Paladin Only)	amul circ ring
Monk's	1	36	30	2	+1 To Paladin Skill Levels +1-2 To Defensive Auras (Paladin Only)	amul circ ring
Priest's	1	90	67	15	+2 To Paladin Skill Levels	amul circ
Priest's	1	90	67	1	+2 To Paladin Skill Levels +1-2 To Combat Skills (Paladin Only)	amul circ

Priest's	1	90	67	1	+2 To Paladin Skill Levels +1-2 To Offensive Auras (Paladin Only)	amul circ
Priest's	1	90	67	1	+2 To Paladin Skill Levels +1-2 To Defensive Auras (Paladin Only)	amul circ
Priest's		90	67	14	+3 To Paladin Skill Levels	amul circ
Slayer's	1	36	30	16	+1 To Barbarian Skill Levels	amul circ ring
Slayer's	1	36	30	2	+1 To Barbarian Skill Levels +1-2 To Tribal Skills (Barbarian Only)	amul circ ring
Slayer's	1	36	30	2	+1 To Barbarian Skill Levels +1-2 To Masteries (Barbarian Only)	amul circ ring
Slayer's	1	36	30	2	+1 To Barbarian Skill Levels +1-2 To Highland Skills (Barbarian Only)	amul circ ring
Berserker's	1	90	67	15	+2 To Barbarian Skill Levels	amul circ
Berserker's	1	90	67	1	+2 To Barbarian Skill Levels +1-2 To Tribal Skills (Barbarian Only)	amul circ
Berserker's	1	90	67	1	+2 To Barbarian Skill Levels +1-2 To Masteries (Barbarian Only)	amul circ
Berserker's	1	90	67	1	+2 To Barbarian Skill Levels +1-2 To Highland Skills (Barbarian Only)	amul circ
Berserker's		90	67	14	+3 To Barbarian Skill Levels	amul circ
Shaman's	1	36	30	16	+1 To Druid Skill Levels	amul circ ring
Shaman's	1	36	30	2	+1 To Druid Skill Levels +1-2 To Summoning (Druid Only)	amul circ ring
Shaman's	1	36	30	2	+1 To Druid Skill Levels +1-2 To Shape Shifting (Druid Only)	amul circ ring
Shaman's	1	36	30	2	+1 To Druid Skill Levels +1-2 To Elemental Skills (Druid Only)	amul circ ring
Hierophant's	1	90	67	15	+2 To Druid Skill Levels	amul circ
Hierophant's	1	90	67	1	+2 To Druid Skill Levels +1-2 To Summoning (Druid Only)	amul circ
Hierophant's	1	90	67	1	+2 To Druid Skill Levels +1-2 To Shape Shifting (Druid Only)	amul circ
Hierophant's	1	90	67	1	+2 To Druid Skill Levels +1-2 To Elemental Skills (Druid Only)	amul circ
Hierophant's		90	67	14	+3 To Druid Skill Levels	amul circ
Magekiller's	1	36	30	16	+1 To Assasin Skill Levels	amul circ ring
Magekiller's	1	36	30	2	+1 To Assasin Skill Levels +1-2 To Traps (Assasin Only)	amul circ ring
Magekiller's	1	36	30	2	+1 To Assasin Skill Levels +1-2 To Shadow Desciplines (Assasin Only)	amul circ ring
Magekiller's	1	36	30	2	+1 To Assasin Skill Levels +1-2 To Martial Arts (Assasin Only)	amul circ ring
Witch-hunter's	1	90	67	15	+2 To Assasin Skill Levels	amul circ
Witch-hunter's	1	90	67	1	+2 To Assasin Skill Levels +1-2 To Traps (Assasin Only)	amul circ

Witch-hunter's	1	90	67	1	+2 To Assassin Skill Levels +1-2 To Shadow Desciplines (Assasin Only)	amul circ
Witch-hunter's	1	90	67	1	+2 To Assassin Skill Levels +1-2 To Martial Arts (Assasin Only)	amul circ
Witch-hunter's		90	67	14	+3 To Assassin Skill Levels	amul circ
Maiden's	1	30	22	22	+1 To Amazon Skill Levels	miss spea
Valkyrie's	1	50	42	18	+2 To Amazon Skill Levels	miss spea
Angel's	1	30	22	22	+1 To Sorceress Skill Levels	staf
Arch-Angel's	1	50	42	18	+2 To Sorceress Skill Levels	staf
Summoner's	1	30	22	22	+1 To Necromancer Skill Levels	head wand knif npol
Necromancer's	1	50	42	18	+2 To Necromancer Skill Levels	head wand knif npol
Monk's	1	30	22	22	+1 To Paladin Skill Levels	shld scep
Priest's	1	50	42	18	+2 To Paladin Skill Levels	shld scep
Slayer's	1	30	22	22	+1 To Barbarian Skill Levels	phlm taxe bjav mele
Berserker's	1	50	42	18	+2 To Barbarian Skill Levels	phlm taxe bjav mele
Shaman's	1	30	22	22	+1 To Druid Skill Levels	club pelt
Hierophant's	1	50	42	18	+2 To Druid Skill Levels	club pelt
Magekiller's	1	30	22	22	+1 To Assassin Skill Levels	h2h tkni
Witch-hunter's	1	50	42	18	+2 To Assassin Skill Levels	h2h tkni
Fiery	1	15-30	18	20	Adds (15-30)-(30-60) Fire Damage	weap circ
Smoldering	1	25-40	28	20	Adds (31-60)-(61-120) Fire Damage	weap
Smoldering	1	30	33	20	Adds (61-85)-(121-180) Fire Damage	weap
Smoking	1	35	38	20	Adds (86-120)-(181-240) Fire Damage	weap
Flaming	1	45	48	20	Adds (121-160)-(241-300) Fire Damage	weap
Condensing		60	63	20	Adds (161-200)-(301-350) Fire Damage	weap
Snowy	1	15-30	18	20	Adds (11-22)-(22-45) Cold Damage Cold Duration 1 Sec	weap circ
Snowy	1	25-40	28	20	Adds (23-45)-(46-90) Cold Damage Cold Duration 1 Sec	weap circ
Shivering	1	30	33	20	Adds (46-65)-(91-130) Cold Damage Cold Duration 2 Sec	weap
Shivering	1	35	38	20	Adds (66-90)-(131-180) Cold Damage Cold Duration 2 Sec	weap
Boreal	1	45	48	20	Adds (91-120)-(181-240) Cold Damage Cold Duration 3 Sec	weap
Hibernal		60	63	20	Adds (121-150)-(241-300) Cold Damage Cold Duration 4 Sec	weap
Static	1	15-30	18	20	Adds 1-(45-90) Lightning Damage	weap circ

Static	1	25-40	28	20	Adds 1-(91-180) Lightning Damage	weap circ
Glowing	1	30	33	20	Adds 1-(181-260) Lightning Damage	weap
Buzzing	1	35	38	20	Adds 1-(261-360) Lightning Damage	weap
Arcing	1	45	48	20	Adds 1-(361-480) Lightning Damage	weap
Shocking		60	63	20	Adds 1-(481-600) Lightning Damage	weap
Septic	1	15-30	18	20	Adds 60 Poison Damage Over 2 Sec	weap circ
Septic	1	25-40	28	20	Adds 120 Poison Damage Over 3 Sec	weap circ
Foul	1	30	33	20	Adds 180 Poison Damage Over 4 Sec	weap
Corosive	1	35	38	20	Adds 240 Poison Damage Over 5 Sec	weap
Toxic	1	45	48	20	Adds 321 Poison Damage Over 6 Sec	weap
Pestilent		60	63	20	Adds 401 Poison Damage Over 7 Sec	weap
Compact	1	1-17	1	26	Increased Stack Size by 50-75	thro
Thin	1	17-38	12	26	Increased Stack Size by 75-125	thro
Dense	1	38	30	26	Increased Stack Size by 125-150	thro
Elusive	1	9-15	6	18	+20-40 Defense Vs. Missile	shld staf wand
Evasive	1	9-15	6	18	+20-40 Defense Vs. Melee	tors staf wand
Infernal	1	90	60	16	Cold Absorb 10-15%	tors shld
Chilling	1	90	60	16	Fire Absorb 10-15%	tors shld
Static	1	90	60	16	Lightning Absorb 10-15%	tors shld
Bright	1	16-45	12	18	Increase Max Life 5-8%	staf wand tors belt
Solar	1	27	23	18	Increase Max Life 9-12%	staf wand tors belt
Vivid	1	38	34	18	Increase Max Life 13-16%	staf wand tors belt
Omniscient	1	16-45	12	18	Increase Max Mana 5-8%	ring amul staf wand
Sage	1	27	23	18	Increase Max Mana 9-12%	ring amul staf wand
Shrewd	1	38	34	18	Increase Max Mana 13-16%	ring amul staf wand
Dazzling	1	29	25	18	Regenerate Mana +25%	staf wand helm ring amul
Fascinating	1	50	50	18	Regenerate Mana +50%	staf wand helm ring amul
Mighty	1	11-30	10	18	+5 To Strength	weap tors belt glov boot
Energizing	1	18-45	16	18	+6-10 To Strength	weap ring amul tors belt
Strengthening	1	23	20	18	+11-15 To Strength	weap ring amul tors
Empowering	1	26	24	18	+16-25 To Strength	weap ring amul
Titan's	1	45	38	18	+26-30 To Strength	weap ring amul

Brisk	1	18	18	20	10% Faster Run/Walk	boot
Swift	1	38	25	20	20% Faster Run/Walk	boot
ArchMage's		75	66	20	+30 To Mana Increase Max Mana 30% 30% Faster Cast Rate	staf wand
Knowledgeable	1	35	30	20	+1 To All Skills	weap ring amul armo (except glov boot belt)
Precise	1	10-20	12	14	+60 To Attack Rating Against Undead +60 To Attack Rating Against Demons	weap*
Exacting	1	20-30	20	14	+120 To Attack Rating Against Undead +120 To Attack Rating Against Demons	weap*
Blinding		80	60	18	100% Increased Attack Speed	mele*
Heavy	1	20	1	18	+75% Enhanced Defense Requirements 10%	tors shld
Heavy	1	40	1	18	+150% Enhanced Defense Requirements 20%	tors shld
Heavy	1	60	1	18	+200% Enhanced Defense Requirements 35%	tors shld
Heavy	1	20	1	18	+75% Enhanced Damage Requirements 10%	mele*
Heavy	1	40	1	18	+150% Enhanced Damage Requirements 20%	mele*
Heavy	1	60	1	18	+200% Enhanced Damage Requirements 30%	mele*
Colorful		20-40	30	16	Adds 10-20 Fire Damage Adds 10-20 Cold Damage Adds 10-20 Lightning Damage	weap glov ring amul
Colorful		30-50	35	16	Adds 20-40 Fire Damage Adds 20-40 Cold Damage Adds 20-40 Lightning Damage	weap glov ring amul
Colorful		40-60	40	16	Adds 40-60 Fire Damage Adds 40-60 Cold Damage Adds 40-60 Lightning Damage	weap glov ring amul
Colorful		50	45	16	Adds 60-80 Fire Damage Adds 60-80 Cold Damage Adds 60-80 Lightning Damage	weap glov ring amul
Colorful		60	50	16	Adds 80-120 Fire Damage Adds 80-120 Cold Damage Adds 80-120 Lightning Damage	weap glov ring amul
Horrific	1	25	1	16	Damage Reduced By 6-10%	tors shld
Horrific	1	50	1	16	Damage Reduced By 11-15%	tors shld
Horrific		75	1	16	Damage Reduced By 16-20%	tors shld
Soulless	1	25	1	16	Damage Reduced By 6-10	tors shld
Soulless	1	50	1	16	Damage Reduced By 11-15	tors shld
Soulless		75	1	16	Damage Reduced By 16-20	tors shld
Heartless	1	25	1	16	Magic Damage Reduced By 5-10	tors shld

Heartless	1	50	1	16	Magic Damage Reduced By 11-15	tors shld
Heartless		75	1	16	Magic Damage Reduced By 16-20	tors shld
Enlightened	1	1	1	18	(0.5/clvl) +0-50 Defense	shld glov belt boot
Honorable	1	8	7	18	(1/clvl) +1-100 Defense	shld glov belt boot
Honorable	1	15	7	18	(1.5/clvl) +1-150 Defense	shld glov belt boot
Righteous	1	22	15	18	(2/clvl) +2-200 Defense	tors
Righteous	1	29	15	18	(2.5/clvl) +2-250 Defense	tors
Faithful	1	36	22	18	(3/clvl) +3-300 Defense	tors
Faithful	1	43	22	18	(3.5/clvl) +3-350 Defense	tors
Alarming	1	1	1	18	(0.5/clvl) +0-50% Enhanced Max Damage	weap*
Alarming	1	10	8	18	(1/clvl) +1-100% Enhanced Max Damage	weap*
Calling	1	20	16	18	(1.5/clvl) +1-150% Enhanced Max Damage	weap*
Yelling	1	30	24	18	(2/clvl) +2-200% Enhanced Max Damage	weap*
Howling	1	40	32	18	(2.5/clvl) +2-250% Enhanced Max Damage	weap*
Screaming	1	50	40	18	(3/clvl) +3-300% Enhanced Max Damage	weap*
Robineye	1	1	1	16	(2/clvl) +2-200 To Attack Rating	weap*
Sparroweye	1	10	7	16	(3/clvl) +3-300 To Attack Rating	weap*
Falconeye	1	20	15	16	(4/clvl) +4-400 To Attack Rating	weap*
Hawkeye	1	35	26	16	(6/clvl) +6-600 To Attack Rating	weap*
Eagleeye	1	50	37	16	(8/clvl) +8-800 To Attack Rating	weap*
Visionary	1	25	18	16	(1/clvl) 1-100% Bonus To Attack Rating	miss helm
Knave's	1	1	1	18	(0.5/clvl) +0-50 To Max Damage (1/clvl) +1-100 To Attack Rating	weap*
Jack's	1	10	7	18	(1/clvl) +1-100 To Max Damage (2/clvl) +2-200 To Attack Rating	weap*
Jester's	1	20	15	18	(1.5/clvl) +1-150 To Max Damage (3/clvl) +3-300 To Attack Rating	weap*
Joker's	1	35	26	18	(2/clvl) +2-200 To Max Damage (4/clvl) +4-400 To Attack Rating	weap*
Fool's	1	50	37	18	(2.5/clvl) +2-250 To Max Damage (5/clvl) +5-500 To Attack Rating	weap*
Mnemonic	1	25	18	16	(0.5/clvl) +0-50 To Mana	helm
Mnemonic	1	50	36	16	(1/clvl) +1-100 To Mana	helm

[General] [Grand Charms] [Large Charms] [Small Charms] [Jewels]
[Quivers]

Grand Charms						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
Stout	1	1	1	2	+6-10 Defense	lcha
Stout	1	7	5	2	+11-20 Defense	lcha

Stout	1	12	9	2	+21-30 Defense	Icha
Burly	1	17	12	2	+31-40 Defense	Icha
Burly	1	22	16	2	+41-50 Defense	Icha
Burly	1	27	20	2	+51-60 Defense	Icha
Stalwart	1	32	24	2	+61-80 Defense	Icha
Stalwart	1	37	29	2	+81-110 Defense	Icha
Stalwart		42	34	2	+111-150 Defense	Icha
Red	1	4	3	2	+1-3 To Min Damage	Icha
Sanguinary	1	40	32	2	+4-6 To Min Damage	Icha
Bloody		52	46	2	+7-9 To Min Damage	Icha
Jagged	1	3	2	2	+1-3 To Max Damage	Icha
Jagged	1	10	7	2	+4 To Max Damage	Icha
Jagged	1	17	12	2	+5 To Max Damage	Icha
Forked	1	25	18	2	+6 To Max Damage	Icha
Forked	1	32	24	2	+7 To Max Damage	Icha
Serrated	1	39	31	2	+8-9 To Max Damage	Icha
Serrated		47	39	2	+10-15 To Max Damage	Icha
Rugged	1	1	1	4	+15-30 To Max Stamina	Icha
Rugged	1	11	7	4	+31-45 To Max Stamina	Icha
Rugged	1	21	16	4	+46-60 To Max Stamina	Icha
Bronze	1	1	1	2	+6-10 To Attack Rating	Icha
Bronze	1	7	5	2	+11-20 To Attack Rating	Icha
Bronze	1	13	9	2	+21-30 To Attack Rating	Icha
Iron	1	19	14	2	+31-40 To Attack Rating	Icha
Iron	1	25	18	2	+41-50 To Attack Rating	Icha
Iron	1	31	23	2	+51-60 To Attack Rating	Icha
Steel	1	37	29	2	+61-80 To Attack Rating	Icha
Steel	1	43	35	2	+81-110 To Attack Rating	Icha
Steel		49	41	2	+111-150 To Attack Rating	Icha
Fine	1	15	7	2	+10-25 To Attack Rating +1-3 To Max Damage	Icha
Fine	1	34	22	2	+26-50 To Attack Rating +4-6 To Max Damage	Icha
Sharp	1	53	37	2	+51-75 To Attack Rating +7-9 To Max Damage	Icha
Lizard's	1	1	1	3	+3-10 To Mana	Icha
Lizard's	1	7	5	3	+9-15 To Mana	Icha
Lizard's	1	13	9	3	+14-20 To Mana	Icha

Snake's	1	19	14	3	+21-25 To Mana	Icha
Snake's	1	25	18	3	+26-30 To Mana	Icha
Snake's	1	31	23	3	+31-35 To Mana	Icha
Serpent's	1	37	29	3	+36-40 To Mana	Icha
Serpent's	1	43	35	3	+41-50 To Mana	Icha
Serpent's	1	49	41	3	+51-60 To Mana	Icha
Shimmering		8-13	6	2	All Resistances +7-9	Icha
Shimmering		14-34	10	2	All Resistances +10-12	Icha
Shimmering		35	27	2	All Resistances +13-15	Icha
Crimson	1	1	1	2	Fire Resist +7-15%	Icha
Russet	1	10	7	2	Fire Resist +16-20%	Icha
Garnet	1	20	15	2	Fire Resist +21-25%	Icha
Ruby		30	22	2	Fire Resist +26-30%	Icha
Azure	1	1	1	2	Cold Resist +7-15%	Icha
Lapis	1	10	7	2	Cold Resist +16-20%	Icha
Cobalt	1	20	15	2	Cold Resist +21-25%	Icha
Sapphire		30	22	2	Cold Resist +26-30%	Icha
Tangerine	1	1	1	2	Lightning Resist +7-15%	Icha
Ocher	1	10	7	2	Lightning Resist +16-20%	Icha
Coral	1	20	15	2	Lightning Resist +21-25%	Icha
Amber		30	22	2	Lightning Resist +26-30%	Icha
Beryl	1	1	1	2	Poison Resist +7-15%	Icha
Viridian	1	10	7	2	Poison Resist +16-20%	Icha
Jade	1	20	15	2	Poison Resist +21-25%	Icha
Emerald		30	22	2	Poison Resist +26-30%	Icha
Fletcher's	1	50	42	2	+1 To Bow & Crossbow (Amazon Only)	Icha
Acrobat's	1	50	42	2	+1 To Passive & Magic (Amazon Only)	Icha
Harpoonist's	1	50	42	2	+1 To Spear & Javelin (Amazon Only)	Icha
Burning	1	50	42	2	+1 To Fire Spells (Sorceress Only)	Icha
Sparking	1	50	42	2	+1 To Lightning Spells (Sorceress Only)	Icha
Chilling	1	50	42	2	+1 To Cold Spells (Sorceress Only)	Icha
Hexing	1	50	42	2	+1 To Curses (Necromancer Only)	Icha
Fungal	1	50	42	2	+1 To Poison & Bone (Necromancer Only)	Icha
Graverobber's	1	50	42	2	+1 To Summoning (Necromancer Only)	Icha
Lion Branded	1	50	42	2	+1 To Combat Skills (Paladin Only)	Icha
Captain's	1	50	42	2	+1 To Offensive Auras (Paladin Only)	Icha

Preserver's	1	50	42	2	+1 To Defensive Auras (Paladin Only)	Icha
Expert's	1	50	42	2	+1 To Tribal Skills (Barbarian Only)	Icha
Fanatic	1	50	42	2	+1 To Masteries (Barbarian Only)	Icha
Sounding	1	50	42	2	+1 To Highland Skills (Barbarian Only)	Icha
Trainer's	1	50	42	2	+1 To Summoning (Druid Only)	Icha
Spiritual	1	50	42	2	+1 To Shape Shifting (Druid Only)	Icha
Natural	1	50	42	2	+1 To Elemental Skills (Druid Only)	Icha
Entrapping	1	50	42	2	+1 To Traps (Assasin Only)	Icha
Mentalist's	1	50	42	2	+1 To Shadow Disciplines (Assasin Only)	Icha
Shogukusha's	1	50	42	2	+1 To Martial Arts (Assasin Only)	Icha
Fiery	1	9	6	2	Adds (3-10)-(11-18) Fire Damage	Icha
Smoldering	1	25	21	1	Adds (11-18)-(19-36) Fire Damage	Icha
Smoking	1	50	42	1	Adds (19-29)-(37-54) Fire Damage	Icha
Flaming		85	78	1	Adds (30-36)-(55-72) Fire Damage	Icha
Snowy	1	9	6	2	Adds (3-8)-(9-15) Cold Damage Cold Duration 1.4 Sec	Icha
Shivering	1	25	21	1	Adds (9-15)-(16-30) Cold Damage Cold Duration 1.4 Sec	Icha
Boreal	1	50	42	1	Adds (16-24)-(31-45) Cold Damage Cold Duration 1.4 Sec	Icha
Hibernal		85	78	1	Adds (25-30)-(46-60) Cold Damage Cold Duration 1.4 Sec	Icha
Static	1	9	6	2	Adds 1-(15-30) Lightning Damage	Icha
Glowing	1	25	21	1	Adds 1-(31-60) Lightning Damage	Icha
Arcing	1	50	42	1	Adds 1-(61-115) Lightning Damage	Icha
Shocking		85	78	1	Adds 1-(116-150) Lightning Damage	Icha
Septic	1	9	6	2	Adds 31 Poison Damage Over 3 Sec	Icha
Foul	1	25	21	1	Adds 90 Poison Damage Over 4 Sec	Icha
Toxic	1	50	42	1	Adds 180 Poison Damage Over 5 Sec	Icha
Pestilent		85	78	1	Adds 301 Poison Damage Over 6 Sec	Icha
Dazzling	1	29	25	2	Regenerate Mana +15%	Icha
Fascinating		60	50	2	Regenerate Mana +24%	Icha
Guardian's	1	10	4	2	(0.125/clvl) +0-12 Defense	Icha
Guardian's	1	20	11	2	(0.25/clvl) +0-25 Defense	Icha
Guardian's	1	30	18	2	(0.375/clvl) +0-37 Defense	Icha
Guardian's	1	40	25	2	(0.5/clvl) +0-50 Defense	Icha
Guardian's	1	50	31	1	(0.625/clvl) +0-62 Defense	Icha
Guardian's		60	38	1	(0.75/clvl) +0-75 Defense	Icha
Assailant's	1	25	14	2	(0.125/clvl) +0-12 To Max Damage	Icha

Assailant's	1	55	29	2	(0.25/clvl) +0-25 To Max Damage	Icha
Assailant's		85	44	1	(0.375/clvl) +0-37 To Max Damage	Icha
Striker's	1	10	8	2	(0.5/clvl) +0-50 To Attack Rating	Icha
Striker's	1	20	15	2	(1/clvl) +1-100 To Attack Rating	Icha
Striker's	1	30	22	2	(1.5/clvl) +1-150 To Attack Rating	Icha
Striker's	1	40	29	2	(2/clvl) +2-200 To Attack Rating	Icha
Striker's	1	50	35	1	(2.5/clvl) +2-250 To Attack Rating	Icha
Striker's		60	42	1	(3/clvl) +3-300 To Attack Rating	Icha
Clever	1	10	6	2	(0.125/clvl) +0-12 To Mana	Icha
Clever	1	20	13	2	(0.25/clvl) +0-25 To Mana	Icha
Clever	1	30	20	2	(0.375/clvl) +0-37 To Mana	Icha
Clever	1	40	27	2	(0.5/clvl) +0-50 To Mana	Icha
Clever	1	50	33	1	(0.625/clvl) +0-62 To Mana	Icha
Clever		60	40	1	(0.75/clvl) +0-75 To Mana	Icha

[General] [Grand Charms] [Large Charms] [Small Charms] [Jewels]
[Quivers]

Large Charms						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
Stout	1	1	1	3	+4-10 Defense	mcha
Stout	1	14	10	3	+11-20 Defense	mcha
Stout	1	20	15	3	+21-30 Defense	mcha
Burly	1	26	19	3	+31-40 Defense	mcha
Burly	1	32	24	3	+41-50 Defense	mcha
Stalwart	1	38	30	3	+51-70 Defense	mcha
Stalwart		45	37	3	+71-100 Defense	mcha
Red	1	11	8	2	+1-2 To Min Damage	mcha
Sanguinary	1	33	25	2	+3-4 To Min Damage	mcha
Bloody		55	47	2	+5-6 To Min Damage	mcha
Jagged	1	10	7	3	+1-2 To Max Damage	mcha
Jagged	1	20	15	3	+3 To Max Damage	mcha
Forked	1	30	22	3	+4 To Max Damage	mcha
Forked	1	40	32	3	+5-6 To Max Damage	mcha
Serrated		50	42	3	+7-10 To Max Damage	mcha
Rugged	1	1	1	4	+10-20 To Max Stamina	mcha
Rugged	1	11	7	4	+21-30 To Max Stamina	mcha
Rugged	1	21	16	4	+31-40 To Max Stamina	mcha
Bronze	1	1	1	3	+4-10 To Attack Rating	mcha

Bronze	1	7	5	3	+11-20 To Attack Rating	mcha
Bronze	1	16	12	3	+21-30 To Attack Rating	mcha
Iron	1	24	18	3	+31-40 To Attack Rating	mcha
Iron	1	32	26	3	+41-50 To Attack Rating	mcha
Steel	1	40	36	3	+51-70 To Attack Rating	mcha
Steel		48	44	3	+71-100 To Attack Rating	mcha
Fine	1	28	18	3	+10-25 To Attack Rating +1-3 To Max Damage	mcha
Sharp	1	51	37	3	+26-50 To Attack Rating +4-6 To Max Damage	mcha
Lizard's	1	1	1	4	+2-7 To Mana	mcha
Lizard's	1	9	6	4	+8-10 To Mana	mcha
Lizard's	1	17	12	4	+11-14 To Mana	mcha
Snake's	1	25	18	4	+15-18 To Mana	mcha
Snake's	1	33	25	4	+19-26 To Mana	mcha
Serpent's	1	41	33	4	+27-33 To Mana	mcha
Serpent's	1	49	41	4	+34-40 To Mana	mcha
Shimmering		17-33	12	2	All Resistances +5-7	mcha
Shimmering		34	26	2	All Resistances +8-10	mcha
Crimson	1	1	1	2	Fire Resist +4-8%	mcha
Russet	1	16	12	2	Fire Resist +9-12%	mcha
Garnet	1	25	18	2	Fire Resist +13-16%	mcha
Ruby		35	27	2	Fire Resist +17-20%	mcha
Azure	1	1	1	2	Cold Resist +4-8%	mcha
Lapis	1	16	12	2	Cold Resist +9-12%	mcha
Cobalt	1	25	18	2	Cold Resist +13-16%	mcha
Sapphire		35	27	2	Cold Resist +17-20%	mcha
Tangerine	1	1	1	2	Lightning Resist +4-8%	mcha
Ocher	1	16	12	2	Lightning Resist +9-12%	mcha
Coral	1	25	18	2	Lightning Resist +13-16%	mcha
Amber		35	27	2	Lightning Resist +17-20%	mcha
Beryl	1	1	1	2	Poison Resist +4-8%	mcha
Viridian	1	16	12	2	Poison Resist +9-12%	mcha
Jade	1	25	18	2	Poison Resist +13-16%	mcha
Emerald		35	27	2	Poison Resist +17-20%	mcha
Skillful	1	38	Varies	2	+1 To A Random Skill (Class Only) (Some skill aren't available. Details)	mcha

Skillful	1	57	Varies	1	+1 To A Random Skill (Class Only) +1 To A Random Skill (Class Only) (Some skill aren't available. Details)	mcha
Fiery	1	18	13	2	Adds (2-6)-(7-12) Fire Damage	mcha
Smoldering	1	39	31	1	Adds (7-12)-(13-24) Fire Damage	mcha
Smoking	1	64	56	1	Adds (13-18)-(25-36) Fire Damage	mcha
Flaming		89	81	1	Adds (19-24)-(37-48) Fire Damage	mcha
Snowy	1	18	13	2	Adds (2-5)-(6-10) Cold Damage Cold Duration 1 Sec	mcha
Shivering	1	39	31	1	Adds (6-10)-(11-20) Cold Damage Cold Duration 1 Sec	mcha
Boreal	1	64	56	1	Adds (11-15)-(21-30)x Cold Damage Cold Duration 1 Sec	mcha
Hibe						

Eastern Sun 3.00 Suffixes

ES 3.00 R6D and later

by tsuru (tsurumurasaki)

[\[Top\]](#) [\[Japanese\]](#) [\[Armor\]](#) [\[Weapons\]](#) [\[Prefixes\]](#) [\[Suffixes\]](#) [\[Ilvl\]](#) [\[Uni Armor\]](#) [\[Uni Weapons\]](#) [\[Sets\]](#) [\[Gems/Runes\]](#) [\[Runewords\]](#) [\[Gemwords\]](#)
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Keys

armo = All Armor	bjav = Barb Javelins	blun = Blunt Weapons	cloa = Cloaks	h2h = Claws/Katana
head = Necro Heads	knif = Daggers	mele = Melee Weapons	miss = Bows/Xbows	npol = Necro Scythe
pelt = Druid Pelts	phlm = Barb Helms	robe = Robes	scrn = Spirit Crowns	spea = Spears/Javelins
staf = Staves, Orbs and Mana Blades		taxe = Throwing Axe	tkni = Throwing Knives	thro = Throwing Weapons
tors = Body Armor	weap = All Weapons	* = excluding wand/staf		

If the Lvl column shows a ranged value like n-m, it means that affix can be spawned when n <= ilvl <= m.
Oskills and charged skills don't appear on the class specific items of that class. (R4 change)

[\[General\]](#) [\[Grand Charms\]](#) [\[Large Charms\]](#) [\[Small Charms\]](#) [\[Jewels\]](#)
[\[Quivers\]](#)

General

Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
of Health	1	7-18	5	18	Damage Reduced By 1-2	amul ring armo staf wand
of Protection	1	18-26	18	18	Damage Reduced By 3-4	amul ring armo staf wand
of Absorption	1	26-35	24	18	Damage Reduced By 5-6	amul ring armo staf wand
of Life	1	35	33	18	Damage Reduced By 7-14	amul ring armo staf wand
of Amicae	1	45	43	18	Damage Reduced By 15-24	amul circ tors shld
of Life Everlasting	1	75	70	18	Damage Reduced By 25-50	amul circ
of Warding	1	7-18	5	18	Magic Damage Reduced By 1-2	ring armo staf wand
of the Sentinel	1	18-26	12	18	Magic Damage Reduced By 3-4	ring armo staf wand
of Guarding	1	26	19	18	Magic Damage Reduced By 5-12	ring armo staf wand
of Negation	1	42	35	18	Magic Damage Reduced By 13-24	circ tors shld
of Avoidance	1	9-15	6	18	+50-100 Defense Vs. Missile	helm tors shld boot staf wand
of Ducking	1	9-15	6	18	+50-100 Defense Vs. Melee	helm tors shld boot staf wand
of Evasion	1	15-35	16	18	+100-200 Defense Vs. Missile	helm tors shld boot staf wand
of Elusion	1	15-35	16	18	+100-200 Defense Vs. Melee	helm tors shld boot staf wand
of Piercing	1	25	18	16	Ignores Target's Defense	scep knif h2h
of Puncturing	1	15-30	8	20	-(20-50) To Monster Defense Per Hit	weap
of Bashing	1	30-45	16	20	-(51-120) To Monster Defense Per Hit	weap

of Bashing	1	45	24	20	-(121-200) To Monster Defense Per Hit	weap
of Thorns	1	14-21	10	20	Attacker Takes Damage of 10-40	helm tors shld belt
of Spikes	1	21-34	20	20	Attacker Takes Damage of 41-80	helm tors shld belt
of Razors	1	34-47	30	20	Attacker Takes Damage of 81-160	circ tors shld
of Swords	1	47	45	20	Attacker Takes Damage of 161-320	circ tors shld
of Readiness	1	5-25	3	20	10% Increased Attack Speed	weap* glov
of Alacrity	1	25	17	20	20% Increased Attack Speed	weap* glov
of Swiftess	1	34	26	20	30% Increased Attack Speed	mele*
of Quickness	1	46	38	20	40% Increased Attack Speed	mele*
of Blocking	1	1	1	76	10% Increased Chance of Blocking 15% Faster Block Rate	shld
of Deflecting	1	11	8	76	20% Increased Chance of Blocking 30% Faster Block Rate	shld
of the Apprentice	1	7	5	40	10% Faster Cast Rate	circ staf wand amul ring
of the Magus	1	17	15	20	15% Faster Cast Rate	circ staf wand
of the Magus	1	27	25	20	20% Faster Cast Rate	circ staf wand
of Frost	1	4-25	3	16	+1-2 To Min Cold Damage +3-11 To Max Cold Damage Cold Duration 2 Sec	weap amul ring belt
of the Icicle	1	15-34	15	16	+3-5 To Min Cold Damage +12-35 To Max Cold Damage Cold Duration 3 Sec	weap amul ring belt
of the Glacier	1	25-50	27	16	+6-10 To Min Cold Damage +36-70 To Max Cold Damage Cold Duration 4 Sec	mele
of Winter	1	34	39	16	+11-20 To Min Cold Damage +71-140 To Max Cold Damage Cold Duration 6 Sec	mele
of the Iceburg		50	51	16	+21-40 To Min Cold Damage +141-280 To Max Cold Damage Cold Duration 8 Sec	mele
of Flame	1	4-25	3	16	Adds (1-3)-(4-12) Fire Damage	weap amul ring glov
of Fire	1	15-34	15	16	Adds (4-7)-(13-37) Fire Damage	weap amul ring glov
of Burning	1	25-50	27	16	Adds (8-15)-(38-75) Fire Damage	weap
of Incineration	1	34	39	16	Adds (16-30)-(76-150) Fire Damage	mele
of Wildfire		50	51	16	Adds (31-60)-(151-300) Fire Damage	mele
of Shock	1	4-25	3	16	Adds 1-(5-16) Lightning Damage	weap amul ring boot
of Lightning	1	15-34	15	16	Adds 1-(17-50) Lightning Damage	weap amul ring boot

of Thunder	1	25-50	27	16	Adds 1-(51-100) Lightning Damage	weap
of Storms	1	34	39	16	Adds 1-(101-200) Lightning Damage	mele
of Arcing		50	51	16	Adds 1-(201-400) Lightning Damage	mele
of Blight	1	4-25	3	16	Adds 20 Poison Damage Over 2 Sec	weap circ amul ring
of Venom	1	15-34	15	16	Adds 40 Poison Damage Over 3 Sec	weap circ
of Pestilence	1	25-50	27	16	Adds 80 Poison Damage Over 4 Sec	weap circ
of Anthrax	1	34	39	16	Adds 160 Poison Damage Over 5 Sec	mele
of Toxin		50	51	16	Adds 320 Poison Damage Over 6 Sec	mele
of Worth	1	1-12	3	14	+1 To Min Damage	weap* amul ring circ tors
of Measure	1	12-24	15	14	+2-3 To Min Damage	weap* amul ring circ
of Excellence	1	24-48	27	14	+4-6 To Min Damage	weap* amul ring circ
of Performance	1	48	39	14	+7-12 To Min Damage	weap* amul ring circ
of Transcendence	1	76	51	14	+13-20 To Min Damage	weap* amul
of Craftsmanship	1	1-24	1	18	+1-2 To Max Damage	weap* circ amul ring helm shld
of Quality	1	5-32	5	18	+3-4 To Max Damage	weap* circ amul ring helm shld
of Maiming	1	8-40	8	18	+5-7 To Max Damage	weap* circ
of Slaying	1	14-48	14	18	+8-12 To Max Damage	weap* circ
of Gore	1	22-56	22	18	+13-20 To Max Damage	weap* circ
of Carnage	1	30	30	18	+21-30 To Max Damage	weap*
of Slaughter	1	38	38	18	+31-40 To Max Damage	weap*
of Butchery	1	46	46	18	+41-55 To Max Damage	weap*
of Evisceration	1	54	54	18	+56-80 To Max Damage	weap*
of Remedy	1	7-25	5	18	Poison Length Reduced by 25%	amul ring armo
of Amelioration	1	18	13	18	Poison Length Reduced by 50%	amul ring armo
of Defiance	1	25	18	18	Poison Length Reduced by 75%	amul helm tors shld
of Warmth	1	10	7	20	Half Freeze Duration	amul ring armo
of Balance	1	5	3	20	10% Faster Hit Recovery	armo
of Equilibrium	1	9	6	20	17% Faster Hit Recovery	tors belt shld
of Stability	1	18	13	20	24% Faster Hit Recovery	tors belt
of Pacing	1	2	1	20	10% Faster Run/Walk	boot circ
of Haste	1	22	16	20	20% Faster Run/Walk	boot circ
of Speed	1	37	29	20	30% Faster Run/Walk	boot circ
of Acceleration		51	43	20	40% Faster Run/Walk	boot

of Transportation		65	57	20	30% Faster Run/Walk 80-90% Slower Stamina Drain	boot
of Regeneration	1	25	7	20	Replenish Life +3-5	armo scep staf wand amul ring
of Regrowth	1	36	12	20	Replenish Life +6-10	armo scep staf wand amul ring
of Revivification	1	65	30	20	Replenish Life +11-15	armo scep staf wand amul
of Vileness	1	9	6	18	Prevent Monster Heal	mele
of Greed	1	15	12	20	10-20% Extra Gold From Monsters	amul circ boot glov ring
of Greed	1	27	24	20	21-40% Extra Gold From Monsters	amul circ boot glov ring
of Greed	1	35	32	20	41-60% Extra Gold From Monsters	amul circ boot
of Fortune	1	15	12	20	7-15% Better Chance of Getting Magic Item	amul circ boot glov ring
of Fortune	1	27	24	20	16-30% Better Chance of Getting Magic Item	amul circ boot glov ring
of Fortune	1	35	32	20	31-45% Better Chance of Getting Magic Item	amul circ boot
of Riches	1	50	48	20	16-30% Better Chance of Getting Magic Item 21-40% Extra Gold From Monsters	amul circ boot
of Ease	1	15	11	18	Requirements -20%	weap helm tors shld
of Simplicity	1	25	18	18	Requirements -30%	weap helm tors shld
of Alleviation	1	35	25	18	Requirements -40%	weap helm tors shld
of the Bear	1	8	6	18	Knockback	mele*
of Light	1	6-15	4	14	+1 To Light Radius (1/clvl) +1-100 To Attack Rating	amul ring armo
of Radiance	1	15-17	11	14	+3 To Light Radius (3/clvl) +3-300 To Attack Rating	amul ring helm glov
of the Sun	1	17-25	12	14	+5 To Light Radius (5/clvl) +5-500 To Attack Rating	amul ring helm
of the Jackal	1	1-7	1	24	+1-5 To Life	amul ring armo staf wand
of the Fox	1	7-15	5	24	+6-10 To Life	amul ring armo staf wand
of the Wolf	1	15-20	11	24	+11-20 To Life	amul ring armo staf wand
of the Tiger	1	20-25	15	24	+21-30 To Life	amul ring armo staf wand
of the Mammoth	1	25	18	24	+31-40 To Life	amul ring armo staf wand
of the Colossus	1	30	22	24	+41-60 To Life	amul helm tors shld belt
of the Squid	1	40	30	24	+61-80 To Life	amul helm tors shld
of the Whale	1	50	37	24	+81-100 To Life	amul helm tors belt
of the Leech	1	6	4	22	4-6% Life Stolen Per Hit	weap amul ring circ glov
of the Locust	1	20	15	22	7-9% Life Stolen Per Hit	weap amul ring circ
of the Lamprey	1	55	43	22	10-12% Life Stolen Per Hit	mele
of the Bat	1	7	4	22	4-6% Mana Stolen Per Hit	weap amul ring circ glov
of the Wraith	1	21	16	22	7-9% Mana Stolen Per Hit	weap amul ring circ
of the Vampire	1	56	48	22	10-12% Mana Stolen Per Hit	mele

of Strength	1	1-10	1	18	+1-3 To Strength	amul ring armo mele
of Might	1	10-26	8	18	+4-6 To Strength	amul ring armo mele
of the Ox	1	26-42	19	18	+7-10 To Strength	amul ring armo mele
of the Giant	1	42-58	34	18	+11-15 To Strength	amul ring armo mele
of the Titan	1	58	50	18	+16-20 To Strength	amul helm tors belt blun ring
of Atlas	1	71	63	18	+21-30 To Strength	amul helm tors belt blun
of Dexterity	1	1-10	1	18	+1-3 To Dexterity	amul miss helm tors glov ring boot
of Skill	1	10-26	8	18	+4-6 To Dexterity	amul miss helm tors glov ring boot
of Accuracy	1	26-42	19	18	+7-10 To Dexterity	amul miss helm tors glov ring boot
of Precision	1	42-58	34	18	+11-15 To Dexterity	amul miss helm tors glov ring boot
of Perfection	1	58	50	18	+16-20 To Dexterity	amul miss helm tors glov ring
of Nirvana	1	71	63	18	+21-30 To Dexterity	amul miss helm tors glov
of Energy	1	1-10	1	12	+1-3 To Energy	amul helm staf wand ring
of the Mind	1	10-26	8	12	+4-6 To Energy	amul helm staf wand ring
of Brilliance	1	26-42	19	12	+7-10 To Energy	amul helm staf wand ring
of Sorcery	1	42-58	34	12	+11-15 To Energy	amul helm staf wand ring
of Wizardry	1	58	50	12	+16-20 To Energy	amul circ staf wand ring
of Enlightenment	1	71	63	12	+21-30 To Energy	amul circ staf wand
of Shielding	1	30	20	12	All Resistances +10 +2-4% To Max All Resistances	helm tors shld belt staf wand
of Shielding	1	50	35	12	All Resistances +15 +3-6% To Max All Resistances	helm tors shld belt staf wand
of Shielding	1	70	50	12	All Resistances +20 +4-8% To Max All Resistances	helm tors shld belt staf wand
of Shielding	1	90	65	12	All Resistances +25 +5-10% To Max All Resistances	helm tors shld belt staf wand
of Self-Repair	1	3	1	18	Repairs 1 Durability in 33 Sec	mele armo
of Restoration	1	20	12	18	Repairs 1 Durability in 20 Sec	mele armo
of Replenishing	1	5	3	14	Replenishes 1 Quantity in 20 Sec	thro
of Propogation	1	24	18	28	Replenishes 1 Quantity in 10 Sec	thro
of Ages	1	50	42	14	Indestructible	mele armo
of the Kraken	1	37	1	14	(0.75/clvl) +0-75 To Life	amul circ pelt phlm tors
of Memory	1	37	1	14	(0.75/clvl) +0-75 To Mana	amul circ

of the Elephant	1	37	1	14	(0.375/clvl) +0-37 To Life (0.375/clvl) +0-37 To Mana	amul circ
of Power	1	37	1	14	(0.5/clvl) +0-50 To Strength	amul circ pelt phlm tors
of Grace	1	37	1	14	(0.5/clvl) +0-50 To Dexterity	amul circ
of Grace and Power	1	37	1	14	(0.25/clvl) +0-25 To Strength (0.25/clvl) +0-25 To Dexterity	amul circ
of the Yeti	1	25	1	14	(0.5/clvl) Cold Resist +0-50%	amul ring helm tors
of the Phoenix	1	25	1	14	(0.5/clvl) Fire Resist +0-50%	amul ring helm tors
of the Efreeti	1	25	1	14	(0.5/clvl) Lightning Resist +0-50%	amul ring helm tors
of the Cobra	1	25	1	14	(0.5/clvl) Poison Resist +0-50%	amul ring helm tors
of the Elements	1	50	1	14	(0.25/clvl) Cold Resist +0-25% (0.25/clvl) Fire Resist +0-25% (0.25/clvl) Lightning Resist +0-25%	amul ring helm tors
of the Saint	1	15-18	12	16	+125% Damage To Demons +125% Damage To Undead	weap*
of the Heavens	1	25-30	20	16	+150% Damage To Demons +150% Damage To Undead	weap*
of the Arctic	1	90	75	14	Freezes Target 1 Cannot Be Frozen	weap
of Fire Ball	1	12-36	10	2	6% CtC Lvl 5 Fire Ball On Striking	weap*
of Fire Ball	1	24-48	20	2	7% CtC Lvl 10 Fire Ball On Striking	weap*
of Fire Ball	1	36	30	2	9% CtC Lvl 15 Fire Ball On Striking	weap*
of Fire Ball	1	48	40	2	10% CtC Lvl 20 Fire Ball On Striking	mele*
of Fire Ball	1	60	50	2	12% CtC Lvl 25 Fire Ball On Striking	mele*
of Lightning	1	12-36	10	2	6% CtC Lvl 8 Lightning On Striking	weap*
of Lightning	1	24-48	20	2	7% CtC Lvl 15 Lightning On Striking	weap*
of Lightning	1	36	30	2	9% CtC Lvl 20 Lightning On Striking	weap*
of Lightning	1	48	40	2	10% CtC Lvl 25 Lightning On Striking	mele*
of Lightning	1	60	50	2	12% CtC Lvl 30 Lightning On Striking	mele*
of Chain Lightning	1	12-36	10	2	6% CtC Lvl 5 Chain Lightning On Striking	weap*
of Chain Lightning	1	24-48	20	2	7% CtC Lvl 10 Chain Lightning On Striking	weap*
of Chain Lightning	1	36	30	2	9% CtC Lvl 15 Chain Lightning On Striking	weap*
of Chain Lightning	1	48	40	2	10% CtC Lvl 20 Chain Lightning On Striking	mele*
of Chain Lightning	1	60	50	2	12% CtC Lvl 25 Chain Lightning On Striking	mele*
of Glacial Spike	1	12-36	10	2	6% CtC Lvl 5 Glacial Spike On Striking	weap*

of Glacial Spike	1	24-48	20	2	7% CtC Lvl 10 Glacial Spike On Striking	weap*
of Glacial Spike	1	36	30	2	9% CtC Lvl 15 Glacial Spike On Striking	weap*
of Glacial Spike	1	48	40	2	10% CtC Lvl 20 Glacial Spike On Striking	mele*
of Glacial Spike	1	60	50	2	12% CtC Lvl 25 Glacial Spike On Striking	mele*
of Frozen Orb	1	12-36	10	2	6% CtC Lvl 5 Frozen Orb On Striking	weap*
of Frozen Orb	1	24-48	20	2	7% CtC Lvl 10 Frozen Orb On Striking	weap*
of Frozen Orb	1	36	30	2	9% CtC Lvl 15 Frozen Orb On Striking	weap*
of Frozen Orb	1	48	40	2	10% CtC Lvl 20 Frozen Orb On Striking	mele*
of Frozen Orb	1	60	50	2	12% CtC Lvl 25 Frozen Orb On Striking	mele*
of Icebolt	1	12-36	10	2	6% CtC Lvl 8 Ice Bolt On Striking	weap*
of Icebolt	1	24-48	20	2	7% CtC Lvl 15 Ice Bolt On Striking	weap*
of Icebolt	1	36	30	2	9% CtC Lvl 20 Ice Bolt On Striking	weap*
of Icebolt	1	48	40	2	10% CtC Lvl 25 Ice Bolt On Striking	mele*
of Icebolt	1	60	50	2	12% CtC Lvl 30 Ice Bolt On Striking	mele*
of Immolation	1	12-36	10	2	6% CtC Lvl 5 Immolation On Striking	weap*
of Immolation	1	24-48	20	2	7% CtC Lvl 10 Immolation On Striking	weap*
of Immolation	1	36	30	2	9% CtC Lvl 15 Immolation On Striking	weap*
of Immolation	1	48	40	2	10% CtC Lvl 20 Immolation On Striking	mele*
of Immolation	1	60	50	2	12% CtC Lvl 25 Immolation On Striking	mele*
of Meteor	1	12-36	10	2	5% CtC Lvl 6 Meteor On Striking	weap*
of Meteor	1	24-48	20	2	6% CtC Lvl 12 Meteor On Striking	weap*
of Meteor	1	36	30	2	7% CtC Lvl 18 Meteor On Striking	weap*
of Meteor	1	48	40	2	8% CtC Lvl 24 Meteor On Striking	mele*
of Meteor	1	60	50	2	9% CtC Lvl 30 Meteor On Striking	mele*
of Blizzard	1	12-36	10	2	6% CtC Lvl 5 Blizzard On Striking	weap*
of Blizzard	1	24-48	20	2	7% CtC Lvl 10 Blizzard On Striking	weap*
of Blizzard	1	36	30	2	9% CtC Lvl 15 Blizzard On Striking	weap*
of Blizzard	1	48	40	2	10% CtC Lvl 20 Blizzard On Striking	mele*
of Blizzard	1	60	50	2	12% CtC Lvl 25 Blizzard On Striking	mele*
of Damage Amplification	1	12-36	10	2	5% CtC Lvl 4 Amplify Damage On Striking	weap* amul ring

of Damage Amplification	1	24-48	20	2	6% CtC Lvl 5 Amplify Damage On Striking	weap* amul ring
of Damage Amplification	1	36	30	2	7% CtC Lvl 6 Amplify Damage On Striking	weap*
of Damage Amplification	1	48	40	2	8% CtC Lvl 7 Amplify Damage On Striking	mele*
of Damage Amplification	1	60	50	2	9% CtC Lvl 8 Amplify Damage On Striking	mele*
of Charged Shield	1	12-36	10	2	6% CtC Lvl 8 Charged Bolt When Struck	armo
of Charged Shield	1	24-48	20	2	7% CtC Lvl 15 Charged Bolt When Struck	armo
of Charged Shield	1	36	30	2	9% CtC Lvl 20 Charged Bolt When Struck	armo
of Charged Shield	1	48	40	2	10% CtC Lvl 25 Charged Bolt When Struck	armo
of Charged Shield	1	60	50	2	12% CtC Lvl 30 Charged Bolt When Struck	armo
of Shock Armor	1	12-36	10	2	6% CtC Lvl 5 Shock Armor When Struck	armo
of Shock Armor	1	24-48	20	2	7% CtC Lvl 10 Shock Armor When Struck	armo
of Shock Armor	1	36	30	2	9% CtC Lvl 15 Shock Armor When Struck	armo
of Shock Armor	1	48	40	2	10% CtC Lvl 20 Shock Armor When Struck	armo
of Shock Armor	1	60	50	2	12% CtC Lvl 25 Shock Armor When Struck	armo
of Static Field	1	12-36	10	2	6% CtC Lvl 5 Static Field When Struck	armo
of Static Field	1	24-48	20	2	7% CtC Lvl 10 Static Field When Struck	armo
of Static Field	1	36	30	2	9% CtC Lvl 15 Static Field When Struck	armo
of Static Field	1	48	40	2	10% CtC Lvl 20 Static Field When Struck	armo
of Static Field	1	60	50	2	12% CtC Lvl 25 Static Field When Struck	armo
of Frost Shield	1	12-36	10	2	6% CtC Lvl 5 Ice Nova When Struck	armo
of Frost Shield	1	24-48	20	2	7% CtC Lvl 10 Ice Nova When Struck	armo
of Frost Shield	1	36	30	2	9% CtC Lvl 15 Ice Nova When Struck	armo
of Frost Shield	1	48	40	2	10% CtC Lvl 20 Ice Nova When Struck	armo
of Frost Shield	1	60	50	2	12% CtC Lvl 25 Ice Nova When Struck	armo
of Fire Shield	1	12-36	10	2	6% CtC Lvl 5 Immolation When Struck	armo
of Fire Shield	1	24-48	20	2	7% CtC Lvl 10 Immolation When Struck	armo
of Fire Shield	1	36	30	2	9% CtC Lvl 15 Immolation When Struck	armo
of Fire Shield	1	48	40	2	10% CtC Lvl 20 Immolation When Struck	armo
of Fire Shield	1	60	50	2	12% CtC Lvl 25 Immolation When Struck	armo

of Fire Armor	1	12-36	10	2	6% CtC Lvl 5 Fire Armor When Struck	armo
of Fire Armor	1	24-48	20	2	7% CtC Lvl 10 Fire Armor When Struck	armo
of Fire Armor	1	36	30	2	9% CtC Lvl 15 Fire Armor When Struck	armo
of Fire Armor	1	48	40	2	10% CtC Lvl 20 Fire Armor When Struck	armo
of Fire Armor	1	60	50	2	12% CtC Lvl 25 Fire Armor When Struck	armo
of Chilling Armor	1	12-36	10	2	6% CtC Lvl 5 Chilling Armor When Struck	armo
of Chilling Armor	1	24-48	20	2	7% CtC Lvl 10 Chilling Armor When Struck	armo
of Chilling Armor	1	36	30	2	9% CtC Lvl 15 Chilling Armor When Struck	armo
of Chilling Armor	1	48	40	2	10% CtC Lvl 20 Chilling Armor When Struck	armo
of Chilling Armor	1	60	50	2	12% CtC Lvl 25 Chilling Armor When Struck	armo
of Hydra Shield	1	12-36	10	2	6% CtC Lvl 5 Lightning Hydra When Struck	armo
of Hydra Shield	1	24-48	20	2	7% CtC Lvl 10 Lightning Hydra When Struck	armo
of Hydra Shield	1	36	30	2	9% CtC Lvl 15 Lightning Hydra When Struck	armo
of Hydra Shield	1	48	40	2	10% CtC Lvl 20 Lightning Hydra When Struck	armo
of Hydra Shield	1	60	50	2	12% CtC Lvl 25 Lightning Hydra When Struck	armo
of Enchantment	1	24-48	24	2	Lvl 10 Enchant (30 Charges)	amul ring circ staf
of Enchantment	1	48	48	2	Lvl 15 Enchant (45 Charges)	amul ring circ staf
of Teleportation	1	24-48	24	8	Lvl 6 Teleport (40 Charges)	amul ring circ staf
of Teleportation	1	48	48	8	Lvl 9 Teleport (60 Charges)	amul ring circ staf
of Chilling Armor	1	24-48	24	2	Lvl 10 Chilling Armor (30 Charges)	amul ring circ staf
of Chilling Armor	1	48	48	2	Lvl 15 Chilling Armor (45 Charges)	amul ring circ staf
of Amplify Damage	1	24-48	24	2	Lvl 6 Amplify Damage (40 Charges)	amul ring circ wand
of Amplify Damage	1	48	48	2	Lvl 9 Amplify Damage (60 Charges)	amul ring circ wand
of Dim Vision	1	24-48	24	4	Lvl 6 Dim Vision (40 Charges)	amul ring circ wand
of Dim Vision	1	48	48	4	Lvl 9 Dim Vision (60 Charges)	amul ring circ wand
of Clay Golem Summoning	1	24-48	24	2	Lvl 16 Clay Golem (30 Charges)	amul ring circ wand
of Clay Golem Summoning	1	48	48	2	Lvl 24 Clay Golem (45 Charges)	amul ring circ wand
of Lower Resistance	1	36-60	36	4	Lvl 6 Lower Resist (40 Charges)	amul ring circ wand

of Lower Resistance	1	60	60	4	Lvl 9 Lower Resist (60 Charges)	amul ring circ wand
of Battle Orders	1	24-48	24	2	Lvl 10 Battle Orders (30 Charges)	amul ring circ belt
of Battle Orders	1	48	48	2	Lvl 15 Battle Orders (45 Charges)	amul ring circ belt
of Fade	1	24-48	24	2	Lvl 10 Fade (30 Charges)	amul ring circ boot
of Fade	1	48	48	2	Lvl 15 Fade (45 Charges)	amul ring circ boot
of Venom	1	36-60	36	2	Lvl 10 Venom (30 Charges)	amul ring circ glov
of Venom	1	60	60	2	Lvl 15 Venom (45 Charges)	amul ring circ glov
of the Tank	1	60	48	16	Damage Reduced By 8-15% (2/clvl) Attacker Takes Damage of 2-200 +50-200% Enhanced Defense	tors shld
of Mastery	1	50	30	16	-10 To Monster Defense Per Hit 10% Increased Attack Speed +75% Enhanced Damage	weap*
of Grand Mastery	1	60	45	16	-15 To Monster Defense Per Hit 20% Increased Attack Speed +100% Enhanced Damage	weap*
of the Rainbow	1	30	25	18	+50-75 To Max Cold Damage +50-75 To Max Fire Damage +50-75 To Max Lightning Damage	weap* amul ring glov
of the Rainbow	1	40	30	18	+76-125 To Max Cold Damage +76-125 To Max Fire Damage +76-125 To Max Lightning Damage	weap*
of the Rainbow	1	50	40	18	+126-175 To Max Cold Damage +126-175 To Max Fire Damage +126-175 To Max Lightning Damage	mele*
of the Rainbow		60	50	18	+176-250 To Max Cold Damage +176-250 To Max Fire Damage +176-250 To Max Lightning Damage	mele*
of Replenishment	1	75	40	14	Replenish Life +25 Heal Stamina Plus +25%	staf wand
of Replenishment	1	85	40	14	Replenish Life +25 Heal Stamina Plus +25%	amul ring belt
of Targeting	1	35	28	18	15% Deadly Strike	weap* amul ring
of Mauling	1	35	28	18	10% Chance of Crushing Blow	weap* amul ring
of Wounding	1	35	28	18	20% Chance of Open Wounds	weap* amul ring
of the Psyche	1	40	25	16	Regenerate Mana +10-15%	amul ring scep staf wand
of Sorcery	1	60	35	16	Regenerate Mana +20-30%	amul ring scep staf wand
of Skill Master	1	32	24	2	+1-8 To Decoy	amul ring helm tors shld belt boot
of Skill Master	1	40	30	2	+1-4 To Multiple Shot	glov miss
of Skill Master	1	40	30	4	+1-8 To Dodge	amul ring helm tors
of Skill Master	1	48	36	2	+1-8 To Slow Missiles +1-8 To Inner Sight	amul ring helm tors shld belt boot

of Skill Master	1	48	36	2	+1-12 To Freezing Arrow	glov miss
of Skill Master	1	56	42	2	+1-12 To Exploding Arrow	glov miss
of Skill Master	1	56	42	2	+1-12 To Guided Arrow	glov miss
of Skill Master	1	56	42	2	+1-12 To Fire Wall	glov miss
of Skill Master	1	56	42	2	+1-12 To Lightning Strike	glov mele
of Skill Master	1	72	54	2	+1-12 To Strafe	glov miss
of Skill Master	1	72	54	2	+1-8 To Pierce	glov miss thro
of Skill Master	1	72	54	2	+1-8 To Valkyrie	amul ring helm tors shld belt boot
of Skill Master	1	32	24	4	+1-16 To Shock Armor	amul ring helm tors shld belt boot
of Skill Master	1	48	36	1	+1-4 To Teleport	amul ring helm tors staf
of Skill Master	1	40	30	4	+1-4 To Enchant	amul ring armo
of Skill Master	1	64	48	2	+1-16 To Immolation	amul ring armo
of Skill Master	1	64	48	2	+1-16 To Lightning Hydra	amul ring armo
of Skill Master	1	72	54	1	+1-4 To Fire Mastery	amul ring helm tors
of Skill Master	1	72	54	1	+1-4 To Lightning Mastery	amul ring helm tors
of Skill Master	1	72	54	1	+1-4 To Cold Mastery	amul ring helm tors
of Skill Master	1	72	54	2	+1-16 To Chain Lightning	amul ring armo
of Skill Master	1	72	54	2	+1-16 To Frozen Orb	amul ring armo
of Skill Master	1	32	24	4	+1-16 To Bone Armor	amul ring armo pole
of Skill Master	1	48	36	1	+1-8 To Amplify Damage	amul ring helm tors
of Skill Master	1	40	30	2	+1-12 To Clay Golem +1-8 To Golem Mastery	amul ring helm tors shld belt boot
of Skill Master	1	40	30	2	+1-8 To Dim Vision	amul ring helm tors pole
of Skill Master	1	40	30	2	+1-4 To Confuse	amul ring helm tors
of Skill Master	1	48	36	2	+1-8 To Raise Skeleton +1-8 To Skeleton Mastery	amul ring helm tors shld belt boot
of Skill Master	1	48	36	2	+1-12 To Blood Golem +1-8 To Golem Mastery	amul ring helm tors shld belt boot
of Skill Master	1	56	42	2	+1-12 To Killer Scythe	glov mele (2H)
of Skill Master	1	64	48	2	+1-16 To Bone Spirit	amul ring armo
of Skill Master	1	64	48	2	+1-12 To Fire Golem +1-8 To Golem Mastery	amul ring helm tors shld belt boot
of Skill Master	1	72	54	1	+1-4 To Decrepify	amul ring helm tors
of Skill Master	1	72	54	2	+1-8 To Raise Vampire +1-8 To Skeleton Mastery	amul ring helm tors shld belt boot
of Skill Master	1	72	54	2	+1-16 To Poison Nova	amul ring armo
of Skill Master	1	72	54	1	+1-4 To Lower Resist	amul ring helm tors pole
of Skill Master	1	72	54	1	+1-4 To Pierce Poison and Bones	amul ring helm tors pole
of Skill Master	1	72	54	2	+1-16 To Hydra	amul ring helm tors pole

of Skill Master	1	32	24	3	+1-12 To Annihilation	amul ring weap glove
of Skill Master	1	32	24	3	+1-12 To Protection From Evil	amul ring weap glove
of Skill Master	1	40	30	3	+1-16 To Defiance	amul ring helm tors shld belt boot
of Skill Master	1	48	36	5	+1-4 To Zeal	glove mele
of Skill Master	1	48	36	2	+1-16 To Cleansing	amul ring helm tors shld belt boot
of Skill Master	1	48	36	2	+1-16 To Holy Fire	amul ring helm tors shld belt boot
of Skill Master	1	56	42	2	+1-12 To Vengeance	glove mele
of Skill Master	1	56	42	2	+1-16 To Holy Freeze	amul ring helm tors shld belt boot
of Skill Master	1	56	42	2	+1-12 To Vigor	amul ring helm tors shld belt boot
of Skill Master	1	56	42	3	+1-16 To Might	amul ring weap glove
of Skill Master	1	64	48	2	+1-16 To Meditation	amul ring helm tors shld belt boot
of Skill Master	1	64	48	2	+1-16 To Holy Shock	amul ring helm tors shld belt boot
of Skill Master	1	72	54	2	+1-12 To Salvation	amul ring helm tors shld belt boot
of Skill Master	1	72	54	1	+1-12 To Fanaticism	amul ring weap glove
of Skill Master	1	72	54	2	+1-8 To Summon Anointed Bear	amul ring weap glove
of Skill Master	1	32	24	3	+1-4 To Close Combat Mastery	glove weap
of Skill Master	1	32	24	3	+1-4 To Throwing Mastery	glove thro
of Skill Master	1	40	30	2	+1-12 To Shout	amul ring helm tors spea
of Skill Master	1	56	42	2	+1-4 To Iron Skin	amul ring helm tors
of Skill Master	1	56	42	2	+1-12 To Battle Orders	amul ring helm tors spea
of Skill Master	1	64	48	2	+1-12 To War Cry	amul ring helm tors
of Skill Master	1	72	54	2	+1-12 To Berserk	glove mele
of Skill Master	1	72	54	2	+1-8 To Whirlwind	glove mele
of Skill Master	1	72	54	1	+1-4 To Natural Resistance	amul ring helm tors
of Skill Master	1	32	24	2	+1-12 To Raven	amul ring helm tors shld belt boot
of Skill Master	1	32	24	2	+1-12 To Cow Balloon	amul ring helm tors shld belt boot
of Skill Master	1	48	36	2	+1-8 To Elemental Form +1-8 To Shape Shifting Mastery +1-8 To Maul	glove mele
of Skill Master	1	48	36	2	+1-8 To Poison Creeper +1-8 To Carrion Vine	amul ring helm tors shld belt boot
of Skill Master	1	48	36	2	+1-16 To Molten Boulder	amul ring armo
of Skill Master	1	56	42	2	+1-16 To Earth Spikes	amul ring helm tors shld belt boot
of Skill Master	1	56	42	4	+1-8 To Oak Sage +1-8 To Heart of Wolverine	amul ring helm tors shld belt boot
of Skill Master	1	56	42	2	+1-12 To Summon Spirit Wolf +1-12 To Summon Dire Wolf	amul ring helm tors shld belt boot
of Skill Master	1	56	42	2	+1-16 To Tornado	amul ring armo

of Skill Master	1	72	54	2	+1-8 To Werewolf +1-8 To Shape Shifting Mastery +1-8 To Fury	glov mele
of Skill Master	1	72	54	2	+1-16 To Summon Elemental	amul ring helm tors shld belt boot
of Skill Master	1	48	36	1	+1-8 To Cloak of Shadows	amul ring helm tors
of Skill Master	1	40	30	2	+1-12 To Tiger Strike	glov mele
of Skill Master	1	56	42	1	+1-4 To Burst of Speed	amul ring helm tors
of Skill Master	1	48	36	4	+1-4 To Melee Mastery	amul ring helm tors
of Skill Master	1	72	54	1	+1-4 To Fade	amul ring helm tors
of Skill Master	1	56	42	2	+1-16 To Shadow Master	amul ring helm tors shld belt boot
of Skill Master	1	64	48	2	+1-12 To Phoenix Strike	glov mele
of Skill Master	1	72	54	2	+1-8 To Shuriken	glov tkni
of Skill Master	1	72	54	1	+1-4 To Venom	amul ring helm tors
of Skill Master	1	72	54	1	+1-8 To Mind Blast	amul ring armo
of Skill Master	1	72	54	2	+1-12 To Cold Wave	amul ring armo
of Aurora	1	78	56	1	Lvl 1-12 Defiance Aura When Equipped	helm tors
of Aurora	1	78	56	1	Lvl 1-12 Cleansing Aura When Equipped	helm tors
of Aurora	1	78	56	1	Lvl 1-12 Holy Fire Aura When Equipped	helm tors
of Aurora	1	83	64	1	Lvl 1-12 Holy Freeze Aura When Equipped	helm tors
of Aurora	1	83	64	1	Lvl 1-9 Vigor Aura When Equipped	helm tors
of Aurora	1	83	64	1	Lvl 1-12 Meditation Aura When Equipped	helm tors
of Aurora	1	83	64	1	Lvl 1-12 Holy Shock Aura When Equipped	helm tors
of Aurora	1	88	72	1	Lvl 1-9 Salvation Aura When Equipped	helm tors
of Aurora	1	78	56	1	Lvl 1-9 Annihilation Aura When Equipped	weap
of Aurora	1	78	56	1	Lvl 1-9 Protection From Evil Aura When Equipped	weap
of Aurora	1	83	64	1	Lvl 1-12 Might Aura When Equipped	weap
of Aurora	1	88	72	1	Lvl 1-9 Fanaticism Aura When Equipped	weap
of Explosive Arrow	1	36-63	30	3	Fires Level 5-10 Explosive Arrow	miss
of Explosive Arrow	1	64	55	3	Fires Level 11-16 Explosive Arrow	miss
of Magic Missile	1	36-63	30	3	Fires Level 9-16 Magic Arrow	miss
of Magic Missile	1	64	55	3	Fires Level 17-24 Magic Arrow	miss

[General] [Grand Charms] [Large Charms] [Small Charms] [Jewels]
[Quivers]

Grand Charms						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
of Puncturing	1	3	1	4	-(5-6) To Monster Defense Per Hit	lcha
of Puncturing	1	13	9	4	-(7-8) To Monster Defense Per Hit	lcha

of Thorns	1	14	10	4	Attacker Takes Damage of 6-15	Icha
of Thorns	1	21	15	4	Attacker Takes Damage of 18-30	Icha
of Thorns	1	34	26	4	Attacker Takes Damage of 33-45	Icha
of Thorns	1	47	39	4	Attacker Takes Damage of 48-60	Icha
of Thorns	1	57	49	4	Attacker Takes Damage of 63-90	Icha
of Flame	1	9	6	2	Adds (3-10)-(11-18) Fire Damage	Icha
of Fire	1	25	21	2	Adds (11-18)-(19-36) Fire Damage	Icha
of Burning	1	50	42	1	Adds (19-29)-(37-54) Fire Damage	Icha
of Incineration		85	78	1	Adds (30-36)-(55-72) Fire Damage	Icha
of Frost	1	9	6	2	Adds (3-8)-(9-15) Cold Damage Cold Duration 1.4 Sec	Icha
of the Icicle	1	25	21	2	Adds (9-15)-(16-30) Cold Damage Cold Duration 1.4 Sec	Icha
of the Glacier	1	50	42	1	Adds (16-24)-(31-45) Cold Damage Cold Duration 1.4 Sec	Icha
of Winter		85	78	1	Adds (25-30)-(46-60) Cold Damage Cold Duration 1.4 Sec	Icha
of Shock	1	9	6	2	Adds 1-(15-30) Lightning Damage	Icha
of Lightning	1	25	21	2	Adds 1-(31-60) Lightning Damage	Icha
of Thunder	1	50	42	1	Adds 1-(61-115) Lightning Damage	Icha
of Storms		85	78	1	Adds 1-(116-150) Lightning Damage	Icha
of Blight	1	9	6	2	Adds 31 Poison Damage Over 3 Sec	Icha
of Venom	1	25	21	2	Adds 90 Poison Damage Over 4 Sec	Icha
of Pestilence	1	50	42	1	Adds 180 Poison Damage Over 5 Sec	Icha
of Anthrax		85	78	1	Adds 301 Poison Damage Over 6 Sec	Icha
of Craftsmanship	1	3	2	2	+1-3 To Max Damage	Icha
of Quality	1	25	18	2	+4-6 To Max Damage	Icha
of Maiming		47	39	2	+7-9 To Max Damage	Icha
of Balance	1	1	1	2	10% Faster Hit Recovery	Icha
of Balance	1	30	23	2	15% Faster Hit Recovery	Icha
of Inertia	1	25	21	3	9% Faster Run/Walk	Icha
of Greed	1	1	1	2	12-15% Extra Gold From Monsters	Icha
of Greed	1	31	24	2	16-21% Extra Gold From Monsters	Icha
of Greed		70	47	2	22-30% Extra Gold From Monsters	Icha
of Fortune	1	1	1	2	12-15% Better Chance of Getting Magic Item	Icha
of Fortune	1	31	24	2	16-21% Better Chance of Getting Magic Item	Icha
of Fortune		70	47	2	22-30% Better Chance of Getting Magic Item	Icha
of Life	1	1	1	4	+3-10 To Life	Icha
of Life	1	7	5	4	+9-15 To Life	Icha

of Life	1	13	9	4	+14-20 To Life	Icha
of Sustenance	1	19	14	4	+21-25 To Life	Icha
of Sustenance	1	25	18	4	+26-30 To Life	Icha
of Sustenance	1	31	23	4	+31-35 To Life	Icha
of Vita	1	37	29	4	+36-40 To Life	Icha
of Vita	1	43	35	4	+41-50 To Life	Icha
of Vita		49	41	4	+51-60 To Life	Icha
of Strength	1	1	1	3	+3-5 To Strength	Icha
of Strength	1	14	10	3	+6-8 To Strength	Icha
of Strength	1	24	20	3	+9-10 To Strength	Icha
of Strength		34	30	3	+11-12 To Strength	Icha
of Dexterity	1	1	1	3	+3-5 To Dexterity	Icha
of Dexterity	1	14	10	3	+6-8 To Dexterity	Icha
of Dexterity	1	24	20	3	+9-10 To Dexterity	Icha
of Dexterity		34	30	3	+11-12 To Dexterity	Icha
of the Hero		55	42	1	+5-7 Fire Absorb +5-7 Cold Absorb +5-7 Lightning Absorb	Icha
of the Rogue	1	25	14	2	(0.125/clvl) 0-12% Better Chance of Getting Magic Item	Icha
of the Rogue	1	55	29	2	(0.25/clvl) 0-25% Better Chance of Getting Magic Item	Icha
of the Rogue		85	44	1	(0.375/clvl) 0-37% Better Chance of Getting Magic Item	Icha
of the Collector	1	25	14	2	(0.125/clvl) 0-12% Extra Gold From Monsters	Icha
of the Collector	1	55	29	2	(0.25/clvl) 0-25% Extra Gold From Monsters	Icha
of the Collector		85	44	1	(0.375/clvl) 0-37% Extra Gold From Monsters	Icha
of the Valiant	1	19	14	2	6% Chance of Crushing Blow	Icha
of the Wicked	1	19	14	2	6% Deadly Strike	Icha
of the Angel	1	10	6	2	(0.125/clvl) +0-12 To Life	Icha
of the Angel	1	20	13	2	(0.25/clvl) +0-25 To Life	Icha
of the Angel	1	30	20	2	(0.375/clvl) +0-37 To Life	Icha
of the Angel	1	40	27	2	(0.5/clvl) +0-50 To Life	Icha
of the Angel	1	50	33	1	(0.625/clvl) +0-62 To Life	Icha
of the Angel		60	40	1	(0.75/clvl) +0-75 To Life	Icha
of the Lurker	1	1	1	2	Replenish Life +1-2	Icha
of the Lurker	1	21	16	2	Replenish Life +3-4	Icha
of the Lurker	1	37	32	2	Replenish Life +5-6	Icha

Large Charms						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
of Puncturing	1	3	1	4	-(3-4) To Monster Defense Per Hit	mcha
of Puncturing	1	13	9	4	-(5-6) To Monster Defense Per Hit	mcha
of Thorns	1	14	10	4	Attacker Takes Damage of 4-10	mcha
of Thorns	1	21	15	4	Attacker Takes Damage of 12-20	mcha
of Thorns	1	34	26	4	Attacker Takes Damage of 22-30	mcha
of Thorns	1	47	39	4	Attacker Takes Damage of 32-40	mcha
of Thorns	1	57	49	4	Attacker Takes Damage of 42-60	mcha
of Flame	1	18	13	2	Adds (2-6)-(7-12) Fire Damage	mcha
of Fire	1	39	31	2	Adds (7-12)-(13-24) Fire Damage	mcha
of Burning	1	64	56	1	Adds (13-18)-(25-36) Fire Damage	mcha
of Incineration		89	81	1	Adds (19-24)-(37-48) Fire Damage	mcha
of Frost	1	18	13	2	Adds (2-5)-(6-10) Cold Damage Cold Duration 1 Sec	mcha
of the Icicle	1	39	31	2	Adds (6-10)-(11-20) Cold Damage Cold Duration 1 Sec	mcha
of the Glacier	1	64	56	1	Adds (11-15)-(21-30) Cold Damage Cold Duration 1 Sec	mcha
of Winter		89	81	1	Adds (16-20)-(31-40) Cold Damage Cold Duration 1 Sec	mcha
of Shock	1	18	13	2	Adds 1-(10-20) Lightning Damage	mcha
of Lightning	1	39	31	2	Adds 1-(21-40) Lightning Damage	mcha
of Thunder	1	64	56	1	Adds 1-(41-70) Lightning Damage	mcha
of Storms		89	81	1	Adds 1-(71-100) Lightning Damage	mcha
of Blight	1	18	13	2	Adds 21 Poison Damage Over 3 Sec	mcha
of Venom	1	39	31	2	Adds 60 Poison Damage Over 4 Sec	mcha
of Pestilence	1	64	56	1	Adds 120 Poison Damage Over 5 Sec	mcha
of Anthrax		89	81	1	Adds 200 Poison Damage Over 6 Sec	mcha
of Craftsmanship	1	10	7	2	+1-2 To Max Damage	mcha
of Quality	1	30	22	2	+3-4 To Max Damage	mcha
of Maiming		50	42	2	+5-6 To Max Damage	mcha
of Balance	1	7	4	2	7% Faster Hit Recovery	mcha
of Balance	1	34	27	2	10% Faster Hit Recovery	mcha
of Inertia	1	30	24	3	6% Faster Run/Walk	mcha
of Greed	1	1	1	2	8-10% Extra Gold From Monsters	mcha
of Greed	1	32	27	2	11-14% Extra Gold From Monsters	mcha

of Greed		73	50	2	15-20% Extra Gold From Monsters	mcha
of Fortune	1	1	1	2	8-10% Better Chance of Getting Magic Item	mcha
of Fortune	1	32	27	2	11-14% Better Chance of Getting Magic Item	mcha
of Fortune		73	50	2	15-20% Better Chance of Getting Magic Item	mcha
of Life	1	1	1	5	+2-7 To Life	mcha
of Life	1	9	6	5	+8-10 To Life	mcha
of Life	1	17	12	5	+11-14 To Life	mcha
of Sustenance	1	25	18	5	+15-18 To Life	mcha
of Sustenance	1	33	25	5	+19-26 To Life	mcha
of Vita	1	41	33	5	+27-33 To Life	mcha
of Vita		49	41	5	+34-40 To Life	mcha
of Strength	1	10	6	4	+2-4 To Strength	mcha
of Strength	1	21	17	4	+5-6 To Strength	mcha
of Strength		32	28	4	+7-8 To Strength	mcha
of Dexterity	1	10	6	4	+2-4 To Dexterity	mcha
of Dexterity	1	21	17	4	+5-6 To Dexterity	mcha
of Dexterity		32	28	4	+7-8 To Dexterity	mcha
of the Hero		55	42	1	+3-5 Fire Absorb +3-5 Cold Absorb +3-5 Lightning Absorb	mcha
of the Rogue	1	45	23	2	(0.125/clvl) 0-12% Better Chance of Getting Magic Item	mcha
of the Rogue		85	46	1	(0.25/clvl) 0-25% Better Chance of Getting Magic Item	mcha
of the Collector	1	45	23	2	(0.125/clvl) 0-12% Extra Gold From Monsters	mcha
of the Collector		85	46	1	(0.25/clvl) 0-25% Extra Gold From Monsters	mcha
of the Valiant	1	24	18	2	4% Chance of Crushing Blow	mcha
of the Wicked	1	24	18	2	4% Deadly Strike	mcha
of the Angel	1	15	10	2	(0.125/clvl) +0-12 To Life	mcha
of the Angel	1	30	21	2	(0.25/clvl) +0-25 To Life	mcha
of the Angel	1	45	32	2	(0.375/clvl) +0-37 To Life	mcha
of the Angel		60	43	1	(0.5/clvl) +0-50 To Life	mcha
of the Lurker	1	1	1	2	Replenish Life +1-2	mcha
of the Lurker	1	25	20	2	Replenish Life +3-4	mcha

[General] [Grand Charms] [Large Charms] [Small Charms] [Jewels]
[Quivers]

Small Charms						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
of Puncturing	1	3	1	4	-(1-2) To Monster Defense Per Hit	scha

of Puncturing	1	13	9	4	-(3-4) To Monster Defense Per Hit	scha
of Thorns	1	14	10	4	Attacker Takes Damage of 2-5	scha
of Thorns	1	21	15	4	Attacker Takes Damage of 6-10	scha
of Thorns	1	34	26	4	Attacker Takes Damage of 11-15	scha
of Thorns	1	47	39	4	Attacker Takes Damage of 16-20	scha
of Thorns	1	57	49	4	Attacker Takes Damage of 21-30	scha
of Flame	1	27	20	2	Adds (1-4)-(4-6) Fire Damage	scha
of Fire	1	42	34	2	Adds (5-6)-(7-12) Fire Damage	scha
of Burning	1	66	58	1	Adds (7-10)-(13-18) Fire Damage	scha
of Incineration		91	83	1	Adds (11-12)-(19-24) Fire Damage	scha
of Frost	1	27	20	2	Adds (1-3)-(3-5) Cold Damage Cold Duration 0.6 Sec	scha
of the Icicle	1	42	34	2	Adds (4-5)-(6-10) Cold Damage Cold Duration 0.6 Sec	scha
of the Glacier	1	66	58	1	Adds (6-8)-(11-15) Cold Damage Cold Duration 0.6 Sec	scha
of Winter		91	83	1	Adds (9-10)-(16-20) Cold Damage Cold Duration 0.6 Sec	scha
of Shock	1	27	20	2	Adds 1-(5-10) Lightning Damage	scha
of Lightning	1	42	34	2	Adds 1-(11-20) Lightning Damage	scha
of Thunder	1	66	58	1	Adds 1-(21-35) Lightning Damage	scha
of Storms		91	83	1	Adds 1-(36-50) Lightning Damage	scha
of Blight	1	27	20	2	Adds 10 Poison Damage Over 3 Sec	scha
of Venom	1	42	34	2	Adds 30 Poison Damage Over 4 Sec	scha
of Pestilence	1	66	58	1	Adds 60 Poison Damage Over 5 Sec	scha
of Anthrax		91	83	1	Adds 100 Poison Damage Over 6 Sec	scha
of Craftsmanship	1	23	17	2	+1 To Max Damage	scha
of Quality	1	38	30	2	+2 To Max Damage	scha
of Maiming		53	45	2	+3 To Max Damage	scha
of Balance	1	10	7	2	3% Faster Hit Recovery	scha
of Balance	1	37	30	2	5% Faster Hit Recovery	scha
of Inertia	1	35	27	3	3% Faster Run/Walk	scha
of Greed	1	1	1	2	4-5% Extra Gold From Monsters	scha
of Greed	1	34	30	2	6-7% Extra Gold From Monsters	scha
of Greed		76	53	2	8-10% Extra Gold From Monsters	scha
of Fortune	1	1	1	2	4-5% Better Chance of Getting Magic Item	scha
of Fortune	1	34	30	2	6-7% Better Chance of Getting Magic Item	scha
of Fortune		76	53	2	8-10% Better Chance of Getting Magic Item	scha
of Life	1	1	1	6	+1-4 To Life	scha

of Life	1	12	9	6	+5-10 To Life	scha
of Sustenance	1	32	24	6	+11-16 To Life	scha
of Vita		48	40	6	+17-20 To Life	scha
of Strength	1	16	12	5	+1-2 To Strength	scha
of Strength		36	32	5	+3-4 To Strength	scha
of Dexterity	1	16	12	5	+1-2 To Dexterity	scha
of Dexterity		36	32	5	+3-4 To Dexterity	scha
of the Hero		55	42	1	+1-3 Fire Absorb +1-3 Cold Absorb +1-3 Lightning Absorb	scha
of the Rogue		85	48	1	(0.125/clvl) 0-12% Better Chance of Getting Magic Item	scha
of the Collector		85	48	1	(0.125/clvl) 0-12% Extra Gold From Monsters	scha
of the Valiant	1	35	27	2	2% Chance of Crushing Blow	scha
of the Wicked	1	35	27	2	2% Deadly Strike	scha
of the Angel	1	32	22	2	(0.125/clvl) +0-12 To Life	scha
of the Angel		64	46	1	(0.25/clvl) +0-25 To Life	scha
of the Lurker	1	1	1	2	Replenish Life +1-2	scha

[\[General\]](#) [\[Grand Charms\]](#) [\[Large Charms\]](#) [\[Small Charms\]](#) [\[Jewels\]](#)
[\[Quivers\]](#)

Jewels						
Name	Rare	Lvl	Req Lvl	Rarity	Stats	Item Type
of Faith	1	23	16	6	+6-12 Fire Absorb	jewl
of Stoicism	1	22	16	6	+6-12 Lightning Absorb	jewl
of Desire	1	23	16	6	+6-12 Cold Absorb	jewl
of Malice	1	37	29	10	Attacker Takes Damage of 100-200	jewl
of Fervor		39	31	10	15-30% Increased Attack Speed	jewl
of Frigidity	1	16	12	8	Adds (5-15)-(10-30) Cold Damage Cold Duration 2 Sec	jewl
of the Icicle	1	35	31	8	Adds (16-30)-(31-60) Cold Damage Cold Duration 2 Sec	jewl
of the Glacier		58	54	8	Adds (31-60)-(61-120) Cold Damage Cold Duration 2 Sec	jewl
of Passion	1	16	12	8	Adds (10-18)-(20-37) Fire Damage	jewl
of Fire	1	35	31	8	Adds (19-37)-(38-75) Fire Damage	jewl
of Burning		58	54	8	Adds (38-75)-(76-150) Fire Damage	jewl
of Ennui	1	16	12	8	Adds 1-(30-60) Lightning Damage	jewl
of Lightning	1	35	31	8	Adds 1-(61-120) Lightning Damage	jewl
of Thunder		58	54	8	Adds 1-(121-240) Lightning Damage	jewl
of Ire	1	4	3	10	+1-6 To Max Damage	jewl

of Wrath	1	11	8	10	+7-12 To Max Damage	jewl
of Carnage		25	18	10	+13-24 To Max Damage	jewl
of Joyfulness	1	5	3	10	+1-8 To Min Damage	jewl
of Bliss	1	43	37	10	+5-18 To Min Damage	jewl
of Envy	1	1	1	8	Adds 20 Poison Damage Over 1 Sec	jewl
of Blight	1	16	12	8	Adds 52 Poison Damage Over 2 Sec	jewl
of Venom	1	35	31	8	Adds 120 Poison Damage Over 3 Sec	jewl
of Pestilence		58	54	8	Adds 256 Poison Damage Over 4 Sec	jewl
of Daring	1	9	6	10	+1-8 To Dexterity	jewl
of Daring						

Eastern Sun 3.00 Unique Armor

ES 3.00 R6D and later

by tsuru (tsurumurasaki)

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Rings

Generic Rings

Name	Lvl	Req Lvl	Stats
Fallen Star Ring (Rarity: 6/22)	10	5	Slain Monsters Rest In Peace (50% Chance) +15 To Life +15 To Mana Fire Resist +15% Cold Resist +15% Lightning Resist +15% Magic Damage Reduced By 3 Attacker Takes Lightning Damage of 15-25 20% Better Chance of Getting Magic Item
Dragon Eye Ring (Rarity: 5/22)	20	10	5% CtC Lvl 10 Fire Ball On Attack 5% CtC Lvl 10 Lightning On Striking 5% CtC Lvl 10 Ice Nova When Struck +5-15% To Fire Skill Damage +5-15% To Lightning Skill Damage +5-15% To Cold Skill Damage Replenish Life +6-8 +20 To Mana Damage Reduced By 3
Ring of Vengeance Ring (Rarity: 4/22)	30	20	Piercing Attack 25% +15% Enhanced Damage (0.5/clvl) +0-50 To Max Damage 15-30% Bonus To Attack Rating 6-10% Life Stolen Per Hit (1/clvl) +1-100 To Life Attacker Takes Damage of 50
Elemental Jewel Ring (Rarity: 3/22)	40	30	+1 To All Skills Adds 15-40 Fire Damage Adds 1-60 Lightning Damage Adds 10-35 Cold Damage 4 Sec Duration +5-7% To Max All Resistances All Resistances +30-40 50% Extra Gold From Monsters
Iron Thimble Ring (Rarity: 2/22)	50	40	+3 To Combat Masteries (Barbarian Only) +7-10 To Concentrate +1-3 To Iron Skin* (5/clvl) +5-500 Defense +20-40 To Life Damage Reduced By 25-35 +12-18 Life After Each Kill (3/clvl) Attacker Takes Damage of 3-300 *Oskill Iron Skin no longer works for hirelings because it now works via Damage Augmenter to reduce the chance of 27 states crash.
Zodiac Band Ring (Rarity: 1/22)	60	50	+2 To All Skills 20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Cast Rate Prevent Monster Heal +20-40 To All Attributes +8-12 Mana After Each Kill

<div>The One Ring Ring (Rarity: 1/22)</div>	75	60	+2 To All Skills Increase Max Life 15% Drain Life -10 Increase Max Mana 15% All Resistances +15-25 Damage Reduced By 4-6 Magic Damage Reduced By 4-6 30% Better Chance of Getting Magic Item Fade (Cosmetic Effect)
Amazonian Loops			
Name	Lvl	Req Lvl	Stats
<div>Lily Petal Amazonian Loop (Rarity: 6/10)</div>	45	45	+1 To Amazon Skill Levels +15-20% Increased Attack Speed +3 To Legendary Arrow (Amamzon Only) (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)
<div>Elven Blessing Amazonian Loop (Rarity: 3/10)</div>	60	60	5% CtC Lvl 15 Chain Lightning On Attack +2 To Amazon Skill Levels 20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Hit Recovery (3/clvl) +3-300 To Attack Rating +25 To Dexterity +25 To Energy All Resistances +15-20 20-30% Better Chance of Getting Magic Item
<div>Dfuzzzz's Fingerguard Amazonian Loop (Rarity: 1/10)</div>	75	75	2% CtC Lvl 50 Blizzard When You Kill An Enemy +2 To Amazon Skill Levels 25% Faster Run/Walk +40-60% Enhanced Damage +5-8 To Burst of Speed (0.5/clvl) +0-50 To Dexterity All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Amazon Skill +3 To Random Amazon Skill
Assassin's Spirals			
Name	Lvl	Req Lvl	Stats
<div>Red Rose Petal Assassin's Spiral (Rarity: 6/10)</div>	45	45	+1 To Assassin Skill Levels +15-20% Faster Hit Recovery +3 To Death Sentry (Assassin Only) (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)

Lilith's Heart Assassin's Spiral (Rarity: 3/10)	60	60	+2 To Assassin Skill Levels 20% Increased Attack Speed 20% Faster Hit Recovery -15% Target Defense Increase Max Life 15% (1/clvl) +1-100 To Life All Resistances +15-20 Magic Damage Reduced By 5-7 20-30% Better Chance of Getting Magic Item Lvl 15 Summon Anointed Bear (2 Charges)* *The last charge doesn't work
Killjoy's Attitude Assassin's Spiral (Rarity: 1/10)	75	75	2% CtC Lvl 50 Chain Lightning When You Kill An Enemy +2 To Assassin Skill Levels 25% Faster Run/Walk +40-60% Enhanced Damage +10-13 To Enchant (0.5/clvl) +0-50 To Vitality All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Assassin Skill +3 To Random Assassin Skill
Barbaric Hoops			
Name	Lvl	Req Lvl	Stats
Violet Petal Barbaric Hoop (Rarity: 6/10)	45	45	+1 To Barbarian Skill Levels +3 To Shout (Barbarian Only) (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill +20-30% Damage Taken Goes To Mana 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)
Madawc's Frenzy Barbaric Hoop (Rarity: 3/10)	60	60	+2 To Barbarian Skill Levels 20% Faster Run/Walk 20% Increased Attack Speed (0.375/clvl) +0-37 To Max Damage 7-9% Life Stolen Per Hit +8 To Shout (Barbarian Only) +30 To Strength Damage Reduced By 5-7 Magic Damage Reduced By 5-7 20-30% Better Chance of Getting Magic Item
The Mad Celt's Shining Sparkly Barbaric Hoop (Rarity: 1/10)	75	75	2% CtC Lvl 50 Poison Nova When You Kill An Enemy +2 To Barbarian Skill Levels 25% Faster Run/Walk +40-60% Enhanced Damage +10-13 To Shadow Master (0.5/clvl) +0-50 To Strength All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Barbarian Skill +3 To Random Barbarian Skill
Druid's Seals			
Name	Lvl	Req Lvl	Stats

<div>Dandelion Petal</div> <div>Druid's Seal</div> <div>(Rarity: 6/10)</div>	45	45	+1 To Druid Skill Levels +3 To Summon Elemental (Druid Only) Replenish Life +10-15 (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)
<div>Alakashar Rahl</div> <div>Druid's Seal</div> <div>(Rarity: 3/10)</div>	60	60	+2 To Druid Skill Levels 20% Faster Cast Rate (0.375/clvl) +0-37 To Max Damage (3/clvl) +3-300 To Attack Rating 20% Chance of Crushing Blow 20% Deadly Strike +25% Enhanced Defense +25 To Strength +25 To Vitality 20-30% Better Chance of Getting Magic Item
<div>Yagul's Wrath</div> <div>Druid's Seal</div> <div>(Rarity: 1/10)</div>	75	75	2% CtC Lvl 50 Hell's Gate When You Kill An Enemy +2 To Druid Skill Levels 25% Faster Run/Walk +40-60% Enhanced Damage +7-10 To Shout (0.5/clvl) +0-50 To Vitality All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Druid Skill +3 To Random Druid Skill
Necromancer's Stones			
Name	Lvl	Req Lvl	Stats
<div>Cactus Petal</div> <div>Necromancer's Stone</div> <div>(Rarity: 6/10)</div>	45	45	+1 To Necromancer Skill Levels +3 To Skeleton Mastery (Necromancer Only) Regenerate Mana +25-35 (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)
<div>Vorador's Essence</div> <div>Necromancer's Stone</div> <div>(Rarity: 3/10)</div>	60	60	+2 To Necromancer Skill Levels 20% Faster Run/Walk 20% Faster Cast Rate +3 To Summon Resist (Necromancer Only) +3 To Golem Mastery (Necromancer Only) +3 To Skeleton Mastery (Necromancer Only) +25% Enhanced Defense Increase Max Mana 20% Damage Reduced By 5-7 Magic Damage Reduced By 5-7

BlackMage's Knucklebone Necromancer's Stone (Rarity: 1/10)	75	75	2% CtC Lvl 50 Ice Nova When You Kill An Enemy +2 To Necromancer Skill Levels 25% Faster Cast Rate +10-13 To Fire Armor (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Energy All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Necromancer Skill +3 To Random Necromancer Skill
Paladic Haloes			
Name	Lvl	Req Lvl	Stats
White Rose Petal Paladic Halo (Rarity: 6/10)	45	45	+1 To Paladin Skill Levels +10-15% Increased Chance of Blocking +3 To Fist of the Heavens (Paladin Only) (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 1 Teleport (7 Charges)
Rock of Aadeyen Paladic Halo (Rarity: 3/10)	60	60	+2 To Paladin Skill Levels 20% Increased Attack Speed (3/clvl) +3-300 To Attack Rating +8 To Holy Shield (Paladin Only) +25 To Strength +25 To Dexterity Increase Max Life 15% Replenish Life +15 All Resistances +15-20 20-30% Better Chance of Getting Magic Item
The Tipsy Donut Paladic Halo (Rarity: 1/10)	75	75	2% CtC Lvl 50 Meteor When You Kill An Enemy +2 To Paladin Skill Levels 25% Faster Run/Walk +40-60% Enhanced Damage +10-13 To Summon Elemental (0.5/clvl) +0-50 To Strength All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Paladin Skill +3 To Random Paladin Skill
Sorcerer's Bands			
Name	Lvl	Req Lvl	Stats
Forget-me-not Petal Sorcerer's Band (Rarity: 6/10)	45	45	+1 To Sorceress Skill Levels +15-20% Faster Cast Rate +3 To Shock Armor (Sorceress Only) (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Poison Resist +0-50% +5-10 Life After Each Kill 20-40% Extra Gold From Monsters Level 5 Oak Sage (5 Charges)

Khelek's Crystal Band Sorcerer's Band (Rarity: 3/10)	60	60	+2 To Sorceress Skill Levels 20% Faster Cast Rate +8 To Static Field (Sorceress Only) +8 To Telekinesis (Sorceress Only) +3 To Energy Shield (Sorceress Only) (2/clvl) +2-200 To Mana Magic Resist +15-20% All Resistances +15-20 30-50% Damage Taken Goes to Mana 20-30% Better Chance of Getting Magic Item
Killashandra Ree's Black Crystal Sorcerer's Band (Rarity: 1/10)	75	75	2% CtC Lvl 50 Immolation When You Kill An Enemy +2 To Sorceress Skill Levels 25% Faster Cast Rate +5-8 To Lower Resist (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Energy All Resistances +20-25 +3% To Experience Gained 30-35% Better Chance of Getting Magic Item +3 To Random Sorceress Skill +3 To Random Sorceress Skill

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Amulets			
Generic Amulets			
Name	Lvl	Req Lvl	Stats
Lovers' Pendant Amulet (Rarity: 6/22)	10	5	(0.5/clvl) +0-50 Defense +25 Defense +20-30 To Life (0.25/clvl) +0-25 To Life Replenish Life +7 Poison Resist +30% 25-50% Extra Gold From Monsters
Eye of the Witch Amulet (Rarity: 5/22)	20	10	15% Faster Run/Walk 15% Faster Cast Rate +3 To Shock Armor +30-50 To Mana Regenerate Mana +30% Cold Resist +20% Lightning Resist +20% +3 To Light Radius
Collar of the Minotaur Amulet (Rarity: 4/22)	30	20	Lvl 1 Might Aura When Equipped +1 To All Skills +10-15 To Max Damage 15% Chance of Crushing Blow +15 To Strength +15 To Vitality Replenish Life +7-9 Fire Resist +40% Damage Reduced By 3-5

Beads of the Guardian Amulet (Rarity: 3/22)	40	30	+2 To All Skills 20% Faster Run/Walk +1 To Energy Shield +15% Enhanced Defense (0.75/clvl) +0-75 Defense +10-15 To Dexterity All Resistances +20 Damage Reduced By 4-6 Magic Damage Reduced By 4-6 Cannot Be Frozen
Roaring Thunder Amulet (Rarity: 2/22)	50	40	+5 To Lightning Skills (Sorceress Only) +150-200 To Attack Rating +1 To Lightning Mastery +1 To Thunder Storm Adds 1-(150-200) Lightning Damage +5-10% To Max Lightning Resistance (0.5/clvl) Lightning Resist +0-50% Attacker Takes 75 Lightning Damage
Eye of the Beholder Amulet (Rarity: 1/22)	60	50	20% CtC Lvl 3 Glacial Spike When Struck 20% CtC Lvl 3 Glacial Spike On Attack +2 To All Skills 15% Increased Attack Speed 15% Faster Cast Rate Adds 20-60 Cold Damage 4 Sec Duration +1 To Time Stop +100 Defense +50 To Life +30 To Mana
Spellcasters Aide Amulet (Rarity: 1/22)	75	60	Lvl 3 Protection From Evil Aura When Equipped +2 To All Skills 60% Faster Cast Rate (1.5/clvl) +1-150 To Life (1.5/clvl) +1-150 To Mana Increase Max Mana 50% Damage Reduced By 10-15%
Amazonian Pins			
Name	Lvl	Req Lvl	Stats
Talisman of Benzaiten Amazonian Pin (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Bow & Crossbow (Amazon Only) +0-1 To Passive & Magic (Amazon Only) +0-1 To Spear & Javelin (Amazon Only) +3 To Valkyrie (Amamzon Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Dexterity Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Valhalla's Pendant Amazonian Pin (Rarity: 3/10)	60	60	15% CtC Lvl 12 Ice Nova When Struck +1 To Passive & Magic (Amazon Only) +2 To Amazon Skill Levels +35-50% Enhanced Damage 20% Deadly Strike +2-4 To Valkyrie (Amazon Only) +20 To Strength +20 To Vitality +60 To Life Replenish Life +15

Plague's Last Arrowhead Amazonian Pin (Rarity: 1/10)	75	75	+1 To All Skills +1 To Amazon Skill Levels 30% Increased Attack Speed 10-15% Mana Stolen Per Hit +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Lightning Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item
Assassin's Chokers			
Name	Lvl	Req Lvl	Stats
Talisman of Kisshoten Assassin's Choker (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Traps (Assassin Only) +0-1 To Shadow Disciplines (Assassin Only) +0-1 To Martial Arts (Assassin Only) +3 To Shadow Master (Assassin Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Dexterity Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Sub Sanity Assassin's Choker (Rarity: 3/10)	60	60	10% CtC Lvl 1 Attract When Struck +1 To Martial Arts (Assassin Only) +2 To Assassin Skill Levels +35-50% Enhanced Damage +4 To Burst of Speed (Assassin Only) +4 To Shade Armor (Assassin Only) +4 To Fade (Assassin Only) +20 To Dexterity +20 To Vitality +20 To Energy
Dweia's Revenge Assassin's Choker (Rarity: 1/10)	75	75	+1 To All Skills +1 To Assassin Skill Levels 30% Increased Attack Speed Replenish Life +10-15 +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Fire Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item
Totemic Pebble			
Name	Lvl	Req Lvl	Stats
Talisman of Bishamonten Totemic Pebble (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Warcries (Barbarian Only) +0-1 To Combat Masteries (Barbarian Only) +0-1 To Combat Skills (Barbarian Only) +3 To Iron Skin (Barbarian Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Strength Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters

Khisanth Totemic Pebble (Rarity: 3/10)	60	60	+2 To Barbarian Skill Levels 30% Increased Attack Speed +4 To Iron Skin (Barbarian Only) +4 To Natural Resistance (Barbarian Only) +20 To Strength +20 To Dexterity (1/clvl) +1-100 To Life Replenish Life +15 Damage Reduced By 6-8 Magic Damage Reduced By 6-8
Smaqdown's Painful Pride Totemic Pebble (Rarity: 1/10)	75	75	+1 To All Skills +1 To Barbarian Skill Levels 30% Increased Attack Speed 10-15% Life Stolen Per Hit +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Lightning Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item

Druidic Necklaces

Name	Lvl	Req Lvl	Stats
Talisman of Hotei Druidic Necklace (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Summoning Skills (Druid Only) +0-1 To Shape Shifting Skills (Druid Only) +0-1 To Elemental Skills (Druid Only) +3 To Oak Sage (Druid Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Vitality Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Grim Creaper Druidic Necklace (Rarity: 3/10)	60	60	+1 To Summoning (Druid Only) +2 To Druid Skill Levels 30% Faster Hit Recovery Adds 100-200 Poison Damage Over 4 Sec 15-30% Chance of Crushing Blow +7 To Volcanic Creeper (Druid Only) +7 To Poison Creeper (Druid Only) +7 To Arctic Creeper (Druid Only) +25% Enhanced Defense +30 To Dexterity Replenish Life +15
Yagul's Bloody Rage Druidic Necklace (Rarity: 1/10)	75	75	+1 To All Skills +1 To Druid Skill Levels 30% Faster Hit Recovery Replenish Life +10-15 +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Fire Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item

Death's Lockets

Name	Lvl	Req Lvl	Stats
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Talisman of Ebisu Death's Locket (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Curses (Necromancer Only) +0-1 To Poison & Bone Skills (Necromancer Only) +0-1 To Summoning Skills (Necromancer Only) +3 To Bone Armor (Necromancer Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Energy Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Daeveran's Stone Death's Locket (Rarity: 3/10)	60	60	+2 To Necromancer Skill Levels 20% Faster Run/Walk 30% Faster Cast Rate +4 To Bone Armor (Necromancer Only) +1 To Energy Shield +60 To Life Replenish Life +15 Regenerate Mana +60% Increase Max Life 15% All Resistances +25
The Cursed Donut Death's Locket (Rarity: 1/10)	75	75	+1 To All Skills +1 To Necromancer Skill Levels 30% Faster Cast Rate Regenerate Mana +45-60% +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Lightning Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item
Holy Pendants			
Name	Lvl	Req Lvl	Stats
Talisman of Daikoku Holy Pendant (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Offensive Auras (Paladin Only) +0-1 To Combat Skills (Paladin Only) +0-1 To Defensive Auras (Paladin Only) +3 To Holy Shield (Paladin Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Strength Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Holy Deviant Holy Pendant (Rarity: 3/10)	60	60	20% CtC Lvl 9 Bone Spirit On Attack 20% CtC Lvl 10 Bone Armor When Struck +1 To Combat Skills (Paladin Only) +2 To Paladin Skill Levels 8-12% Life Stolen Per Hit +4 To Conviction (Paladin Only) +20 To Strength +20 To Energy Magic Absorb 6-12% +4-8 Mana After Each Kill

BlackKnight's Holy Signet Holy Pendant (Rarity: 1/10)	75	75	+1 To All Skills +1 To Paladin Skill Levels 30% Faster Hit Recovery 10-15% Life Stolen Per Hit +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Fire Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item
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Sorcerer's Talismans			
Name	Lvl	Req Lvl	Stats
Talisman of Fukurokuju Sorcerer's Talisman (Rarity: 6/10)	45	45	+1 To All Skills +0-1 To Fire Skills (Sorceress Only) +0-1 To Lightning Skills (Sorceress Only) +0-1 To Cold Skills (Sorceress Only) +3 To Static Field (Sorceress Only) (5/clvl) +5-500 Defense (0.5/clvl) +0-50 To Energy Replenish Life +10-15 Damage Reduced by 10% 20-40% Extra Gold From Monsters
Jade's Locket Sorcerer's Talisman (Rarity: 3/10)	60	60	5% CtC Lvl 24 Poison Nova When Struck +2 To Sorceress Skill Levels 30% Faster Cast Rate +6 To Enchant (Sorceress Only) +60 To Life +60 To Mana Increase Max Mana 15% All Resistances +25 Damage Reduced By 6-8 Magic Damage Reduced By 6-8
The Mistress' Leather Collar Sorcerer's Talisman (Rarity: 1/10)	75	75	+1 To All Skills +1 To Sorceress Skill Levels 30% Faster Cast Rate Regenerate Mana +45-60% +10-20 To All Attributes +7% To Max All Resistances All Resistances +30-50 +20-30 Lightning Absorb +5% To Experience Gained 35-50% Better Chance of Getting Magic Item

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Charms			
Name	Lvl	Req Lvl	Stats
The Perfect Cell Small Charm (Rarity: 5/6)	35	40	2-5% Mana Stolen Per Hit 2-5% Life Stolen Per Hit +1 To Carry One Item Check* Replenish Life +5-10 Regenerate Mana +6-12% Heal Stamina Plus +7-14% *You can carry only a single one.

Yello Jello Large Charm (Rarity: 5/6)	35	40	5-10% Increased Attack Speed +12-24 To Min Lightning Damage +48-72 To Max Lightning Damage +1 To Carry One Item Check* +15-45 To Max Stamina All Resistances +5-10 Attacker Takes Lightning Damage of 15-30 *You can carry only a single one.
Lothar's Will Grand Charm (Rarity: 5/6)	35	40	+1 To All Skills 6-12% Faster Cast Rate +1 To Carry One Item Check* Increase Max Mana 6-12% 6-12% Damage Taken Goes to Mana *You can carry only a single one.
Deviant Cell Odd Charm	35	40	+2 To All Skills (0.25/cvl) +0-25 To Max Damage +1 To Carry One Item Check* +100 Defense +10-15 To Strength +10-15 To Dexterity Drain Life -15 30% Better Chance of Getting Magic Item *You can carry only a single one.
Vlad Tepe's Sustenance Small Charm (Rarity: 1/6)	70	80	5-10% Mana Stolen Per Hit 5-10% Life Stolen Per Hit +1 To Carry One Item Check* Replenish Life +8-12 Regenerate Mana +8-12% All Resistances +10-15 15-30% Better Chance of Getting Magic Item *You can carry only a single one.
Something Wicked Large Charm (Rarity: 1/6)	70	80	+0-1 To Amazon Skill Levels +0-1 To Assassin Skill Levels +0-1 To Barbarian Skill Levels +0-1 To Druid Skill Levels +0-1 To Necromancer Skill Levels +0-1 To Paladin Skill Levels +0-1 To Sorceress Skill Levels +1 To Carry One Item Check* (1/cvl) +1-100 To Mana All Resistances +10-15 *You can carry only a single one.
The Unknown Hero Grand Charm (Rarity: 1/6)	70	80	+1 To All Skills 10-20% Increased Attack Speed +1 To Carry One Item Check* +10-20 To Strength +10-20 To Dexterity Damage Reduced By 5-10 Magic Damage Reduced By 5-10 Attacker Takes Damage of 100-150 *You can carry only a single one.

[Rings] [Amulets] [Charms] [Jewels] [Helm]s [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Jewels			
The items with too many properties can get bugged and crash the game when curred. Please note Set Items have many properties already. Multiple socket ones are espically dangerous!			
Name	Lvl	Req Lvl	Stats

Jindujun Jewel (Rarity: 1/10)	45	40	30% Faster Run/Walk 10-15% Increased Chance of Blocking +25-30 To Dexterity Requirements -20-30%
Ideal Craft Jewel (Rarity: 1/10)	45	40	10-15% Increased Attack Speed 10-15% Faster Cast Rate +25-35% Enhanced Damage +25-35% Enhanced Defense
Lady Eboshi's Greed Jewel (Rarity: 1/10)	50	45	5-8% Life Stolen Per Hit +5-8 Mana After Each Kill 25% Extra Gold From Monsters 25% Better Chance of Getting Magic Item
Nexus Star Jewel (Rarity: 1/10)	50	45	Adds 50-150 Magic Damage +2% To Max All Resistances All Resistances +15 Magic Damage Reduced By 5-8
Salamander Stone Jewel (Rarity: 1/10)	55	50	8% CtC Lvl 18 Fire Ball On Striking Adds 40-210 Fire Damage -(3-5)% To Enemy Fire Resistance Replenish Life +10-15
Icestorm Shard Jewel (Rarity: 1/10)	55	50	7% CtC Lvl 13 Glacial Spike On Striking Adds 30-160 Cold Damage 5 Sec Duration -(3-5)% To Enemy Cold Resistance Regenerate Mana +20-30%
Sescheronya's Spark Jewel (Rarity: 1/10)	55	50	5% CtC Lvl 10 Static Field On Striking Adds 1-250 Lightning Damage -(3-5)% To Enemy Lightning Resistance Attacker Takes Lightning Damage of 50-100
Bohemian Stone Jewel (Rarity: 1/10)	55	50	5% CtC Lvl 16 Poison Nova On Striking Adds 360 Poison Damage Over 5 Sec -(3-5)% To Enemy Poison Resistance Damage Reduced By 6-10
Larias' Licentious Lament Jewel (Rarity: 1/10)	60	55	+1 To Passive & Magic (Amazon Only) +3 To Valkyrie +5-10 To Vitality +5-10 To Energy
Smiiiff Stone Jewel (Rarity: 1/10)	60	55	+1 To Shadow Disciplines (Assassin Only) +3 To Shadow Master +5-10 To Strength +5-10 To Dexterity

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Helms			
Name	Lvl	Req Lvl	Stats
Cap of the Raven Cap	4	4	+2 To Summoning (Druid Only) +5 To Min Damage (0.5/clvl) +0-50 To Max Damage +25-45 To Attack Rating +1 To Raven +10 To Life (1/clvl) +1-100 To Life +10 To Mana

Warriors Coif <u>Skull Cap</u>	20	15	10-20% Increased Attack Speed 20% Faster Hit Recovery (1/clvl) +1-100 Defense +15 Defense (0.625/clvl) +0-62 To Strength Fire Resist +20-30% (2/clvl) Attacker Takes Damage of 2-200
Obsidian Helm <u>Helm</u>	19	14	+14-21 Defense +25 To Life (0.5/clvl) +0-50 To Life +5-10% To Max All Resistances All Resistances +20-40
The Wanderer's Guard <u>Full Helm</u>	23	17	+10-15 To Max Damage 6% Life Stolen Per Hit +10-20 Defense All Resistances +15 Magic Absorb 5-10% Damage Reduced By 3-5 Magic Damage Reduced By 3-5 -1 To Light Radius
Raging Wolf <u>Great Helm</u>	34	27	+1 To All Skills +3 To Summon Spirit Wolf +3 To Battle Cry +60-90% Enhanced Defense (0.5/clvl) +0-50 To Life Damage Reduced By 6-9 Magic Damage Reduced By 6-9 +3 To Light Radius
Fearful Bane <u>Mask</u>	27	20	20-30% Faster Cast Rate Prevent Monster Heal +50-100% Enhanced Defense (0.5/clvl) +0-50 Defense Cold Resist +30% Lightning Resist +30% +2-4 Mana After Each Kill +2 To Light Radius
Leoric's Rule <u>Crown</u>	39	29	+150% Damage To Undead 5-7% Mana Stolen Per Hit +10-30 Defense +10-20 To Dexterity (2.5/clvl) +2-250 To Life All Resistances +15 Poison Resist +15%
Albriecht's Bonemask <u>Bone Helm</u>	28	21	+1 To All Skills Replenish Life +6-12 +25-50 To Mana (1/clvl) +1-100 To Mana (0.5/clvl) Cold Resist +0-50% 30% Damage Taken Goes to Mana
Crown of the Mountain King <u>Dwarven Circlet</u>	36	31	Indestructible +1 To All Skills 15% Increased Attack Speed +12-18 To Max Damage +50-90% Enhanced Defense +10 To Strength 30% Extra Gold From Monsters +1-4 To Light Radius Gem Socket (2)

Sparhawk's Spirit <u>Spirit Crown</u>	34	43	20% CtC Lvl 1 Life Tap On Striking +1 To All Skills Piercing Attack 20-35% 15% Mana Stolen Per Hit 7-15% Life Stolen Per Hit +1 To Redemption (0.5/clvl) +0-50 To Dexterity Requirements -100%
Cap of the Blessed <u>War Hat</u>	36	28	+1 To All Skills +5-15 To Strength +5-15 To Dexterity +5-15 To Vitality +5-15 To Energy All Resistances +10 Cannot Be Frozen
Knowledge <u>Sallet</u>	39	31	+2 To All Skills +5-10% To Fire Skill Damage +5-10% To Lightning Skill Damage +5-10% To Cold Skill Damage Regenerate Mana +10-25% +3-5 To Light Radius
The Eagle Helm <u>Casque</u>	43	35	3% CtC Lvl 10 Inner Sight On Striking 30% Increased Attack Speed Piercing Attack 30% Ignores Target's Defense 50% Bonus To Attack Rating +1 To Raven +50-100% Enhanced Defense (0.5/clvl) +0-50 To Dexterity Increase Max Life 10-20%
Veil of Steel <u>Basinet</u>	46	38	+100-150% Enhanced Defense +10-20 To Strength +40-60 To Life All Resistances +50 -2 To Light Radius
Gotterdammerung <u>Winged Helm</u>	52	44	30% Faster Hit Recovery 30% Chance of Crushing Blow +220-300% Enhanced Defense +30 To All Attributes Damage Reduced By 15-20 -4 To Light Radius
Burial Mask of Marduuk <u>Death Mask</u>	49	41	8% CtC Lvl 8 Bone Armor When Struck +2 To All Skills Adds 15-35 Cold Damage 8 Sec Duration (0.375/clvl) +0-37% Deadly Strike +4-6 Mana After Each Kill Attacker Takes Damage of 40-120 (3/clvl) Attacker Takes Damage of 3-300
Royal Circlet <u>Grand Crown</u>	57	49	+90-150% Enhanced Defense +15 To Strength +15 To Dexterity (1/clvl) +1-100 To Life (1/clvl) +1-100 To Mana Damage Reduced By 15-20% +1 To Light Radius Requirements -40%

The Borgov's Skull <u>Grim Helm</u>	49	41	5% CtC Lvl 12 Static Field On Striking 20% CtC Lvl 7 Immolation When Struck +1 To All Skills 20% Faster Cast Rate (5/clvl) +5-500 To Attack Rating +100-200% Damage To Undead +100-200 To Attack Rating Against Undead 5-8% Life Stolen Per Hit (1.5/clvl) +1-150 Defense Poison Resist +50-70%
Dwarven Spirits <u>Dwarven Faceguard</u>	55	48	+2-4 To Offensive Auras (Paladin Only) +2-4 To Warcries (Barbarian Only) +2-4 To Martial Arts (Assassin Only) (0.5/clvl) +0-50 To Max Damage +30-90% Enhanced Defense Increase Max Life 25% Replenish Life +5-15 Fire Resist +50% 50-100% Extra Gold From Monsters
Spirit of Life <u>Ethereal Crown</u>	64	58	+1 To All Skills +1-3 To Oak Sage +10 To Vitality Increase Max Life 10% +200 To Life Replenish Life +15-30 Gem Socket (2)
Servant's Leathers <u>Hood</u>	69	58	+2 To All Skills +300 Defense +10-15 To Strength +10-15 To Dexterity +10-15 To Vitality +10-15 To Energy All Resistances +20-40
Beowulf's Mask <u>Fedora</u>	70	59	+1-3 To Combat Skills (Paladin Only) +1-3 To Combat Skills (Barbarian Only) +1-3 To Shape Shifting (Druid Only) 30% Increased Attack Speed (1/clvl) +1-100 To Max Damage +200 To Attack Rating Adds 50-120 Lightning Damage (2/clvl) +2-200 To Max Lightning Damage +80-120% Enhanced Defense
Golem Shell <u>Guardian Helm</u>	72	60	+1 To Golem Mastery +3-6 To Clay Golem +125-150% Enhanced Defense Damage Reduced By 10-15 Magic Damage Reduced By 10-15 Level 15 Metal Golem (2 Charges)* (*Allows to summon 2 Clay Golems)
Visor of the Tropics <u>Gladiator Helm</u>	73	61	+1 To All Skills 15% Increased Attack Speed Piercing Attack 30-50% +150-230 To Attack Rating Adds 150-300 Poison Damage Over 3 Sec +60-120% Enhanced Defense (1/clvl) Poison Resist +1-100% Damage Reduced By 10-15 Poison Length Reduced by 75%

Diablo's Horns <u>Devil Mask</u>	77	65	+1 To All Skills 20% Faster Run/Walk Adds 250 Fire Damage Adds 250 Lightning Damage +15-25% To Fire Skill Damage +15-25% To Lightning Skill Damage +30 To Firestorm +30 To Lightning Inferno Slows Target By 33% +100-180% Enhanced Defense
Spirit of Genghis Khan <u>Tusk Helm</u>	75	62	+3 To Shadow Discipline (Assassin Only) +3 To Combat Masteries (Barbarian Only) 30% Increased Attack Speed +50 To Min Damage 30-45% Chance of Crushing Blow 30-45% Deadly Strike +3 To Melee Mastery +3 To Throwing Mastery +12 To Berserk
Arreat's Faceplate <u>Royal Crown</u>	76	63	+1 To All Skills Adds 100-200 Cold Damage 12 Sec Duration Freezes Target 2 +75-150% Enhanced Defense Cold Absorb 10-20% Damage Reduced By 10% Cannot Be Frozen Gem Socket (2)
Death's Cowl <u>Demon Skull</u>	79	69	15% CtC Lvl 5 Decrepify On Striking +1 To All Skills +3 To Curses (Necromancer Only) 20% Faster Run/Walk +10-20 To Strength +10-20 To Energy Damage Reduced By 10-15 Magic Damage Reduced By 10-15
Bruenor's Cranium <u>Dwarven Faceplate</u>	83	73	+150-200% Damage To Demons 33% Chance of Open Wounds Slows Target By 30% -30 To Monster Defense Per Hit +70-120 Defense (0.375/clvl) +0-37 To Strength Increase Max Life 15% 50% Extra Gold From Monsters Gem Socket (2)
Arthur's Crown <u>Titania Crown</u>	82	75	Lvl 12 Cleansing Aura When Equipped +1 To All Skills Level 15 Teleport (25 Charges) Adds 60-120 Magic Damage (0.5/clvl) +0-50% Deadly Strike +50-150 Defense (0.5/clvl) +0-50 To Dexterity Replenish Life +10-20 +15 Life After Each Kill +15 Mana After Each Kill

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Circlets			
Name	Lvl	Req Lvl	Stats

Hijikata's Heart-blood <u>Hachigane</u>	10	12	20% Faster Hit Recovery 6-8% Life Stolen Per Hit +1-3 To Close Combat Mastery +1-3 To Critical Strike +350-400% Enhanced Defense (0.75/clvl) +0-75 To Mana Damage Reduced By 10% +3-5% To Experience Gained
The Diamond Hairband <u>Circlet</u>	20	30	(2/clvl) +2-200 Defense All Resistances +15-30 Damage Reduced By 5-10 Magic Damage Reduced By 4-8 25-125% Extra Gold From Monsters 25-125% Better Chance of Getting Magic Item
Sightless Archer <u>Faceguard</u>	30	35	Piercing Attack 30% Adds +1 To (120-180) Lightning Damage +1 To Phantom Hachet +1 To Multiple Shot +350-500 To Defense Vs. Missile -10 To Dexterity Level 16 Decoy (30 Charges) Level 16 Inner Sight (30 Charges) Gem Socket (2)
Zan-Esus' Commitment <u>Coronet</u>	40	40	+1 To All Skills 20-30% Faster Cast Rate +100% Enhanced Damage +2-4 To Soul Shiver (Sorceress Only) +30-60 To Life Increase Max Mana 40% Gem Socket (2)
Lunar Charm <u>Tiara</u>	50	60	+2 To All Skills 25-35% Faster Run/Walk +150-200% Damage To Demons +150-200% Damage To Undead 6-9% Mana Stolen Per Hit +10% Magic Skill Damage Slain Monsters Rest In Peace +200-400% Enhanced Defense All Resistances +45-55 +4% To Experience Gained
Heart of Jewels <u>Diadem</u>	60	70	+2 To All Skills 40% Faster Cast Rate +3-6 To Vengeance (Paladin Only) +10-20 To All Attributes +3-5% To Max All Resistances All Resistances +30-40 Magic Damage Reduced By 10-20 +5% To Experience Gained 75-150% Extra Gold From Monsters 75-150% Better Chance of Getting Magic Item

[Rings] [Amulets] [Charms] [Jewels] [Helm]s [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Body Armor			
Name	Lvl	Req Lvl	Stats

Zuez' Padding <u>Quilted Armor</u>	9	7	(2/clvl) +2-200 Defense +10 Defense +10 To Strength +10 To Dexterity All Resistances +10-15 Damage Reduced By 3-5 Magic Damage Reduced By 2-4
Gecko's Leather <u>Leather Armor</u>	16	12	30% CtC Lvl 7 Charged Bolt When Struck 10% Faster Cast Rate (2/clvl) +2-200 Defense +24 Defense +25-50 To Life (2.5/clvl) +2-250 To Life Fire Resist +45%
Ragegarb <u>Hard Leather Armor</u>	19	14	+1 To Barbarian Skill Levels 20% Increased Attack Speed 20-40% Deadly Strike (2/clvl) +2-200 Defense +100 Defense +50 To Max Stamina Damage Reduced By 3-6
Rathma's Protector <u>Studded Leather</u>	22	16	20% CtC Lvl 5 Poison Nova When Struck 10% Faster Run/Walk (3/clvl) +3-300 Defense +15-45 Defense +20 To Strength (0.375/clvl) +0-37 To Strength +20 To Dexterity (0.375/clvl) +0-37 To Dexterity Poison Resist +30-50% Poison Length Reduced by 50%
Mail of the Shadows <u>Ring Mail</u>	19	14	50% CtC Lvl 2 Bone Armor When Struck 7% CtC Lvl 1 Hell's Gate On Attack Adds 15-25 Magic Damage +50-75% Enhanced Defense (1/clvl) +1-100 Defense Magic Damage Reduced By 10 Attacker Takes Lightning Damage of 25 -3 To Light Radius Requirements -20% Gem Socket (2)
Fearless Garb <u>Scale Mail</u>	20	15	Knockback +30-60% Enhanced Defense +10-20 To Vitality Increase Max Life 6-10% Cold Resist +10-20% All Resistances +20-30 Damage Reduced By 7-10 Magic Damage Reduced By 4-6 Cannot Be Frozen
Mail of the Sun <u>Chain Mail</u>	23	17	20% CtC Lvl 5 Chain Lightning On Striking 20% CtC Lvl 5 Fire Ball On Attack 10% Increased Chance of Blocking Adds 5-10 Fire Damage Adds 5-10 Lightning Damage (1/clvl) +1-100 Defense +35-70 Defense Lightning Resist +30-50% Fire Resist +30-50% +5 To Light Radius

Rasputin's Chestplate <u>Breast Plate</u>	27	20	(1/clvl) +1-100 Defense +10 To Strength +10 To Dexterity +10-20 To Life +10-20 To Mana All Resistances +30-40 40-80% Extra Gold From Monsters 40-80% Better Chance of Getting Magic Item
Krujoy's Mail <u>Splint Mail</u>	30	22	+1 To All Skills 10-30% Faster Hit Recovery (2/clvl) +2-200 Defense +20 Defense Cold Resist +30% Fire Resist +30% Attacker Takes Damage of 15-45
Frozen Soulbearer <u>Light Plate</u>	39	29	+1 To All Skills +1 To Cold Spells (Sorceress Only) +4-8 To Shock Armor Freezes Target 1-2 +90-110% Enhanced Defense Increase Max Mana 10-30% Regenerate Mana +10-30% +20 Fire Absorb Cannot Be Frozen
Flashpoint Armor <u>Plate Mail</u>	35	26	30% CtC Lvl 10 Static Field When Struck Fires Lvl 7 Explosive Arrows Hit Blinds Target 1 +20-40% Enhanced Defense (1.5/clvl) +1-150% Enhanced Defense +25-45 To Life +10 Lightning Absorb +10 Fire Absorb
Ironlord's Plate <u>Field Plate</u>	38	28	+1 To holy freeze (2/clvl) +2-200 Defense +50-100 Defense +20 To Strength +20 To Life +20 To Mana Cold Resist +30-40% Half Freeze Duration
Plate of Spikes <u>Gothic Plate</u>	39	29	25% CtC Lvl 5 Iron Maiden When Struck +5 To Thorns Slows Target By 25% +20-60% Enhanced Defense (1.5/clvl) +1-150 Defense Fire Resist +50% Damage Reduced By 10-15 Attacker Takes Lightning Damage of 30 Attacker Takes Damage of 30-60 (8/clvl) Attacker Takes Damage of 8-800
Lightbringer's Revenge <u>Full Plate Mail</u>	38	28	25% CtC Lvl 15 Static Field When Struck 30% Faster Hit Recovery Adds 1-16 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage 50% Deadly Strike (3/clvl) +3-300 Defense +75-150 Defense +15-45 To Mana All Resistances +20-40 +5 To Light Radius

Steel of Legends <u>Ancient Armor</u>	38	28	+1-2 To All Skills 10% Faster Hit Recovery 5-7% Life Stolen Per Hit (2/clvl) +2-200% Enhanced Defense +40-90 Defense +20 To Strength +20 To Dexterity +20 To Vitality
Spikes of the Rhyno <u>Spiked Shoulder</u>	32	24	(1/clvl) +1-100% Chance of Crushing Blow +2 To Iron Maiden (Necromancer Only) +2 To Thorns (Paladin Only) +2 To Thorns (All classes gain +4 To Thorns) +35-60% Enhanced Defense (3/clvl) +3-300 Defense Attacker Takes Damage of 25 (2.5/clvl) Attacker Takes Damage of 2-250
Corrupted Sanctuary <u>Elven Chain</u>	37	30	(1/clvl) +1-100 To Max Damage 100% Chance of Open Wounds Drain Life -10 +20-40 To Mana (0.5/clvl) Fire Absorb 0-50 (0.5/clvl) Cold Absorb 0-50 (0.5/clvl) Lightning Absorb 0-50 -3 To Light Radius
Robe of the White Mage <u>Ghost Armor</u>	36	28	10-30% Increased Attack Speed 20-40% Faster Cast Rate Adds 1-64 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage -(5-15)% To Enemy Lightning Resistance +80-130% Enhanced Defense +10-20% To Max Lightning Resist Lightning Resist +50-100% Attacker Takes Lightning Damage of 30 +1-5 To Light Radius Requirements -100%
Black Armor <u>Serpentskin Armor</u>	37	29	+1 To Assassin Skill Levels +1 To Necromancer Skill Levels +100-200% Damage To Undead +100-200 To Attack Rating Against Undead +2-6 To Bone Armor (Necromancer Only) +2-6 To Fade (Assassin Only) Hit Blinds Target 2 +200-250% Enhanced Defense Damage Reduced By 10-15% -4 To Light Radius Requirements -25%
Demon Skin <u>Demonhide Armor</u>	39	31	20% Increased Attack Speed +150% Damage To Demons (1.5/clvl) +1-150% Damage To Demons +100-300 To Attack Rating Against Demons (8/clvl) +8-800 To Attack Rating Against Demons (4/clvl) +4-400% Enhanced Defense Replenish Life +20-30 Heal Stamina Plus +200% +10-15% To Max Fire Resist Fire Resist +75-100% Cannot Be Frozen

Palashia's Defense <u>Trellised Armor</u>	41	33	11% CtC Lvl 12 Mind Blast When Struck +1-2 To Assassin Skill Levels +1-2 To Amazon Skill Levels 20% Increased Attack Speed 20% Faster Hit Recovery +1-3 To Weapon Block (Assassin Only) +1-3 To Petrify (Amazon Only) +160-220% Enhanced Defense +250 Defense Vs. Missile All Resistances +20 +1-3 To Light Radius
Robe of the Phoenix <u>Linked Mail</u>	43	35	30% CtC Lvl 8 Immolation When Struck +2 To Fire Skills Adds 10-25 Fire Damage (5/clvl) +5-500 To Max Fire Damage (1.5/clvl) +1-150% Enhanced Defense (1.5/clvl) +1-150 To Life Replenish Life +15-30 Lightning Resist +50% Fire Resist +50% Damage Reduced By 10% +5 To Light Radius
Ancient Guardian <u>Tigulated Mail</u>	45	37	Indestructible (3/clvl) +3-300% Enhanced Defense +150-250 Defense Vs. Missile Increase Max Mana 15-30% +10% To Max All Resistances All Resistances +35-60
Armor of the Wind <u>Mesh Armor</u>	46	38	+1-2 To Amazon Skill Levels +1-2 To Druid Skill Levels 20% Faster Run/Walk +1-3 To Tornado +1-3 To Slow Missiles Knockback +255 Defense Vs. Missile +20-30 To Dexterity +20-30 To Vitality Gem Socket (2)
Scarab Demon Carapace <u>Cuirass</u>	49	41	+1-3 To Spear & Javelin (Amazon Only) +1-3 To Lightning Spells (Sorceress Only) +1-3 To Traps (Assassin Only) 20% Faster Run/Walk (5/clvl) +5-500 To Max Lightning Damage +10% To Lightning Skill Damage +70-110% Enhanced Defense Lightning Resist +10-25% (0.75/clvl) Lightning Resist +0-75% Damage Reduced By 10-20 (5/clvl) Attacker Takes Damage of 5-500
Mountain's Skin <u>Russet Armor</u>	50	42	+1-3 To Warcries (Barbarian Only) +1-4 To Iron Skin +120-170% Enhanced Defense +15 To Strength +10% To Max Poison Resist +10% To Max Cold Resist Cold Resist +30% Poison Resist +30% Damage Reduced By 5-10

Templar Protector <u>Mage Plate</u>	59	51	+3 To All Skills +90-110% Enhanced Defense +50 To Mana (1/clvl) +1-100 To Mana -3 To Light Radius Requirements -40%
Arkaine's Valor <u>Templar Coat</u>	53	45	+2 To All Skills 30% Faster Hit Recovery +150-200% Enhanced Defense (0.5/clvl) +0-50 To Vitality Increase Max Life 10-20% Damage Reduced By 8-12
Armor of the Deep <u>Sharktooth Armor</u>	56	48	40% CtC Lvl 5 Shock Armor When Struck 7-12% Mana Stolen Per Hit 33% Chance of Open Wounds Hit Blinds Target 2 +140-180% Enhanced Defense +50 To Life Replenish Life +10-20 Cold Resist +40-60% -2 To Light Radius Gem Socket (2)
Piotyr's Plate <u>Embossed Plate</u>	59	51	+60-100% Enhanced Defense +25-75 To Life +25-75 To Mana All Resistances +10-30 Damage Reduced By 5-10 Magic Damage Reduced By 5-10 (1.25/clvl) 1-125% Extra Gold From Monsters (1.25/clvl) 1-125% Better Chance of Getting Magic Item Requirements -25%
Armor of the Dragon Mage <u>Chaos Armor</u>	61	53	50% CtC Lvl 10 Static Field When Struck 50% CtC Lvl 10 Immolation When Struck 10-30% Faster Run/Walk 20% Faster Cast Rate (1/clvl) +1-100 To Mana +15% To Max Lightning Resist +15% To Max Fire Resist Lightning Resist +50-100% Fire Resist +50-100% Requirements -90%
Demonspike Coat <u>Ornate Armor</u>	63	55	+1 To All Skills Adds 100-300 Fire Damage +160-210% Enhanced Defense +20 To Strength (1/clvl) +1-100 To Life (1/clvl) Fire Resist +1-100% (0.25/clvl) Fire Absorb 0-25 Damage Reduced By 5-9 Requirements -12%
The Iron Maiden <u>Thorned Armor</u>	55	49	39% CtC Lvl 10 Iron Maiden When Struck (1/clvl) +1-100% Chance of Crushing Blow (0.75/clvl) +0-75% Deadly Strike 100% Chance of Open Wounds +50-200 To Life Attacker Takes Damage of 100-200 (10/clvl) Attacker Takes Damage of 10-1000

Drizzt's Mithril <u>Drow Adamantite Chain</u>	60	50	+2 To All Skills 10-15% Faster Run/Walk 10-15% Increased Attack Speed +150-200% Enhanced Defense +10-15 To Dexterity All Resistances +10-15 Gem Socket (2)
Nightscape <u>Padded Armor</u>	69	60	+1 To All Skills +3 To Shadow Disciplines (Assassin Only) 15% Faster Run/Walk 15% Increased Attack Speed 30% Faster Hit Recovery +3 To Cloak of Shadows (1.5/clvl) +1-150% Enhanced Defense +15-25 To Strength +15-25 To Dexterity +5-10% To Max All Resistances All Resistances +20-40 Requirements -15%
Cottonmouth Jacket <u>Viper Skin</u>	78	63	40% CtC Lvl 18 Poison Nova When Struck Adds 120-160 Poison Damage Over 4 Sec (6/clvl) +6-600 To Max Poison Damage -(20-30)% To Enemy Poison Resistance +1 To Venom +6 To Poison Nova +150-200% Enhanced Defense +5-15% To Max Poison Resist (1.5/clvl) Poison Resist +1-150% +12-16 Life After Each Kill Requirements -50%
Hellrust <u>Demon Carapace</u>	71	64	30% CtC Lvl 16 Bone Spirit On Attack 30% CtC Lvl 16 Hell's Gate When Struck +1 To All Skills (2.5/clvl) +2-250 To Max Magic Damage 60% Chance of Open Wounds Prevent Monster Heal +100-250% Enhanced Defense Magic Resist +25% (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Fire Resist +0-50%
Brilliance <u>Gemstoned Armor</u>	72	68	Hit Blinds Target 2 +200-250% Enhanced Defense Increase Max Life 15-25% All Resistances +15-25 Gem Socket (3)
Chains of Binding <u>Heavy Mail</u>	74	72	Lvl 5 Holy Freeze Aura When Equipped Adds 100-200 Cold Damage 30 Sec Duration (2/clvl) +2-200 To Max Cold Damage +450-500% Enhanced Defense Drain Life -10 Gem Socket (2)
Acero Frio <u>Dragon Scale</u>	75	69	+300-400% Enhanced Defense (0.375/clvl) +0-37 To Strength (1/clvl) Cold Resist +1-100% Gem Socket (3)

Vulcanguard <u>Chain Shirt</u>	77	70	50% CtC Lvl 18 Immolation When Struck Lvl 17 Holy Fire Aura When Equipped +1 To Fire Skill Levels Adds 50 Fire Damage (5/clvl) +5-500 To Max Fire Damage +20-45% To Fire Skill Damage Knockback +125-175% Enhanced Defense +100 To Life Fire Resist +55-70%
Atlastrust <u>Chest Guard</u>	77	78	Lvl 5-8 Annihilation Aura When Equipped +3 To Combat Masteries (Barbarian Only) +3 To Passive & Magic (Amazon Only) +3 To Combat Skills (Paladin Only) +3 To Shape Shifting (Druid Only) +3 To Martial Arts (Assassin Only) 75% Enhanced Damage +200-240% Enhanced Defense +35 To Strength
Hellforge's Finest <u>Demon Fleece</u>	84	71	20% CtC Lvl 25 Fire Ball When Struck +3 To Fire Skills -(20-30)% To Enemy Fire Resistance +1-4 To Golem Mastery +7-12 To Fire Golem +120-240% Enhanced Defense +10-20% To Max Fire Resist (1.25/clvl) Fire Resist +1-125% Fire Absorb 25% Cannot Be Frozen
Robes of Power <u>Archmage Plate</u>	84	75	+3 To All Skills 15% Increased Chance of Blocking +900-1400 Defense +60 To Life +60 To Mana All Resistances +30-50 +3-5% To Experience Gained
Blanchwood Vest <u>Plated Cuirass</u>	75	71	+2 To Druid Skill Levels +10 To Elemental Form +10 To Shape Shifting Mastery +10 To Maul +130-180% Enhanced Defense Cold Resist +30-50% Lightning Resist +30-50% Poison Resist +30-50% Damage Reduced By 20% Attacker Takes Damage of 80-120
Aakta's Defense <u>Combat Plate</u>	84	72	(0.375/clvl) +0-37% Deadly Strike +2-4 To Melee Mastery +1350-1800 Defense All Resistances +20-35 Damage Reduced By 15-25 Damage Reduced By 10% Magic Damage Reduced By 15-25 Gem Socket (2)

Leoric's Plate <u>Royal Armor</u>	84	74	5% CtC Lvl 8 Amplify Damage On Striking 35% Enhanced Damage 4-6% Mana Stolen Per Hit 4-6% Life Stolen Per Hit +50-180% Enhanced Defense +500 Defense +16-24 To Strength +5-12% To Max All Resistances All Resistances +30-40
Izeal's Vise <u>Ceremonial Armor</u>	79	75	Lvl 2-4 Conviction Aura When Equipped +1 To All Skills +200-300% Damage To Undead +400-800 Defense Gem Socket (2) Requirements -30%
The Guardian of Time <u>Archaic Armor</u>	84	80	15% CtC Lvl 10 Time Stop When Struck +2 To All Skills 30% Faster Run/Walk 30% Increased Attack Speed 30% Faster Cast Rate 30% Faster Hit Recovery 30% Faster Block Rate +90-170% Enhanced Defense Replenish Life +15-30 Regenerate Mana +30-60%
Deflective Spikes <u>Spiked Armor</u>	75	71	Replenish Life +30 Magic Absorb 15-25% Cold Absorb 15-25% Lightning Absorb 15-25% Fire Absorb 15-25% Damage Reduced By 30 Damage Reduced By 30% Attacker Takes Damage of 800 (8/clvl) Attacker Takes Damage of 8-800
Silvasa's Dress <u>Sylvan Chain</u>	82	77	+1 To Teleport +50-100% Enhanced Defense +1000 Defense Increase Max Life 50% Increase Max Mana 50% All Resistances +20-40 +12-16 Life After Each Kill +12-16 Mana After Each Kill +5 To Light Radius

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Robes			
Name	Lvl	Req Lvl	Stats
The Rainbow Cloak <u>Cloak</u>	7	2	+5 To Strength +5 To Dexterity +5 To Vitality +5 To Energy All Resistances +5-10 (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Lightning Resist +0-50% (0.5/clvl) Fire Resist +0-50% (0.5/clvl) Poison Resist +0-50% Gem Socket (1)

Darkmage's Robe <u>Robe</u>	36	26	+2 To Sorceress Skill Levels 20% Faster Cast Rate +100-140 Defense (1.25/clvl) +1-125 To Mana Regenerate Mana +20-40% Damage Reduced By 4-8 Magic Damage Reduced By 3-5 Half Freeze Duration Poison Length Reduced by 25%
Shroud of Azalin <u>Shadow Cloak</u>	49	41	+1-2 To All Skills 30% Faster Cast Rate +1-3 To Traps (Assassin Only) +3 To Shade Armor (Assassin Only) +5 To Bone Armor +5 To Bone Wave Prevent Monster Heal +90-140% Enhanced Defense +10-15 To All Attributes All Resistances +20 +10-15 Mana After Each Kill
Wisdom's Wrap <u>Mage Robe</u>	57	50	+1 To All Skills +1-2 To Sorceress Skill Levels +100-150% Enhanced Defense +15 To Energy Increase Max Mana 30% +10% To Max Lightning Resist Magic Resist +15% Lightning Resist +75% Damage Reduced By 8 Magic Damage Reduced By 8 +3 To Random Sorceress Skill
Lothar's Cape <u>Shinobi Cloak</u>	80	70	+1-2 To All Skills +3 To Shadow Discipline (Assassin Only) Adds 300 Fire Damage Adds 300 Lightning Damage Adds 300 Cold Damage 0 Sec Duration +15-30% To Fire Skill Damage +15-30% To Lightning Skill Damage +15-30% To Cold Skill Damage +3 To Shade Armor +100-150% Enhanced Defense All Resistances +30-45
Kaija's Gown <u>Archmage Robe</u>	79	69	+4-5 To Sorceress Skill Levels 40% Faster Run/Walk 40% Faster Cast Rate +1500-1800 Defense +200 To Mana Magic Damage Reduced By 15-30 100% Better Chance of Getting Magic Item

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Shields			
Name	Lvl	Req Lvl	Stats
Romanary Pelt <u>Buckler</u>	3	2	15-30% Increased Attack Speed 20-30% Faster Cast Rate (0.5/clvl) +0-50 Defense +0-20 To Strength +0-20 To Dexterity +0-20 To Life +0-20 To Mana

Stargate <u>Small Shield</u>	12	9	+10 Defense +10-20 To Life Replenish Life +5-15 Lightning Resist +50% Magic Absorb 0-15% Attacker Takes Lightning Damage of 30
Mercenary's Brace <u>Large Shield</u>	18	13	10-20% Faster Hit Recovery 10-15% Increased Chance of Blocking (1/clvl) +1-100 To Strength (2/clvl) +2-200 To Life Lightning Resist +35% Fire Resist +35% Damage Reduced By 3-6
Raven's Shield <u>Kite Shield</u>	23	17	+1 To All Skills 10-20% Faster Block Rate +2-5 To Raven (Druid Only) +0-100 Defense Vs. Missile (1.5/clvl) +1-150 To Life +15-45 To Mana Regenerate Mana +10-20% All Resistances +20 +3 To Light Radius
Spikes of Rajamir <u>Spiked Shield</u>	20	15	50% CtC Lvl 2 Life Tap When Struck 20% Faster Block Rate 33-99% Chance of Open Wounds +3-6 To Smite (Paladin Only) All Resistances +30 Attacker Takes Damage of 20-80 (6/clvl) Attacker Takes Damage of 6-600
Stormwynd's Mania <u>Tower Shield</u>	26	19	+1 To All Skills 15-30% Faster Block Rate -10 To Monster Defense Per Hit (1/clvl) +1-100 Defense +20-60 Defense +20-30 To Strength Gem Socket (2)
Skullbear's Soul <u>Bone Shield</u>	27	20	20% Faster Cast Rate 20% Increased Chance of Blocking (0.25/clvl) +0-25 Defense +15-30 To Dexterity +15-30 To Life Replenish Life +10-20 +15-30 To Mana Regenerate Mana +20-40% Fire Resist +20% Poison Resist +60%
Defender of Justice <u>Gothic Shield</u>	35	26	+1 To All Skills +1-3 To Defensive Auras (Paladin Only) 20-30% Faster Block Rate 10-20% Increased Chance of Blocking +55 Defense +25-30 To Dexterity All Resistances +30-50
Phrozen Heart <u>Fortress Shield</u>	38	28	100% CtC Lvl 5 Ice Nova When Struck Adds 10-20 Cold Damage 8 Sec Duration (2/clvl) +2-200 To Max Cold Damage +10% To Max Cold Resist +10% To Max Fire Resist Cold Resist +50% Fire Resist +50% Cannot Be Frozen

The Deflector <u>Defender</u>	36	28	20% Faster Block Rate 25% Increased Chance of Blocking +100-200% Enhanced Defense Cold Resist +40% Lightning Resist +40% Fire Resist +40% Damage Reduced By 3-6 (3/clvl) Attacker Takes Damage of 3-300
Karcheus' Ward <u>Round Shield</u>	39	31	20% CtC Lvl 18 Snow Spirit When Struck Adds 40-80 Cold Damage 6 Sec Duration +50-100% Enhanced Defense (0.75/clvl) +0-75 Defense +30 To Life +30 To Mana +20% To Max Cold Resist All Resistances +20 Cold Resist +30% Cannot Be Frozen Gem Socket (1)
The Face of the Sun <u>Scutum</u>	43	35	20% CtC Lvl 18 Fire Ball When Struck 20-30% Faster Block Rate 20% Increased Chance of Blocking Hit Blinds Target 2 (0.75/clvl) +0-75 Defense Replenish Life +10-15 +20% To Max Fire Resist Lightning Resist +20% Fire Resist +60% +7 To Light Radius
The Shield of Pain <u>Dragon Shield</u>	46	38	(1.5/clvl) +1-150 Defense -10 To Vitality Drain Life -20 Damage Reduced By 75%
Spikewall <u>Barbed Shield</u>	43	35	Level 11 Spirit of Barb (30 Charges) 50% Enhanced Damage 5-8% Mana Stolen Per Hit 5-8% Life Stolen Per Hit 10-15% Chance of Crushing Blow 15-30% Deadly Strike Attacker Takes Damage of 100-200 (2/clvl) Attacker Takes Damage of 2-200 Gem Socket (2)
Wall of the Ancient Oak <u>Pavise</u>	52	44	30% Faster Hit Recovery 5-10% Mana Stolen Per Hit +70-120% Enhanced Defense +20 To Strength +20% To Max Poison Resist Poison Resist +75% Damage Reduced By 5-10% Poison Length Reduced by 75% Gem Socket (2)
Tortured Souls <u>Grim Shield</u>	49	41	+1 To All Skills +0-1 To Necromancer Skill Levels 30-40% Faster Cast Rate Drain Life -5 +20-30 To Mana All Resistances +20-30 Magic Absorb 10% Attacker Takes Damage of 30-210 Gem Socket (1)

Mithril Shield <u>Ancient Shield</u>	58	50	10% Faster Run/Walk 50% Increased Chance of Blocking +50-150% Enhanced Defense All Resistances +20-30 Damage Reduced By 3-9 Magic Damage Reduced By 4-8 Requirements -50%
Link's Mirror <u>Reflection Shield</u>	58	54	20% Faster Hit Recovery 20% Faster Block Rate 20% Increased Chance of Blocking +250 Defense Vs. Missile Cold Absorb 5-10% Lightning Absorb 5-10% Fire Absorb 5-10% Damage Reduced By 10-15% Attacker Takes Damage of 50-150
Lady Raven's Power <u>Petrified Buckler</u>	80	64	15% Faster Cast Rate 18% Increased Chance of Blocking +120-200 Defense +80-120 To Mana Increase Max Mana 40-50% All Resistances +20-30% Cold Absorb 15% Lightning Absorb 15% Fire Absorb 15%
Elzix's Treasure <u>Desert Shield</u>	69	58	-20% Faster Block Rate +1-3 To Luck of the Ancients +1-3 To Find Treasure 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item
Cyclop's Protector <u>Giant Buckler</u>	71	62	30% Increased Chance of Blocking +3-7 To Heart of Wolverine +70-110% Enhanced Defense +10-25 To Strength Damage Reduced By 15% Gem Socket (2)
Dragon's Breach <u>Military Shield</u>	73	70	+1 To All Skills 25% Faster Block Rate 20% Increased Chance of Blocking Adds 100-250 Fire Damage +3-6 To Holy Shield (Paladin Only) +3-6 To Smite (Paladin Only) +100-170% Enhanced Defense +30 To Strength +15 To Energy +15% To Max Fire Resist (1/clvl) Fire Resist +1-100%
The Seduction of Pain <u>Thorned Shield</u>	79	66	10% Increased Attack Speed 30% Faster Block Rate 20% Increased Chance of Blocking Piercing Attack 25% (0.5/clvl) +0-50 To Max Damage 4-8% Mana Stolen Per Hit 6-10% Life Stolen Per Hit +2-5 To Melee Mastery +80-120% Enhanced Defense (2.5/clvl) Attacker Takes Damage of 2-250

The Barricade <u>Imperial Shield</u>	81	72	20% Increased Chance of Blocking +3 To Golem Mastery +3 To Summon Resist +15 To Clay Golem +100-220 Defense All Resistances +35-50
Icon of Sin <u>Demon Shield</u>	79	68	+1 To All Skills 4-8% Life Stolen Per Hit +50-100% Enhanced Defense Regenerate Mana +25-50 Cold Resist +50% Poison Resist +50% Damage Reduced By 10% +6-10 Mana After Each Kill 30% Damage Taken Goes to Mana
Stonewall <u>Body Shield</u>	80	73	Indestructible Lvl 7 Defiance Aura When Equipped +2-3 To Defensive Auras (Paladin Only) 60% Faster Block Rate 40% Increased Chance of Blocking +200-300 Defense +15-20 To Strength
Guardian Angel <u>Ceremonial Shield</u>	84	75	+1 To All Skills 30% Faster Hit Recovery 30% Faster Block Rate 20% Increased Chance of Blocking +80-120 Defense Cold Absorb 5-20% Lightning Absorb 5-20% Fire Absorb 5-20% Damage Reduced By 5-15 +3-5 To Light Radius

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Gloves			
Name	Lvl	Req Lvl	Stats
Leather of Luck <u>Leather Gloves</u>	7	5	0-100% Bonus To Attack Rating 50-150% Extra Gold From Monsters 50-150% Better Chance of Getting Magic Item
Hand of Grog <u>Heavy Gloves</u>	12	9	20% Increased Attack Speed 10% Faster Hit Recovery +10-15 To Strength +15-30 To Life +10-20 To Mana Gem Socket (1)
Gloves of Firebrand <u>Chain Gloves</u>	20	15	30% CtC Lvl 4 Molten Boulder On Striking 10% Increased Attack Speed +5-15 To Min Fire Damage +15-30 To Max Fire Damage (2/clvl) +2-200 To Max Fire Damage +5-15% To Max Fire Resist Fire Resist +30-60%

Darkflight Hand <u>Light Gauntlets</u>	31	23	+1-2 To Bow & Crossbow (Amazon Only) 20% Increased Attack Speed Fires Lvl 5 Magic Arrows 15-30% Bonus To Attack Rating Adds 10-15 Cold Damage 6 Sec Duration (2.5/clvl) +2-250 To Max Cold Damage Half Freeze Duration
Heartrand's Gaunts <u>Gaunlets</u>	39	29	+5-25 To Min Damage +5-25 To Max Damage 20-40% Deadly Strike +40 Defense +30-60 To Life Poison Resist +50% Damage Reduced By 2-4
Fireheart's Hand <u>Iron Guards</u>	40	29	+1 To Fire Skills 20% Faster Cast Rate Adds 15-35 Fire Damage -(10-15)% To Enemy Fire Resistance Increase Max Mana 25% Fire Absorb 5-15%
Hands of the Assassin <u>Demonhide Gloves</u>	37	29	+1 To Assassin Skill Levels Adds 50-75 Poison Damage Over 8 Sec (5/clvl) +5-500 To Max Poison Damage 10-40% Chance of Crushing Blow 50-100% Deadly Strike 50-100% Slower Stamina Drain Gem Socket (1)
Gloves of Nor Tiraj <u>Sharkskin Gloves</u>	39	32	10% CtC Lvl 10 Poison Nova On Attack 20% Increased Attack Speed 20% Faster Cast Rate +15-30 Defense All Resistances +15 Magic Damage Reduced By 3-6 +3-6 Mana After Each Kill
Shiva's Touch <u>Heavy Bracers</u>	44	36	20% CtC Lvl 10 Glacial Spike On Striking 10% Increased Attack Speed 15-30% Bonus To Attack Rating +10-20 To Min Cold Damage +20-80 To Max Cold Damage Cold Duration 16-32 Sec (2/clvl) +2-200 To Max Cold Damage +20% To Max Cold Resist Cold Resist +25-75%
Runefusion <u>Battle Gauntlets</u>	50	42	+1 To All Skills +1 To Fire Spells (Sorceress Only) +1 To Summoning (Necromancer Only) +1 To Elemental Skills (Druid Only) +1 To Traps (Assassin Only) +30-60 To Life Regenerate Mana +20-40% All Resistances +10 Gem Socket (1)
Suffocation of Indifference <u>War Gauntlets</u>	55	47	(0.75/clvl) +0-75 To Max Damage 5-8% Life Stolen Per Hit 25% Chance of Open Wounds Slows Target By 25-50% +80-140% Enhanced Defense (0.375/clvl) +0-37 To Strength Drain Life -5

Lockheart's Grip <u>Military Guards</u>	56	55	30% Increased Attack Speed +15-30 To Min Damage -25 To Monster Defense Per Hit +100-200% Enhanced Defense +12 Defense +10 To Strength Damage Reduced By 5-10%
Gloves of the Dark Mage <u>Spellcaster Gloves</u>	76	58	+1 To All Skills 30% Faster Cast Rate +140-170 Defense +200 Defense Vs. Missile +100 To Mana (0.75/clvl) Poison Resist +0-75% Magic Damage Reduced By 10-20
The Hands of Atlas <u>Viper Hands</u>	77	60	5% CtC Lvl 10 Weaken On Striking (0.5/clvl) +0-50 To Max Damage 40% Chance of Crushing Blow +60-110% Enhanced Defense +50 To Strength All Resistances +15-25
Death's Grip <u>Sepulcher Gloves</u>	83	62	30% Increased Attack Speed Ignores Target's Defense Adds 25-90 Cold Damage 20 Sec Duration (6/clvl) +6-600 To Max Cold Damage 12-24% Life Stolen Per Hit Prevent Monster Heal Freezes Target 3 Replenish Life +15-20 Cold Resist +75% +8-12 Mana After Each Kill
Iron Fist <u>Gladiator Gauntlets</u>	74	65	+1 To All Skills 20% Increased Attack Speed 20% Faster Cast Rate +40-60% Enhanced Defense +100-120 Defense Damage Reduced By 10-15% +12-16 Life After Each Kill
Herculean Grip <u>Titan Gauntlets</u>	79	68	8% CtC Level 11 Static Field On Striking 40% Increased Attack Speed 15% Chance of Crushing Blow 25% Deadly Strike +40-80% Enhanced Defense +30-40 To Strength +30-40 To Vitality
Greiz's Legion <u>Royal Guards</u>	80	73	Lvl 2 Protection From Fire Aura When Equipped 10% Faster Hit Recovery 15% Increased Chance of Blocking 20-40% Bonus To Attack Rating +150-200% Enhanced Defense (0.5/clvl) +0-50 To Life (0.5/clvl) +0-50 To Mana

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Boots			
Name	Lvl	Req Lvl	Stats

Boots of Firewalk <u>Boots</u>	7	5	5-10% Faster Run/Walk +1-4 To Blaze (Sorceress Only) +4-8 Defense +15-30 To Life Fire Resist +20-60% +5-15 Fire Absorb
Icelander's Wear <u>Heavy Boots</u>	12	9	10% Increased Attack Speed (1/clvl) +1-100 Defense +10-30 To Life +5-15% To Max Cold Resist Cold Resist +30-60% (1/clvl) Cold Resist +1-100% Half Freeze Duration
Orcish Walkgarb <u>Chain Boots</u>	20	15	20% Faster Run/Walk 10-30% Deadly Strike +25-75 Defense Vs. Melee +10 To Strength (0.25/clvl) +0-25 To Strength +10 To Dexterity Lightning Resist +30%
Vindalay's Sole <u>Light Plate Boots</u>	30	22	10-30% Faster Run/Walk 20-30% Faster Cast Rate 30-60% Slower Stamina Drain Poison Resist +20-30% Damage Reduced By 3-6 Magic Damage Reduced By 2-4 30-60% Extra Gold From Monsters
Lightmaster's Walk <u>Greaves</u>	39	29	30% Faster Run/Walk (1/clvl) +1-100 Defense +10 Defense +10-20 To Strength +10-20 To Dexterity Heal Stamina Plus +30-60% All Resistances +10-20
Zhou's Slippers <u>Crystal Boots</u>	31	23	+1 To Necromancer Skill Levels +1 To Assassin Skill Levels 10-30% Faster Run/Walk 4-7% Mana Stolen Per Hit +5-15 To Energy Damage Reduced By 4-8 Magic Damage Reduced By 3-6
Demonspeed <u>Demonhide Boots</u>	37	29	8% CtC Lvl 12 Confuse When Struck 30% Faster Run/Walk 30% Faster Hit Recovery +10-30 Defense (0.5/clvl) Fire Resist +0-50% Magic Damage Reduced By 4-8 Gem Socket (1)
Flickerheel <u>Sharkskin Boots</u>	40	32	20% CtC Lvl 8 Charged Bolt When Struck 25% Faster Run/Walk (2/clvl) +2-200 To Max Lightning Damage -(5-15)% To Enemy Lightning Resistance +150-250 Defense Vs. Missile +30 To Dexterity Cannot Be Frozen

Chillcobble Mesh Boots	44	36	20% CtC Lvl 8 Ice Nova When Struck 15% Faster Run/Walk Adds 10-30 Cold Damage 8 Sec Duration (2/clvl) +2-200 To Max Cold Damage -(5-15)% To Enemy Cold Resistance Freezes Target 1-3 +40 To Mana +10% To Max Cold Resist Cold Resist +30-70%
Boots of the Valiant Battle Boots	50	42	30% Faster Run/Walk 25% Increased Attack Speed (0.25/clvl) +0-25% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike +50-150% Enhanced Defense +150-250 Defense Vs. Melee +10-20 To Strength 50% Slower Stamina Drain
Haste of Athulua War Boots	55	47	40% Faster Run/Walk 20% Faster Hit Recovery Ignores Target's Defense +1-3 To Fanaticism (Paladin Only) +1-3 To Frenzy (Barbarian Only) +1-3 To Burst of Speed (Assassin Only) +10-20 To Dexterity Lightning Resist +50% (0.5/clvl) Lightning Resist +0-50% +1-7 To Light Radius
Wren's Reinforced Tech Boots Dimensional Boots	61	53	20% CtC Lvl 13 Tornado When Struck 25% Faster Run/Walk +5 To Leap (Barbarian Only) +50-100% Enhanced Defense (0.25/clvl) +0-25 To Strength (0.25/clvl) +0-25 To Vitality All Resistances +15 +3-6 Mana After Each Kill
Heart of the Moon Rogue Boots	69	67	Lvl 5 Prayer Aura When Equipped 40% Faster Run/Walk +40-60 Defense +3-6 To Dexterity +10-15 To All Attributes Replenish Life +6-10
Boots of the Serpent Viper Boots	70	61	10% CtC Lvl 22 Frozen Spear On Striking 30% Faster Run/Walk Adds 300 Magic Damage 30% Deadly Strike +14 To Charge Cold Resist +50% Lightning Resist +50% Poison Resist +50%
Boots of Aether Sepulcher Boots	71	62	+1 To Amazon Skill Levels 40% Faster Run/Walk +1-3 To Dodge +45-75% Enhanced Defense (0.75/clvl) +0-75 To Dexterity +40-70 To Life Replenish Life +15-25 Regenerate Mana +60%

Hermes' Gift <u>Gladiator Boots</u>	73	70	Lvl 3-6 Vigor Aura When Equipped +1 To Passive & Magic (Amazon Only) +1 To Cold Spells (Sorceress Only) +1 To Curses (Necromancer Only) +1 To Defensive Auras (Paladin Only) +1 To Combat Skills (Barbarian Only) +1 To Summoning (Druid Only) +1 To Shadow Disciplines (Assassin Only) 25% Faster Run/Walk +30-50 Defense +25 To Dexterity
The Heel of Blood <u>Titan Boots</u>	77	68	Lvl 11 Life Tap (20 Charges) 100% Enhanced Damage 8-12% Life Stolen Per Hit 25% Chance of Crushing Blow 25% Chance of Open Wounds Slain Monsters Rest In Peace +15-20 To Strength +15-20 To Vitality
Spirits of the Dead <u>Phase Boots</u>	81	73	+1 To All Skills 30% Faster Run/Walk 15% Faster Hit Recovery 7% Mana Stolen Per Hit +2 To Golem Mastery (Necromancer Only) +2 To Valkyrie (Amazon Only) +2 To Shadow Master (Assassin Only) (0.5/clvl) +0-50 To Life (0.5/clvl) +0-50 To Mana

[Rings] [Amulets] [Charms] [Jewels] [Helms] [Circlets] [Body Armor] [Robes] [Shields] [Gloves] [Boots] [Belts] [Bar] [Dru] [Nec]
[Pal]

Belts			
Name	Lvl	Req Lvl	Stats
Imperial Sash <u>Sash</u>	10	7	+6-12 To Strength +10-20 To Life (1.5/clvl) +1-150 To Life +10-20 To Mana (1.5/clvl) +1-150 To Mana All Resistances +10
Raimen's Belt of Fear <u>Light Belt</u>	16	12	+3-7 To Terror +3-6 To Howl (Barbarian Only) +3-6 To Terror (Necromancer Only) (1.5/clvl) +1-150 Defense +18 Defense (0.25/clvl) +0-25 To Strength Poison Resist +15-30% Damage Reduced By 5-10% Attacker Takes Damage of 20-40
Glowharness <u>Belt</u>	27	20	20% CtC Lvl 11 Lightning When Struck 30% Faster Cast Rate +1-4 To Min Lightning Damage +16-32 To Max Lightning Damage (6/clvl) +6-600 To Max Lightning Damage +10-30 To Life Increase Max Life 15% +10-30 To Mana All Resistances +20

Blustone's Belt <u>Heavy Belt</u>	36	27	40% CtC Lvl 5 Ice Nova When Struck Adds 10-20 Cold Damage 8 Sec Duration (1/clvl) +1-100 To Max Cold Damage +15-45 Defense +15-25 To Strength Cold Resist +40% Cannot Be Frozen
Harness of the Gods <u>Plated Belt</u>	39	29	+1 To All Skills Adds 5-25 Cold Damage 0 Sec Duration Cold Duration 2-10 Sec +30-60 Defense +10-20 To Strength +10-20 To Dexterity All Resistances +15-20 Damage Reduced By 4-8
Goldark's Strap <u>Muscle Wrap</u>	32	25	Indestructible (1/clvl) +1-100 Defense +10-30 To Strength 100% Extra Gold From Monsters (2/clvl) 2-200% Extra Gold From Monsters Gem Socket (2)
Smiles of Fortune <u>Demonhide Sash</u>	1	29	5-25% Increased Attack Speed 1-6% Mana Stolen Per Hit 1-6% Life Stolen Per Hit 5-25% Chance of Crushing Blow 5-25% Deadly Strike 5-25% Chance of Open Wounds 20-200% Extra Gold From Monsters 20-200% Better Chance of Getting Magic Item
Rumour of Pain <u>Sharkskin Belt</u>	39	32	

Eastern Sun 3.00 Unique Weapons

ES 3.00 R6D and later

by tsuru (tsurumurasaki)

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[\[Asn\]](#) [\[Bar\]](#) [\[Dru\]](#) [\[Nec\]](#) [\[Pal\]](#) [\[Sor\]](#)

Axes

Name	Lvl	Req Lvl	Stats
Krok's Basher <u>Hand Axe</u>	4	5	15% Increased Attack Speed +125-200% Enhanced Damage (1/clvl) +1-100 To Max Damage +60 To Attack Rating (2/clvl) +2-200 To Attack Rating 10-30% Chance of Crushing Blow Prevent Monster Heal +1 To Sacrifice All Resistances +10 Poison Length Reduced by 50%
Treefeller <u>Axe</u>	12	9	30% Increased Attack Speed +150-200% Enhanced Damage (1/clvl) +1-100 To Max Damage 40% Chance of Open Wounds +2-3 To Close Combat Mastery (Barbarian Only) Damage Reduced By 4
The Skeleton Hunter <u>Double Axe</u>	20	15	25% CtC Lvl 6 Holy Bolt On Striking +75-100% Enhanced Damage (1.25/clvl) +1-125 To Max Damage +200% Damage To Undead (3/clvl) +3-300% Damage To Undead +100 To Attack Rating Against Undead (3/clvl) +3-300 To Attack Rating Against Undead +25-50 To Life Magic Resist +25% All Resistances +15-30
High-General's Pick <u>Military Pick</u>	28	21	+1 To All Skills 30% Increased Attack Speed +140-180% Enhanced Damage (1/clvl) +1-100 To Max Damage (2/clvl) +2-200 To Attack Rating 25% Deadly Strike Prevent Monster Heal Hit Blinds Target 1 35-50% Slower Stamina Drain
Axe of Souls <u>War Axe</u>	36	27	5% CtC Lvl 5 Life Tap On Striking +75-115% Enhanced Damage (1.25/clvl) +1-125 To Max Damage Adds 50-200 Cold Damage 8 Sec Duration (2/clvl) +2-200 To Max Cold Damage 4-8% Mana Stolen Per Hit +40-80 To Mana (2/clvl) +2-200 To Mana Regenerate Mana +45% Cold Resist +50%

Glowblast <u>Large Axe</u>	6	8	15% CtC Lvl 7 Charged Bolt On Striking +1 To All Skills 15% Faster Hit Recovery +125-175% Enhanced Damage Adds 4-48 Lightning Damage (7.5/clvl) +7-750 To Max Lightning Damage +5 To Light Radius
Murderous Axe <u>Broad Axe</u>	14	14	15% Increased Attack Speed +170-210% Enhanced Damage 15% Chance of Crushing Blow 30% Deadly Strike 30% Chance of Open Wounds Freezes Target 1 +25 To Strength (0.75/clvl) +0-75 To Strength +10 To Dexterity
Lord of Carnage <u>Battle Axe</u>	22	19	+1 To All Skills 20% Increased Attack Speed +100-140% Enhanced Damage (1.25/clvl) +1-125 To Max Damage 30-45% Bonus To Attack Rating All Resistances +20-30 Gem Socket (2)
Raka's Folly <u>Great Axe</u>	30	25	25% CtC Lvl 5 Poison Nova When Struck +2 To Barbarian Skill Levels +2 To Druid Skill Levels 20% Faster Run/Walk 30% Increased Attack Speed +160-210% Enhanced Damage Adds 100-200 Poison Damage Over 2 Sec (5/clvl) +5-500 To Max Poison Damage +1 To Amplify Damage
The Annihilator <u>Giant Axe</u>	38	29	Lvl 1-3 Annihilation Aura When Equipped +2 To Barbarian Skill Levels +2 To Druid Skill Levels +150-225% Enhanced Damage 30% Bonus To Attack Rating 25% Deadly Strike Repairs 1 Durability In 10 Sec
Axe of the Elements <u>Hatchet</u>	29	36	+2 To Sorceress Skill Levels +100% Enhanced Damage Adds 150-300 Fire Damage (4/clvl) +4-400 To Max Fire Damage Adds 150-300 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage Adds 150-300 Cold Damage 12 Sec Duration (4/clvl) +4-400 To Max Cold Damage Adds 150-300 Poison Damage Over 4 Sec (4/clvl) +4-400 To Max Poison Damage All Resistances +15-30
The Butcher's Cleaver <u>Cleaver</u>	37	39	+1 To All Skills +1 To Assassin Skill Levels 25% Increased Attack Speed +180-230% Enhanced Damage +20-30 To Min Damage +30-50 To Max Damage Ignores Target's Defense (0.5/clvl) +0-50% Chance of Crushing Blow +3-6 To Blade Shield (Assassin Only) +20-30 To Strength (0.5/clvl) +0-50 To Strength

Double Bite <u>Twin Axe</u>	45	43	50% CtC Lvl 14 Nova When Struck 50% CtC Lvl 14 Immolation When Struck +1 To Barbarian Skill Levels +1 To Paladin Skill Levels 30% Increased Attack Speed +140-180% Enhanced Damage Adds 150-350 Fire Damage (5/clvl) +5-500 To Max Fire Damage Adds 1-500 Lightning Damage (5/clvl) +5-500 To Max Lightning Damage
Sadistic Warlord <u>Crowbill</u>	53	45	+1-2 To Paladin Skill Levels +500% Enhanced Damage 20% Deadly Strike Prevent Monster Heal Hit Causes Monster to Flee 0-25% Knockback Damage Reduced By 8-15 Requirements 75%
Hacker <u>Naga</u>	56	48	Lvl 1 Fanaticism Aura When Equipped +1 To All Skills +1 To Assassin Skill Levels 30% Increased Attack Speed +140-190% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 5-10% Mana Stolen Per Hit 5-10% Life Stolen Per Hit +1-3 To Shade Armor (Assassin Only)
Wolf Claw <u>Military Axe</u>	31	35	+1 To All Skills 40-60% Increased Attack Speed +150-225% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 100% Bonus To Attack Rating 3-6% Life Stolen Per Hit +8-12 To Summon Dire Wolf +4-6 To Shape Shifting Mastery +4-6 To Werewolf +4-6 To Feral Rage +10-30 To Dexterity
Lifebane <u>Bearded Axe</u>	39	39	10% CtC Lvl 14 Volcanic Creeper When Struck Level 14 Volcanic Creeper (30 Charges) 20-30% Faster Run/Walk 30-40% Increased Attack Speed +150-200% Enhanced Damage (1/clvl) +1-100 To Max Damage 10-15% Life Stolen Per Hit Prevent Monster Heal 100% Slower Stamina Drain Gem Socket (2)
Fleshchew <u>Tabar</u>	47	41	10% CtC Lvl 5 Amplify Damage On Striking +2 To Druid Skill Levels +140-190% Enhanced Damage (1.25/clvl) +1-125 To Max Damage +150-300 To Attack Rating (2/clvl) +2-200 To Attack Rating 3-6% Life Stolen Per Hit 33% Chance of Crushing Blow 33% Chance of Open Wounds Prevent Monster Heal

Griswold's Revenge <u>Gothic Axe</u>	50	42	+2 To All Skills +200-240% Enhanced Damage Adds 150-300 Cold Damage 12 Sec Duration (5/clvl) +5-500 To Max Cold Damage 6-12% Mana Stolen Per Hit 6-12% Life Stolen Per Hit 25% Chance of Crushing Blow 50% Deadly Strike 25% Chance of Open Wounds (2/clvl) +2-200 Defense
Lifecleaver <u>Ancient Axe</u>	53	45	+1 To All Skills 40% Increased Attack Speed +140-180% Enhanced Damage (1/clvl) +1-100 To Max Damage 12-18% Life Stolen Per Hit 25-75% Deadly Strike +2-6 To Battle Orders -100 To Monster Defense Per Hit
Rohmshun <u>Barbarian Tomahawk</u>	54	63	14% CtC Lvl 8 Static Field On Striking 20% Increased Attack Speed 30% Faster Cast Rate +190-240% Enhanced Damage Adds 120-240 Magic Damage Adds 300-600 Poison Damage Over 4 Sec 35% Chance of Open Wounds +10-12 Mana After Each Kill
Alea Jacta Est <u>Precision Cleaver</u>	62	60	Lvl 1 Aura of Divinity Aura When Equipped +1 To All Skills +230-280% Enhanced Damage 50% Bonus To Attack Rating 7-10% Life Stolen Per Hit +10 To Valkyrie +15 To Strength +15 To Vitality
Thorgrim's Saviour <u>Duo-Axe</u>	70	64	8% CtC Lvl 5 Life Tap On Striking Indestructible 20% Faster Hit Recovery +140-180% Enhanced Damage (1.25/clvl) +1-125% Enhanced Max Damage (4/clvl) +4-400 To Attack Rating Increase Max Life 20% Gem Socket (2)
Gold Digger <u>Razor Axe</u>	73	68	+1 To All Skills 40% Faster Run/Walk 40% Increased Attack Speed +190-230% Enhanced Damage (1/clvl) +1-100 To Max Damage +5-8 To Find Treasure (1.25/clvl) 1-125% Extra Gold From Monsters (1.25/clvl) 1-125% Better Chance of Getting Magic Item
Iceshard <u>Viking Axe</u>	75	73	6% CtC Lvl 3 Lower Resist On Striking 10% CtC Lvl 25 Blizzard On Striking +240-290% Enhanced Damage Ignores Target's Defense (2.5/clvl) +2-250 To Attack Rating Adds 500-800 Cold Damage 16 Sec Duration Cold Absorb 15% Cannot Be Frozen

Focus of Unlife <u>Brawn Axe</u>	56	61	10% CtC Lvl 16 Hell's Gate On Striking 50% Increased Attack Speed +250-280% Enhanced Damage +300% Damage To Undead +300 To Attack Rating Against Undead Adds 200-400 Magic Damage 33% Chance of Crushing Blow +1 To Golem Mastery +10-14 To Blood Golem
Wicked Axe <u>Heavy Axe</u>	64	63	Lvl 1 Concentration Aura When Equipped +175-200% Enhanced Damage (2.5/clvl) +2-250 To Max Damage -33% Target Defense +200 Defense +15-20 To Dexterity +15-20 To Vitality Damage Reduced By 5-15%
Meat Cleaver <u>Split Axe</u>	72	65	+1 To All Skills 40% Increased Attack Speed +250-290% Enhanced Damage 25% Bonus To Attack Rating 5-15% Life Stolen Per Hit +5 To Close Combat Mastery -20 To Monster Defense Per Hit (2/clvl) +2-200 To Life Requirements -25%
Wings of the Fallen Phoenix <u>Guillotine Axe</u>	73	70	25% CtC Lvl 25 Fire Ball On Attack +3 To Fire Skills +260-300% Enhanced Damage Adds 500-1000 Fire Damage +1 To Fire Mastery (1/clvl) +1-100 To Life Replenish Life +30-45 Regenerate Mana +30-45% Fire Absorb 15-20% Gem Socket (2)
Barbaric Devastator <u>Slayer Axe</u>	75	72	+2 To All Skills 30% Increased Attack Speed +150-200% Enhanced Damage (2.5/clvl) +2-250% Enhanced Max Damage Ignores Target's Defense 5-7% Mana Stolen Per Hit 5-7% Life Stolen Per Hit +1 To Iron Skin

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Quivers] [Ama]
[Asn] [Bar] [Dru] [Nec] [Pal] [Sor]

Bows			
Name	Lvl	Req Lvl	Stats
Frostarc <u>Short Bow</u>	2	3	+5 To Min Damage +50 To Attack Rating Adds 10-15 Cold Damage 8 Sec Duration (2/clvl) +2-200 To Max Cold Damage +1-4 To Cold Arrow (Amazon Only) Knockback +10-20 To Mana (1/clvl) +1-100 To Mana Gem Socket (1)

Firebrander <u>Hunter's Bow</u>	5	9	Fires Lvl 3 Explosive Arrows +70-90% Enhanced Damage +100 To Attack Rating Adds 5-10 Fire Damage (3/clvl) +3-300 To Max Fire Damage Fire Resist +20% (1/clvl) Fire Resist +1-100% Gem Socket (1)
Bakou's Sharpshooter <u>Long Bow</u>	9	14	15% Increased Attack Speed Fires Lvl 3 Magic Arrows +40-80% Enhanced Damage Adds 5-15 Damage 50% Bonus To Attack Rating 50% Chance of Crushing Blow 50% Deadly Strike +10-30 To Dexterity
Plaguebearer <u>Composite Bow</u>	12	20	10% Increased Attack Speed +150-200% Enhanced Damage Adds 20-35 Poison Damage Over 2 Sec (4/clvl) +4-400 To Max Poison Damage 5% Mana Stolen Per Hit +3 To Critical Strike (Amazon Only) Poison Resist +30% Poison Length Reduced by 50%
Ancient Piercer <u>Short Battle Bow</u>	16	25	30% Increased Attack Speed Piercing Attack 33% Fires Lvl 5 Magic Arrows +120-170% Enhanced Damage +200% Damage To Undead +3 To Freezing Arrow (Amazon Only) -10 To Monster Defense Per Hit +20 To Life +20 To Mana Regenerate Mana +40%
Quiveraiden <u>Long Battle Bow</u>	19	26	+1 To Amazon Skill Levels 20% Increased Attack Speed Fires Lvl 5 Explosive Arrows +75-150% Enhanced Damage (1/clvl) +1-100 To Max Damage +80-160 To Attack Rating (4/clvl) +4-400 To Attack Rating
Sparkraven <u>Short War Bow</u>	23	27	30% CtC Lvl 8 Static Field When Struck +1 To All Skills Piercing Attack 40% Adds 19-23 Damage +100-200 To Attack Rating Adds 16-32 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage +75-150 Defense +10-20 To Dexterity
Bow of the Stars <u>Long War Bow</u>	33	28	+2 To Amazon Skill Levels Fires Lvl 7 Magic Arrows +130-180% Enhanced Damage Prevent Monster Heal Knockback (1/clvl) +1-100 To Dexterity (1/clvl) +1-100 To Life (1/clvl) +1-100 To Mana

Rotstring <u>Edge Bow</u>	27	28	+160-185% Enhanced Damage -50% Target Defense Adds 50-100 Poison Damage Over 2 Sec (5/clvl) +5-500 To Max Poison Damage 25% Deadly Strike -15 To Monster Defense Per Hit Gem Socket (2)
Raven's Cord <u>Razor Bow</u>	30	31	+2 To Bow & Crossbow (Amazon Only) Piercing Attack 25% +10 To Min Damage (1.25/clvl) +1-125 To Max Damage 50% Bonus To Attack Rating 6-10% Mana Stolen Per Hit Prevent Monster Heal +1 To Raven +2 To Multiple Shot +50 To Mana
Titan's Wake <u>Cedar Bow</u>	34	33	+1 To All Skills +380-450% Enhanced Damage +300-500 To Attack Rating (1.25/clvl) +1-125 To Strength Requirements 100%
The Harp of Souls <u>Double Bow</u>	37	36	5% CtC Lvl 4 Confuse On Striking Fires Lvl 11 Explosive Arrows +170-200% Enhanced Damage +200% Damage To Undead Adds 40-80 Fire Damage (4/clvl) +4-400 To Max Fire Damage +200-400 Defense Fire Resist +50%
The Keening <u>Short Siege Bow</u>	41	39	30% Increased Attack Speed +130-160% Enhanced Damage Adds 7-10 Damage Adds 26-38 Cold Damage 10 Sec Duration (3/clvl) +3-300 To Max Cold Damage 25% Chance of Open Wounds +1-3 To Freezing Arrow (Amazon Only) +4-8 To Cold Arrow (Amazon Only) +10-30 To Dexterity Cold Resist +50%
Eaglehorn <u>Long Siege Bow</u>	44	41	+1 To All Skills 20% Increased Attack Speed Fires Lvl 11 Magic Arrows +100-150% Enhanced Damage (1/clvl) +1-100 To Max Damage 30-60% Bonus To Attack Rating +20-30 To Dexterity (0.25/clvl) +0-25 To Dexterity
Zerae's Gift <u>Rune Bow</u>	48	43	+1 To Bow & Crossbow (Amazon Only) +1 To Amazon Skill Levels 50% Increased Attack Speed Piercing Attack 33% Fires Lvl 13 Magic Arrows (4/clvl) +4-400% Enhanced Max Damage Ignores Target's Defense Adds 1-100 Lightning Damage +1-4 To Light Radius

Heartseeker <u>Gothic Bow</u>	54	46	+120-160% Enhanced Damage +40 To Min Damage (8/clvl) +8-800 To Attack Rating 33% Deadly Strike +4-6 To Pierce +4-6 To Guided Arrow (0.5/clvl) +0-50 To Dexterity
Karaniis' Bow of Incandescence <u>Spiderwoven Bow</u>	52	59	7% CtC Lvl 4 Corpse Explosion On Striking +200-240% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage +150-200 To Attack Rating Adds 80-280 Fire Damage +3-5 To Meteor Shower Knockback
Gnat Sting <u>Sharp Bow</u>	55	61	40% Increased Attack Speed Piercing Attack 33% Fires Lvl 16 Magic Arrows +270-100% Enhanced Damage +15-30 To Min Damage +1-3 To Multiple Shot
Bloodraven's Arch <u>Shade Bow</u>	59	62	+1 To All Skills +1-3 To Bow & Crossbow (Amazon Only) +260-300% Enhanced Damage 50% Bonus To Attack Rating 6-8% Mana Stolen Per Hit +6 To Raise Skeleton +3 To Skeleton Mastery
Moonbeam <u>Dark Bow</u>	62	65	+140-160% Enhanced Damage Adds 100-200 Magic Damage +150 Defense All Resistances +30 +1 To Light Radius Gem Socket (4)
Undead's Blight <u>Rogue Bow</u>	66	67	33% CtC Lvl 23 Holy Bolt On Striking Lvl 6-12 Protection From Evil Aura When Equipped +1-2 To All Skills +200-250% Enhanced Damage (1/clvl) +1-100 To Max Damage +300% Damage To Undead +300 To Attack Rating Against Undead
Wild Airts of the Elements <u>Marksman Bow</u>	69	70	+220-260% Enhanced Damage Adds 50-300 Fire Damage Adds 50-300 Lightning Damage Adds 50-300 Cold Damage 6 Sec Duration +1-6 To Cold Arrow +1-6 To Immolation Arrow +1-6 To Lightning Arrow +40 To Energy +5-8 Mana After Each Kill
The Guardian <u>Arcane Bow</u>	73	73	30% Increased Attack Speed +220-260% Enhanced Damage (0.75/clvl) +0-75 To Max Damage 7-10% Life Stolen Per Hit +5-10 To Legendary Arrow +20 To Vitality Damage Reduced By 8-12% Gem Socket (2)

Enigma <u>Ancient Bow</u>	83	77	5% CtC Lvl 11 Decrepify On Striking 20% Increased Attack Speed +150-200% Enhanced Damage (1.5/clvl) +1-150 To Max Damage -25% Target Defense Adds 60-180 Magic Damage All Resistances +30
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[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Quivers] [Ama]
[Asn] [Bar] [Dru] [Nec] [Pal] [Sor]

Crossbows			
Name	Lvl	Req Lvl	Stats
Rapid Frenzy <u>Light Crossbow</u>	5	9	40% Increased Attack Speed Adds 20 Damage +10-20 To Dexterity (0.5/clvl) +0-50 To Dexterity +15-30 To Life (1.5/clvl) +1-150 To Life
Firespitter <u>Crossbow</u>	13	18	20% Increased Attack Speed Fires Lvl 4 Explosive Arrows +60-90% Enhanced Damage Adds 20-32 Fire Damage (4/clvl) +4-400 To Max Fire Damage 25% Chance of Open Wounds Fire Absorb 0-10%
Polar Boltcaster <u>Heavy Crossbow</u>	21	27	20% Increased Attack Speed Piercing Attack 25% (3/clvl) +3-300% Enhanced Max Damage Adds 20-25 Cold Damage 12 Sec Duration (2.5/clvl) +2-250 To Max Cold Damage +4-8 To Freezing Arrow (Amazon Only) Cold Resist +30% All Resistances +15 (1/clvl) Cold Resist +1-100%
Unholy Dartgun <u>Repeating Crossbow</u>	29	28	+1 To All Skills Fires Lvl 4 Magic Arrows +90-180% Enhanced Damage (1/clvl) +1-100 To Max Damage +100-200 To Attack Rating (4/clvl) +4-400 To Attack Rating Replenish Life +10-20 All Resistances +30
The Needler <u>Arbalest</u>	30	32	50% Increased Attack Speed +100% Enhanced Damage 50-100% Bonus To Attack Rating Slows Target By 33% Gem Socket (3)
Cataclysm <u>Siege Crossbow</u>	38	36	+1 To All Skills 20% Increased Attack Speed Fires Lvl 8 Explosive Arrows (1/clvl) +1-100 To Max Damage Adds 18-27 Fire Damage (3/clvl) +3-300 To Max Fire Damage Adds 18-27 Cold Damage 8 Sec Duration (3/clvl) +3-300 To Max Cold Damage Cold Resist +40% Fire Resist +40%

Magnium Balista	46	41	+357% Enhanced Damage (4/clvl) +4-400 To Max Fire Damage +1 To Golem Mastery +7-12 To Fire Golem +40 To Life +10-15 Fire Absorb
Qoto's Bow of Fortuitous Battle Chu-Ko-Nu	54	49	+1-2 To All Skills 20% Faster Run/Walk +140-180% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage +1 To Luck of the Ancients +2-6 Mana After Each Kill 20-40% Damage Taken Goes to Mana 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item
Deadly Hunter Choice Crossbow	55	61	+200-240% Enhanced Damage (0.5/clvl) +0-50 To Max Damage 40-60% Bonus To Attack Rating Adds 120-200 Magic Damage (0.75/clvl) +0-75% Deadly Strike +2-5 To Strafe +30 To Life +30 To Mana
Scope of the Hawk Marksman Crossbow	63	78	Lvl 2-5 Fanaticism Aura When Equipped +1 To All Skills +170-210% Enhanced Damage Ignores Target's Defense +100-200 To Attack Rating +3-5 Mana After Each Kill +3-5 Life After Each Kill
Chaos Launcher Odysseus Crossbow	71	66	30% Increased Attack Speed +200-250% Enhanced Damage Adds 80 Cold Damage 12 Sec Duration (5/clvl) +5-500 To Max Cold Damage 30% Chance of Crushing Blow +5-10 To Freezing Arrow +1 To Cold Mastery (0.375/clvl) +0-37 To Strength
Deadly Precision Assassin Crossbow	78	71	3% CtC Lvl 5 Dim Vision On Striking Piercing Attack 50% +260-300% Enhanced Damage 33% Deadly Strike (0.75/clvl) +0-75 To Dexterity Replenish Life +20-40 Gem Socket (2)

[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Quivers] [Ama]
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Daggers			
Name	Lvl	Req Lvl	Stats
Yegg's Firedagger Dagger	2	4	20% CtC Lvl 5 Fire Bolt On Attack +250% Damage To Demons Adds 5-15 Fire Damage (4/clvl) +4-400 To Max Fire Damage Fire Resist +45%

Requier's Skill <u>Dirk</u>	10	11	+1 To All Skills 20-30% Increased Attack Speed 30% Faster Block Rate 25% Increased Chance of Blocking +90-180% Enhanced Damage (0.5/clvl) +0-50 To Max Damage All Resistances +10-20
The Golden Spike <u>Kris</u>	19	19	Adds 15-20 Damage 75% Bonus To Attack Rating Adds 12-48 Lightning Damage (6/clvl) +6-600 To Max Lightning Damage +10-20 To Strength Attacker Takes Lightning Damage of 25
Anguirel <u>Blade</u>	28	25	40% CtC Lvl 6 Poison Nova When Struck 30% Faster Cast Rate +150 To Attack Rating Adds 50-100 Poison Damage Over 2 Sec (2/clvl) +2-200 To Max Poison Damage +50 To Mana All Resistances +20
Sirian's Infinite Knives <u>Poignard</u>	27	32	25% CtC Lvl 15 Tornado On Attack 40-80% Increased Attack Speed +90-150% Enhanced Damage (1.5/clvl) +1-150 To Max Damage (2/clvl) +2-200 To Attack Rating
Trang'Oul's Claw <u>Rondel</u>	35	36	+1 To All Skills +2 To Necromancer Skill Levels +120-170% Enhanced Damage (1.25/clvl) +1-125 To Max Damage 40-60% Bonus To Attack Rating 20% Chance of Crushing Blow 30% Deadly Strike Poison Length Reduced by 75% -2 To Light Radius
Wizardspike <u>Cinquedeas</u>	44	38	50% Faster Cast Rate +250-320% Enhanced Damage 12-16% Mana Stolen Per Hit Increase Max Mana 25% All Resistances +20 +4-8 Mana After Each Kill
Throatlitter <u>Stillete</u>	49	41	30% Increased Attack Speed 15% Faster Cast Rate +60-110% Enhanced Damage Ignores Target's Defense Adds 168-335 Poison Damage Over 10 Sec (15/clvl) +15-1500 To Max Poison Damage -33% To Enemy Poison Resistance 50% Chance of Crushing Blow 100% Chance of Open Wounds Hit Causes Monster to Flee 75%
The Horn of Balor <u>Carved Bone</u>	52	60	+1-3 To All Skills (2/clvl) +2-200 To Max Damage Adds 60-180 Fire Damage (4.5/clvl) +4-450 To Max Fire Damage Adds 60-180 Poison Damage Over 3 Sec (4.5/clvl) +4-450 To Max Poison Damage Prevent Monster Heal -25 To Monster Defense Per Hit

Rathma's Blade <u>Mithral Knife</u>	60	61	+1-3 To Necromancer Skill Levels 60% Increased Attack Speed +160-210% Enhanced Damage Adds 401 Poison Damage Over 7 Sec 40% Deadly Strike +6-8 To Poison Dagger (Necromancer Only) +25-50 To Mana Gem Socket (2)
Famine <u>Fang Knife</u>	69	65	12% CtC Lvl 25 Decrepify On Striking +300% Enhanced Damage 15-25% Mana Stolen Per Hit 15-25% Life Stolen Per Hit Drain Life -13 Damage Reduced By 15-18 Magic Damage Reduced By 10-13 Requirements -20%
Mordenkainen's Dagger <u>Ancient Spike</u>	76	69	+2 To All Skills 15% Increased Chance of Blocking +200-300% Enhanced Damage -(20-25)% To Enemy Fire Resistance +5-12 To Enchant (Sorceress Only) +3 To Enchant (All classes gain +8-15 To Enchant) +1000 Defense +45-65 To Mana

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Javelins			
Name	Lvl	Req Lvl	Stats
Hail of Bolts <u>Javelin</u>	1	1	100% Increased Attack Speed Adds 1-16 Lightning Damage 2% Life Stolen Per Hit Replenishes Quantity
LED <u>Pilum</u>	8	4	Adds 5-10 Damage Adds 10-20 Fire Damage 3-9% Mana Stolen Per Hit +3-6 To Fire Strike (Amazon Only) Heal Stamina Plus +50% +2 To Light Radius Replenishes Quantity
Ric's Faith <u>Short Spear</u>	14	9	33% CtC Lvl 1 Chain Lightning On Striking +1 To All Skills 20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Hit Recovery +90-140% Enhanced Damage +1-3 To Pyre Javelin (Amazon Only) Knockback Replenishes Quantity
Free Lance <u>Glaive</u>	19	14	+1 To All Skills +1 To Spear & Javelin (Amazon Only) Adds 9-22 Damage +15 To Strength +15 To Dexterity Replenishes Quantity Requirements -100%

Flying Impaler <u>Throwing Spear</u>	25	19	Piercing Attack 50% +15-20 To Max Damage (1/clvl) +1-100 To Max Damage Ignores Target's Defense +2-4 To Viper Bite (Amazon Only) Replenishes Quantity
Gilded Spikes <u>War Javelin</u>	28	25	25% CtC Lvl 7 Chain Lightning On Striking +1 To All Skills 50% Increased Attack Speed +80-120% Enhanced Damage Adds 1-100 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage 20% Chance of Crushing Blow 30% Deadly Strike (2/clvl) 2-200% Better Chance of Getting Magic Item Replenishes Quantity Gem Socket (2)
Septic Needle <u>Great Pilum</u>	33	32	Piercing Attack 25% +150-200% Enhanced Damage +20-30 To Min Damage Adds 150-300 Poison Damage Over 6 Sec +1-3 To Plague Javelin Slows Target By 50% +15 To Energy Replenish Life +15 Poison Resist +40-70% Replenishes Quantity
Revenant's Spear of the Vampyr <u>Simbilan</u>	39	35	+150-200% Enhanced Damage 15-30% Bonus To Attack Rating +250% Damage To Undead 9-12% Mana Stolen Per Hit 33% Deadly Strike (0.5/clvl) +0-50 To Life (1/clvl) +1-100 To Mana +4-6 Mana After Each Kill Replenishes Quantity
Futurebreeze <u>Spiculum</u>	44	41	25% CtC Lvl 15 Frozen Orb On Striking 3% CtC Lvl 1 Teleport When Struck +1-2 To All Skills 45% Increased Attack Speed +60-110% Enhanced Damage (1/clvl) +1-100 To Max Damage (2.5/clvl) 2-250% Bonus To Attack Rating +20 To Dexterity Replenishes Quantity
Olympus Hand <u>Harpoon</u>	50	46	15% CtC Lvl 2 Amplify Damage On Striking +2 To All Skills 30% Increased Attack Speed +150-200% Enhanced Damage Adds 50-75 Fire Damage +5-15 To Strength +5-15 To Vitality Fire Resist +25-75% Poison Length Reduced by 75% Replenishes Quantity

The Opilus Apprentice <u>Ancient Shards</u>	53	57	+1 To All Skills 20% Increased Attack Speed +100-150% Enhanced Damage (1/clvl) +1-100% Enhanced Max Damage Lvl 5 Amplify Damage (75 Charges) Freezes Target 3 (0.5/clvl) +0-50 To Vitality Magic Damage Reduced By 6-12 Replenishes Quantity
Olympian's Javelin <u>Dire Pilum</u>	58	59	+2 To All Skills 20% Faster Run/Walk 30% Increased Attack Speed Piercing Attack 33% Adds 60-45 Damage (1/clvl) +1-100 To Max Damage +15 To Strength +15 To Dexterity Replenishes Quantity Gem Socket (2)
Johan's Picket <u>Lissom Spear</u>	64	63	20% CtC Lvl 18 Hell's Gate When Struck 30% Increased Attack Speed +220-270% Enhanced Damage 6-10% Mana Stolen Per Hit 6-10% Life Stolen Per Hit +8-12 To Bone Wall +25 To Vitality Fire Resist +40-70% Replenishes Quantity
Rainbow Rocket <u>Ahab Spear</u>	69	68	(2.5/clvl) +2-250 To Max Damage (1/clvl) +10-1000 To Attack Rating Adds 250 Magic Damage Adds 250 Fire Damage Adds 250 Lightning Damage Adds 250 Cold Damage 8 Sec Duration Adds 250 Poison Damage Over 1 Sec +17-22 To Vengeance Replenishes Quantity
Moby's Demise <u>Whale Hunter</u>	75	71	Piercing Attack 66% +200-250% Enhanced Damage Adds 20-40 Damage 9-15% Life Stolen Per Hit +3-6 To Jab Slows Target By 50% +10-15% To Max Cold Resist Cold Resist +50-100% Cannot Be Frozen Replenishes Quantity

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Knuckles			
Name	Lvl	Req Lvl	Stats
Manifer of Slugger <u>Brass Knuckle</u>	22	20	+1 To Combat Mastery (Barbarian Only) 15% Increased Attack Speed +80-130% Enhanced Damage (1/clvl) +1-100 To Max Damage +100-200 To Attack Rating 6-9% Life Stolen Per Hit 20% Deadly Strike +1 To Close Combat Mastery Regenerate Mana 25-50%

Burning Sleeve <u>Battering Arm</u>	29	27	7% CtC Level 11 Flame Wave On Striking +110-150% Enhanced Damage +10-20 To Min Damage Adds 40-80 Fire Damage +10 Chance Crushing Blow (0.5/clvl) +0-50 To Strength (0.5/clvl) +0-50 To Dexterity Damage Reduced by 10-15% Gem Socket (1)
Tattooed Palm <u>Tekko</u>	45	42	30% Increased Attack Speed +150-190% Enhanced Damage (2/clvl) +2-200% Enhanced Max Damage -50% Target Defense +150 Magic Damage +1-3 To Eangle Eye +1-3 To Whirlwind Slows Target by 20-40% Attacker Takes Damage of 200
Black Gypsum <u>Rock Buster</u>	49	46	33% Increased Attack Speed +200-300% Enhanced Damage +200-300% Damage to Demons +33% Chance Of Open Wounds +3 To Killer Scythe +13 To Killer Scythe (Necromancer Only) (All classes gain +16 To Killer Scythe) +33% Enhanced Defense +33 To Mana +33 Life After Each Kill
Thundergod's Anger <u>Raging Knuckle</u>	70	67	+1 To All Skills +220-260% Enhanced Damage Ignore Target's Defense +1-1000 Lightning Damage +1 To Lightning Mastery +3 To Thunder Storm +15 To Thunder Storm (Barbarian Only) (All classes gain +18 To Thunder Storm) +20 To Strength +20 Lightning Absorb
Protection Circuit <u>Wrecking Arm</u>	73	70	14% CtC Level 12 Time Stop When Struck +1 To All Skills 20% Increased Attack Speed +230-280% Enhanced Damage (1/clvl) +1-100 To Max Damage 11-14% Mana Stolen Per Hit +3-6 To Energy Shield Level 30 Teleport (30 Charges) Level 40 Meteor (3 Charges) Gem Socket (2)

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[Asn] [Bar] [Dru] [Nec] [Pal] [Sor]

Maces			
Name	Lvl	Req Lvl	Stats

Inifuss Branch <u>Club</u>	1	4	+4-8 To Max Damage Adds 4-12 Fire Damage +1 To Stun Prevent Monster Heal Knockback +15 To Strength All Resistances +15 Damage Reduced By 5-10 30% Extra Gold From Monsters
The Horror <u>Spiked Club</u>	7	5	10% Increased Attack Speed +30-60% Enhanced Damage Adds 10-20 Cold Damage 6 Sec Duration (2/clvl) +2-200 To Max Cold Damage 20% Chance of Crushing Blow 30% Chance of Open Wounds +3-6 To Terror
Bonemash <u>Mace</u>	12	9	20% Increased Attack Speed Adds 5-15 Damage +200% Damage To Undead +250 To Attack Rating Against Undead 20-40% Deadly Strike Heal Stamina Plus +15-30% 5-7% Reanimate As: Skeleton
Arc's Skewer <u>Morning Star</u>	19	15	40% Increased Attack Speed +100-150% Enhanced Damage (0.5/clvl) +0-50 To Max Damage +80-160 To Attack Rating 33% Chance of Open Wounds Half Freeze Duration 50% Extra Gold From Monsters 50% Better Chance of Getting Magic Item
Grimbold's Flail <u>Flail</u>	23	21	Adds 1-30 Damage (1/clvl) +1-100 To Max Damage +200% Damage To Demons 12-24% Mana Stolen Per Hit Slows Target By 15-45% +20-30 To Dexterity
Silver Rule <u>War Hammer</u>	28	27	10% Increased Attack Speed +60-100% Enhanced Damage +90-180 To Attack Rating Adds 10-20 Magic Damage (4/clvl) +4-400 To Max Lightning Damage +10-20 To Strength Lightning Resist +30%
Bul-Kathos' Rage <u>Maul</u>	32	24	+1 To All Skills 20% Increased Attack Speed +50-80% Enhanced Damage (3/clvl) +3-300% Enhanced Max Damage 25% Bonus To Attack Rating All Resistances +30
Arreat's Peak <u>Great Maul</u>	37	29	+2 To Barbarian Skill Levels +2 To Druid Skill Levels 30% Increased Attack Speed +120-200% Enhanced Damage Adds 35-70 Cold Damage 6 Sec Duration 30% Chance of Crushing Blow 30% Deadly Strike

Koth's Cudgel <u>Cudgel</u>	26	34	+2 To Barbarian Skill Levels (3/clvl) +3-300 To Max Damage +250% Damage To Undead 30% Chance of Crushing Blow Increase Max Mana 50%
Blood Splinter <u>Barbed Club</u>	35	38	8% CtC Lvl 7 Life Tap On Striking 20% Increased Attack Speed +120-160% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 10-15% Life Stolen Per Hit 20% Chance of Crushing Blow 33% Chance of Open Wounds Slows Target By 50%
Dreamflange <u>Flanged Mace</u>	39	39	+1-3 To Sorceress Skill Levels 25-35% Faster Cast Rate +25-75 To Life Increase Max Mana 20-40% (1/clvl) +1-100 To Mana All Resistances +9-27 +5 To Light Radius
Starshine <u>Jagged Star</u>	44	42	30% CtC Lvl 14 Immolation When Struck 10% CtC Lvl 12 Meteor On Striking 25% CtC Lvl 14 Fire Ball On Attack +1 To All Skills +160-220% Enhanced Damage Adds 50-100 Fire Damage (5/clvl) +5-500 To Max Fire Damage +10-30 To Vitality Replenish Life +8-24 +3 To Light Radius
Demonfever <u>Knout</u>	48	45	40% Increased Attack Speed 100% Faster Block Rate +100-150% Enhanced Damage (1.5/clvl) +1-150 To Max Damage +150-300 To Attack Rating Adds 20-100 Poison Damage Over 5 Sec (5/clvl) +5-500 To Max Poison Damage +15% To Max Poison Resist Poison Length Reduced by 75%
Schaefer's Hammer <u>Battle Hammer</u>	51	43	30% Increased Attack Speed +110-160% Enhanced Damage +75-150 To Attack Rating (2.5/clvl) +2-250 To Attack Rating Adds 1-500 Lightning Damage (5/clvl) +5-500 To Max Lightning Damage +25-75 To Life +20% To Max Lightning Resist Lightning Resist +100%
Vulcan's Piledriver <u>War Club</u>	56	48	+2 To Fire Skills 40% Increased Attack Speed +190-240% Enhanced Damage Adds 25-50 Fire Damage (7.5/clvl) +7-750 To Max Fire Damage +20% To Max Fire Resist Fire Resist +40-80% Requirements -40%

Justicar Militari <u>Martel de Fer</u>	53	45	20% Increased Attack Speed +200-250% Enhanced Damage (2/clvl) +2-200% Enhanced Max Damage Adds 7 Cold Damage 0 Sec Duration Cold Duration 6-18 Sec -50 To Monster Defense Per Hit Requirements 25%
Caveman's Fury <u>Cranium Basher</u>	51	58	+280-330% Enhanced Damage Adds 25-75 Fire Damage (2.5/clvl) +2-250 To Max Fire Damage 25% Chance of Crushing Blow 25% Chance of Open Wounds +2-5 To Shout Increase Max Life 30-50%
Darth Maul <u>Thorned Club</u>	60	60	8% CtC Lvl 4 Corpse Explosion On Striking 30% Increased Attack Speed (3/clvl) +3-300 To Max Damage 6-9% Life Stolen Per Hit (0.5/clvl) +0-50% Deadly Strike Slows Target By 50% Knockback Attacker Takes Damage of 20-90 -4 To Light Radius
Caesar's Revenge <u>Arcane Mace</u>	64	63	3% CtC Lvl 14 Enchant On Striking +100-150% Enhanced Damage (2/clvl) +2-200% Enhanced Max Damage +200 To Attack Rating 6-10% Mana Stolen Per Hit 6-12% Life Stolen Per Hit +200 Defense +200 Defense Vs. Melee Attacker Takes Damage of 100 (4/clvl) Attacker Takes Damage of 4-400
Butcher's Tenderizer <u>Serrated Star</u>	69	65	Lvl 5 Might Aura When Equipped 30% Increased Attack Speed +210-260% Enhanced Damage 20% Chance of Crushing Blow 50% Chance of Open Wounds -75 To Monster Defense Per Hit Gem Socket (2)
Thunder Star <u>Dire Flail</u>	73	69	20% CtC Lvl 26 Charged Bolt On Striking (3/clvl) +3-300% Enhanced Max Damage +200% Damage To Undead Adds 1-400 Lightning Damage (4/clvl) +4-400 To Max Lightning Damage -(15-25)% To Enemy Lightning Resistance +12-16 To Shock Web +5-15 To Strength +5-15 To Vitality +5-15 To Energy
Miller's Hammer <u>Military Hammer</u>	78	79	100% CtC Lvl 22 Blessed Hammer On Striking Lvl 5-7 Concentration Aura When Equipped 25% Increased Attack Speed +70-100% Enhanced Damage (1.75/clvl) +1-175% Enhanced Max Damage 15-30% Bonus To Attack Rating 33% Chance of Crushing Blow

Hammer of Bogardan <u>Ancient Maul</u>	82	71	40% CtC Lvl 25 Fire Ball On Striking 35% Increased Attack Speed +240-290% Enhanced Damage Adds 180-350 Fire Damage (3/clvl) +3-300 To Max Fire Damage Cold Resist -20% Repairs 1 Durability In 5 Sec Gem Socket (3)
Thor's Hammer <u>Titan's Maul</u>	84	74	80% Increased Attack Speed +130-160% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage Adds 240-480 Lightning Damage +10 To Charge (Paladin Only) +10 To Charge (Paladins gain +13 To Charge) (Other classes gain +20 To Charge) +20-30 To Strength Requirements -15%

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[Asn] [Bar] [Dru] [Nec] [Pal] [Sor]

Polearms			
Name	Lvl	Req Lvl	Stats
Eron's Bardiche <u>Bardiche</u>	4	8	20% Increased Attack Speed +7 To Min Damage (1/clvl) +1-100 To Max Damage +10-20 To Strength (1.5/clvl) +1-150 To Strength +10-20 To Dexterity (1.5/clvl) +1-150 To Dexterity
Lawful Arm <u>Voulge</u>	10	14	+1 To All Skills +70-120% Enhanced Damage Adds 30-61 Poison Damage Over 5 Sec Prevent Monster Heal +3-6 To Protection From Evil All Resistances +20
Blade of Oblivion <u>Scythe</u>	17	19	+3 To Summoning (Necromancer Only) +3 To Summoning (Druid Only) 25% Increased Attack Speed (1.5/clvl) +1-150 To Max Damage (3/clvl) +3-300% Damage To Undead +50-100 Defense (1/clvl) +1-100 To Life (1/clvl) +1-100 To Mana
Hewson's Poleaxe <u>Poleaxe</u>	23	25	6% CtC Lvl 1 Confuse On Striking 20% Increased Attack Speed (1.75/clvl) +1-175 To Max Damage 20% Chance of Open Wounds +15-20 To All Attributes
Infidel's Rule <u>Halberd</u>	30	28	20% Faster Hit Recovery +130-180% Enhanced Damage +100-200 To Attack Rating +10% To Max All Resistances All Resistances +30-45 Damage Reduced By 4-8 Magic Damage Reduced By 4-8

Eternal Rest <u>War Scythe</u>	37	29	+2 To All Skills 20% Faster Cast Rate +50-90% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 40% Chance of Crushing Blow +1-3 To Poison Dagger Increase Max Mana 20%
Defender of the Highlands <u>Lochaber Axe</u>	29	41	+2 To All Skills +100-200% Enhanced Damage (1/clvl) +1-100 To Max Damage 3-9% Life Stolen Per Hit Knockback (5/clvl) +5-500 Defense +250 Defense Replenish Life +20-30 (5/clvl) Attacker Takes Damage of 5-500
Bill of the Crane Shamans <u>Bill</u>	35	42	+3-4 To Barbarian Skill Levels +3-4 To Druid Skill Levels +3-4 To Sorceress Skill Levels 20% Faster Cast Rate +100-300% Enhanced Damage 3-9% Mana Stolen Per Hit 25% Deadly Strike +50 To Mana (1/clvl) +1-100 To Mana +2-6 Mana After Each Kill
Reaver of Darkness <u>Battle Scythe</u>	42	42	20% CtC Lvl 20 Life Tap On Striking +2 To All Skills 30% Faster Cast Rate +100-150% Enhanced Damage (2/clvl) +2-200 To Max Damage Ignores Target's Defense 12-25% Mana Stolen Per Hit Prevent Monster Heal +10-20 Mana After Each Kill -4 To Light Radius Requirements -50%
Partizan of Light <u>Partizan</u>	48	43	5% CtC Lvl 3 Mind Blast When Struck 10% CtC Lvl 28 Fist of the Heavens When Struck 25% CtC Lvl 18 Chain Lightning On Striking 30% Increased Attack Speed +170-220% Enhanced Damage Adds 25-250 Lightning Damage (5/clvl) +5-500 To Max Lightning Damage Attacker Takes Lightning Damage of 30 +5 To Light Radius
The Will of Hatred <u>Bec-de-Corbin</u>	52	44	15% CtC Lvl 10 Attract On Striking 20% Increased Attack Speed +70-110% Enhanced Damage (2/clvl) +2-200 To Max Damage 25-75% Bonus To Attack Rating 6-10% Mana Stolen Per Hit (1/clvl) +1-100% Deadly Strike Prevent Monster Heal Hit Blinds Target 2

Instrument of Destruction <u>Grim Scythe</u>	52	45	15% CtC Lvl 14 Static Field On Striking +3 To All Skills 40% Faster Cast Rate +125-175% Enhanced Damage (1.5/clvl) +1-150 To Max Damage Adds 200-300 Poison Damage Over 4 Sec 20% Chance of Crushing Blow 20% Chance of Open Wounds -4 To Light Radius Requirements -30%
Call of the Guardian <u>Urgrosh</u>	54	60	25% CtC Lvl 26 Charged Bolt When Struck 5% CtC Lvl 6 Shout On Striking 30% Increased Attack Speed 20% Faster Hit Recovery +150-200% Enhanced Damage (1/clvl) +1-100% Enhanced Max Damage +500 Defense +250 Defense Vs. Missile +30 To Mana All Resistances +25
Nine Lives Stealer <u>Pole Gauche</u>	60	64	9% CtC Lvl 9 Life Tap On Striking 60% Increased Attack Speed +60-110% Enhanced Damage (2/clvl) +2-200 To Max Damage 15% Mana Stolen Per Hit 15-25% Life Stolen Per Hit +1 To Golem Mastery +5-10 To Blood Golem +5-10 To Volcanic Creeper
Soul Reaver <u>Shadow Scythe</u>	67	61	33% CtC Lvl 12 Hell's Gate On Striking 50% CtC Lvl 5 Bone Armor When Struck 4% CtC Lvl 4 Ancient's Call On Striking +3 To Poison & Bone (Necromancer Only) 40% Increased Attack Speed +222-333% Enhanced Damage Adds 100-250 Magic Damage (1/clvl) +1-100 To Mana
Sultan's Conqueror <u>Royal Partizan</u>	70	67	10% CtC Lvl 35 Fist of the Heavens On Striking 5% CtC Lvl 15 Shock Armor When Struck 10% Increased Attack Speed +220-260% Enhanced Damage (0.5/clvl) +0-50% Chance of Crushing Blow (0.75/clvl) +0-75% Deadly Strike Replenish Life +30 +3 To Light Radius
Almraizer <u>Guardian</u>	73	70	25% CtC Lvl 20 Chain Lightning On Striking 30% Faster Hit Recovery +100-195% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage +125 To Attack Rating (2.5/clvl) +2-250 To Attack Rating +1 To Corpse Explosion Knockback

Eternal Reign <u>Death Reaper</u>	75	71	Indestructible +1 To All Skills 30% Increased Attack Speed +180-230% Enhanced Damage (1/clvl) +1-100% Enhanced Max Damage +1 To Close Combat Mastery +10-20 To Strength Increase Max Life 15% Increase Max Mana 15% +5-10 Mana After Each Kill +5-10 Life After Each Kill
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[Axes] [Bows] [Xbows] [Daggers] [Javelins] [Knuckles] [Maces] [Poles] [Scepters] [Spears] [Staves] [Swords] [Throw] [Wands] [Quivers] [Ama]
[Asn] [Bar] [Dru] [Nec] [Pal] [Sor]

Scepters			
Name	Lvl	Req Lvl	Stats
Holy Icon <u>Scepter</u>	6	5	+1 To Paladin Skill Levels 30% Increased Attack Speed (1/clvl) +1-100 To Max Damage +150% Damage To Undead (2/clvl) +2-200% Damage To Undead +200 To Attack Rating Against Undead (2/clvl) +2-200 To Attack Rating Against Undead +15-30 To Mana
Blessed Avenger <u>Grand Scepter</u>	14	13	+1 To Paladin Skill Levels 20% Faster Hit Recovery +35-70% Enhanced Damage (1.25/clvl) +1-125 To Max Damage +3-6 To Protection From Evil (Paladin Only) (2.5/clvl) Attacker Takes Damage of 2-250
Redeemer of the Light			

Eastern Sun 3.00 Set Items

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

[Top] [Japanese] [Armor] [Weapons] [Prefixes] [Suffixes] [Ilvl] [Uni Armor] [Uni Weapons] [Sets] [Gems/Runes] [Runewords] [Gemwords]
 [Recipes] [Maps]
 [Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor] [Merc]

Generic Sets

Autolycus' Magic Tools

Autolycus' Robes

Quilted Armor

Lvl 5 / Req Lvl 3

+30 Defense

+5 To Dexterity

All Resistances +10

(4/clvl) +4-400 Defense

+15 To Dexterity

(2 items)

20% Faster Run/Walk

(3 items)

Autolycus' Thieving Tools

Light Belt

(Rarity: 1/2)

Lvl 5 / Req Lvl 3

+10 Defense

100% Extra Gold From Monsters

25% Better Chance of Getting Magic Item

(Can be converted from Arctic Binding)

100% Extra Gold From Monsters

25% Better Chance of Getting Magic Item

(2 items)

Damage Reduced By 2

(3 items)

Boots of Sneaking

Boots

(Rarity: 1/2)

Lvl 5 / Req Lvl 3

+5 Defense

+10 To Dexterity

50% Better Chance of Getting Magic Item

(Can be converted from Hsaru's Iron Heel)

10% Faster Hit Recovery

50% Better Chance of Getting Magic Item

(2 items)

Magic Damage Reduced By 2

(3 items)

Partial Set Bonus

Increase Max Life 10%

Increase Max Mana 10%

(2 items)

Full Set Bonus

+1 To All Skills

25% Deadly Strike

-10 To Monster Defense Per Hit

+10 To All Attributes

Replenish Life +10

Achilles' Advantage

Achilles' Force

Gauntlets

Lvl 25 / Req Lvl 20

20% Increased Attack Speed

+20% Enhanced Damage

20% Bonus To Attack Rating

(5/clvl) +5-500 To Attack Rating

(1/clvl) +1-100 To Max Damage

(2 items)

20% Bonus To Attack Rating

(3 items)

Achilles' Girdle

Plated Belt

Lvl 25 / Req Lvl 20

+25 Defense

+25 To Strength

Attacker Takes Damage of 25

+15 To Vitality

(5/clvl) Attacker Takes Damage of 5-500

(2 items)

(0.5/clvl) +0-50 To Strength

(3 items)

<p>Achilles' Heel <u>Greaves</u> Lvl 25 / Req Lvl 20 40% Faster Run/Walk Heal Stamina Plus +25% Lightning Resist -40%</p>	<p>30% Faster Hit Recovery +15 To Energy (2 items) +25 To Dexterity (3 items)</p>
<p>Partial Set Bonus Increase Max Life 10% 20% Deadly Strike (2 items)</p>	<p>Full Set Bonus +2 To All Skills 20% Increased Attack Speed 20% Chance of Crushing Blow All Resistances +20 Damage Reduced By 15%</p>
Diablo's End	
<p>Helm of Spirits <u>Full Helm</u> Lvl 30 / Req Lvl 25 5% Mana Stolen Per Hit 5% Life Stolen Per Hit (3.5/clvl) +3-350 Defense +15 To Vitality</p>	<p>Replenish Life +15 Regenerate Mana +45% (2 items) +15 To Energy (3 items)</p>
<p>Optic Amulet <u>Amulet</u> (Rarity: 6/31) Lvl 30 / Req Lvl 25 Increase Max Mana 15-20% Lightning Resist +40% Damage Reduced By 6 +4 To Light Radius</p>	<p>Lightning Absorb 20% +10% To Max Lightning Resist (2 items) Magic Damage Reduced By 6 (3 items)</p>
<p>Armor of Gloom <u>Full Plate Mail</u> Lvl 30 / Req Lvl 25 +60 Defense (3.5/clvl) +3-350 Defense -2 To Light Radius Requirements -100%</p>	<p>+50% Enhanced Damage (3.5/clvl) +3-350 Defense (2 items) (5/clvl) Attacker Takes Damage of 5-500 (3 items)</p>
<p>Stormshield <u>Tower Shield</u> Lvl 30 / Req Lvl 25 20% Faster Block Rate (2.5/clvl) +2-250 Defense +20 To Strength Damage Reduced By 15% Gem Socket (1)</p>	<p>+100% Enhanced Defense (2.5/clvl) +2-250 Defense (2 items) 20% Faster Hit Recovery (3 items)</p>
<p>Partial Set Bonus +150% Damage To Demons 20% Increased Attack Speed (2 items) Increase Max Life 15% Increase Max Mana 15% (3 items)</p>	<p>Full Set Bonus +10 To Lightning Inferno +4 To All Skills +300 Defense +20 To All Attributes All Resistances +30 75% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Diablo)</p>
Planet's Veneration	

Tharn's Ward <u>Basinet</u> Lvl 40 / Req Lvl 35 +100% Enhanced Defense Fire Absorb 15% Damage Reduced By 20 Magic Damage Reduced By 20	Cold Absorb 15% (2 items) Lightning Absorb 15% (3 items) All Resistances +40 (4 items)
Bard's Graceful Hand <u>Sharkskin Gloves</u> Lvl 40 / Req Lvl 35 20% Increased Attack Speed +80% Enhanced Defense +50 To Dexterity	25% Increased Attack Speed (2 items) +30 To Dexterity (3 items) 25% Increased Attack Speed (4 items)
The Acolyte's Spirit <u>Ring</u> (Rarity: 6/30) Lvl 40 / Req Lvl 35 7% Mana Stolen Per Hit 7% Life Stolen Per Hit	5% Life Stolen Per Hit 5% Mana Stolen Per Hit (2 items) +25 To Vitality (3 items) +25 To Energy (4 items)
Root's Banded Restraint <u>Demonhide Sash</u> Lvl 40 / Req Lvl 35 +100% Enhanced Damage (1.5/clvl) +1-150 Defense +15 To Strength	+30 To Strength (2 items) +30 To Strength (3 items) +25% Enhanced Damage (4 items)
Wanderer's Waltz <u>Crystal Boots</u> Lvl 40 / Req Lvl 35 40% Faster Run/Walk 15% Chance of Crushing Blow +150 To Max Stamina	+25 To Dexterity (2 items) (2/clvl) +2-200 Defense (3 items) Lvl 1 Vigor Aura When Equipped (4 items)
Partial Set Bonus Increase Max Mana 15% Increase Max Life 15% (2 items) +50% Enhanced Damage Cannot Be Frozen (3 items)	Full Set Bonus +4 To All Skills 20% Faster Cast Rate +15 To All Attributes Replenish Life +10 Regenerate Mana +30% All Resistances +50 +10% To Experience Gained
Waves of Ascension Monsters summoned by the pre R5E Wave Set disappear due to a bug of D2. Please reroll those old pieces if you need the summoned monsters.	
Band of War <u>Amulet</u> (Rarity: 4/31) Lvl 50 / Req Lvl 45 7% CtC Lvl 7 Amplify Damage On Striking 30% Increased Attack Speed +25% Enhanced Damage +30 To Strength	30% Bonus To Attack Rating +4 To Blood Golem (2 items) +25% Enhanced Defense (3 items) +5 To Skeleton Mastery (4 items)

Band of Death Ring (Rarity: 4/30) Lvl 50 / Req Lvl 45 10% CtC Lvl 15 Bone Spirit On Striking +30 To Energy +20 Life After Each Kill +20 Mana After Each Kill	+50% Deadly Strike +4 To Blood Golem (2 items) Attacker Takes Damage of 300 (3 items) +5 To Raise Vampire (4 items)
Band of Famine Mesh Belt Lvl 50 / Req Lvl 45 5% CtC Lvl 5 Decrepify On Striking Replenish Life +15 8% Life Stolen Per Hit 8% Mana Stolen Per Hit 100% Extra Gold From Monsters	Adds 250-500 Poison Damage Over 10 Sec +4 To Blood Golem (2 items) Prevent Monster Heal (3 items) +5 To Skeleton Mastery (4 items)
Band of Pestilence Ring (Rarity: 4/30) Lvl 50 / Req Lvl 45 10% CtC Lvl 15 Creeping Doom On Striking Adds 250-500 Poison Damage Over 10 Sec Poison Length Reduced by 100% 100% Chance of Open Wounds	30% Chance of Crushing Blow +4 To Blood Golem (2 items) +20% To Max Poison Resist (3 items) +5 To Raise Vampire (4 items)
Partial Set Bonus Replenish Life +30 Regenerate Mana +30% (2 items) 8% Life Stolen Per Hit 8% Mana Stolen Per Hit (3 items)	Full Set Bonus 3% CtC Lvl 20 Bone Wave When You Kill An Enemy +3 To All Skills 30% Increased Attack Speed +15 To All Attributes All Resistances +40 150% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Female Vampire)
Shepherd's Delight Monsters summoned by the pre R5E Shepherd Set disappear due to a bug of D2. Please reroll those old pieces if you need the summoned monsters.	
Crook of the Valley Petrified Staff Lvl 65 / Req Lvl 60 50% Increased Attack Speed +300% Enhanced Damage +100% Enhanced Defense -50% To Target Defense (Can be <u>converted</u> into Ancient Maul)	+6 To Summon Dire Wolf +5 To Summon Water Elemental (2 items) +4 To Oak Sage 12% CtC Lvl 15 Static Field On Striking (3 items)
Shepherd's Blessing Gladiator Gauntlets Lvl 65 / Req Lvl 60 25% Faster Cast Rate 25% Faster Hit Recovery (1/clvl) +1-100 To Max Damage +100% Enhanced Defense	+6 To Summon Dire Wolf +5 To Summon Water Elemental (2 items) +4 To Oak Sage +10% To Experience Gained (3 items)
Shepherd's Invocation Chest Guard Lvl 65 / Req Lvl 60 +200% Enhanced Defense (1/clvl) +1-100 To Strength Replenish Life +30 Gem Socket (2)	+6 To Summon Dire Wolf +5 To Summon Water Elemental (2 items) Lvl 10 Salvation Aura When Equipped +4 To Oak Sage (3 items)

Partial Set Bonus 150% Better Chance of Getting Magic Item 150% Extra Gold From Monsters (2 items)	Full Set Bonus +4 To All Skills +3 To Iron Maiden +150 To Life +150 To Mana Regenerate Mana 100% Fire Absorb 15% Lightning Absorb 15% Damage Reduced By 30%
Tasselhoff's Traveling Gear	
Tasselhoff's Jerkin <u>Silvan Chain</u> Lvl 80 / Req Lvl 70 50% CtC Lvl 30 Lightning On Attack +150% Enhanced Damage +150% Enhanced Defense +30 To Vitality Gem Socket (3)	75% Better Chance of Getting Magic Item 75% Extra Gold From Monsters (2 items) Ignores Target's Defense (3 items)
Tasselhoff's Pouches <u>Merchant Belt</u> Lvl 80 / Req Lvl 70 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item Lvl 6 Confuse (20 Charges) Lvl 7 Fade (20 Charges) Gem Socket (2)	+25 To Strength +25 To Dexterity (2 items) 50% Chance of Crushing Blow (3 items)
Tasselhoff's Breaches <u>Gladiator Boots</u> Lvl 80 / Req Lvl 70 40% Faster Run/Walk +125% Enhanced Defense +30 To Energy 100% Extra Gold From Monsters Gem Socket (2)	Damage Reduced By 20 Magic Damage Reduced By 20 (2 items) 100% Better Chance of Getting Magic Item (3 items)
Partial Set Bonus +25 To Vitality +25 To Energy (2 items)	Full Set Bonus +3 To All Skills 20% Faster Cast Rate 40% Faster Hit Recovery +400 Defense All Resistances +50 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item
Cow King's Steels This set can only be collected in the Secret Cow Level. This set is basically a mimic of the original set with 4 times better stats.	
Cow King's Steel Horns <u>Dwarven Faceplate</u> Lvl 85 / Req Lvl 75 +150 Defense Cannot Be Frozen 70% Damage Taken Goes to Mana Attacker Takes Damage of 40	+150 Defense 70% Damage Taken Goes to Mana (2 items) Attacker Takes Damage of 40 (3 items)

<p>Cow King's Steel Hide <u>Archaic Armor</u> Lvl 85 / Req Lvl 75 18% CtC Lvl 20 Chain Lightning When Struck +120% Enhanced Defense All Resistances +36 +60 To Life</p>	<p>+120% Enhanced Defense All Resistances +36 (2 items) +60 To Life (3 items)</p>
<p>Cow King's Steel Hoofs <u>Phase Boots</u> Lvl 85 / Req Lvl 75 60% Faster Run/Walk Adds 100-160 Fire Damage +140 Defense 50% Better Chance of Getting Magic Item +40 To Dexterity</p>	<p>60% Faster Run/Walk 50% Better Chance of Getting Magic Item (2 items) +40 To Dexterity (3 items)</p>
<p>Partial Set Bonus Poison Resist +100% +25 To Cow Balloon (2 items) +1 To Amplify Damage (3 items)</p>	<p>Full Set Bonus 25% CtC Lvl 20 Static Field When Struck +6 To All Skills 120% Increased Attack Speed +80 To Strength +400 To Max Stamina 400% Extra Gold From Monsters 400% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Cow King)</p>

[Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor]
[Merc]

Amazon Sets	
Arctic Gear	
<p>Arctic Horn <u>Hunter's Bow</u> Lvl 5 / Req Lvl 1 Adds 2-6 Damage 20% Bonus To Attack Rating Adds 10-15 Cold Damage 4 Sec Duration (Can be <u>converted</u> into Spear)</p>	<p>(5/clvl) +5-500 To Attack Rating (1/clvl) +1-100 To Max Damage (2 items) (1/clvl) +1-100 To Max Damage (1.5/clvl) +1-150 To Max Cold Damage (3 items)</p>
<p>Arctic Mitts <u>Heavy Gloves</u> Lvl 5 / Req Lvl 1 20% Increased Attack Speed +10 Defense +20 To Life</p>	<p>+50 To Attack Rating (1/clvl) +1-100 To Life (2 items) (0.5/clvl) +0-50 To Dexterity (3 items)</p>
<p>Arctic Binding <u>Light Belt</u> (Rarity: 1/2) Lvl 5 / Req Lvl 1 3% CtC Lvl 1 Ice Nova When Struck (2.5/clvl) +2-250 Defense Cold Resist +40% (Can be <u>converted</u> from Autolycus' Thieving Tools)</p>	<p>+1 To All Skills 40% Better Chance of Getting Magic Item (2 items) Cold Absorb 20% (3 items)</p>

Partial Set Bonus Increase Max Life 10% Increase Max Mana 10% (2 items)	Full Set Bonus 10% CtC Lvl 5 Ice Bolt On Striking +1 To Amazon Skill Levels 20% Increased Attack Speed +25% To Cold Skill Damage +10 To All Attributes All Resistances +20 +7% To Experience Gained
Gabrielle's Innocence	
Gabrielle's Pointed Staff <u>Maiden Spear</u> Lvl 21 / Req Lvl 16 30% Increased Attack Speed +100% Enhanced Damage +15 To Vitality +15 To Energy (Can be <u>converted</u> into Stag Bow)	+50% Enhanced Defense +50% Enhanced Damage (2 items) (1.5/clvl) +1-150 To Max Damage (3 items)
Gabrielle's Defense <u>Scale Mail</u> Lvl 21 / Req Lvl 16 +72 Defense All Resistances +10 Damage Reduced By 20% Poison Length Reduced by 60%	(4/clvl) +4-400 Defense All Resistances +10 (2 items) Magic Damage Reduced By 8 (3 items)
Gabrielle's Revelation <u>Spirit Crown</u> Lvl 21 / Req Lvl 16 25% Faster Run/Walk +10 To Strength +15 To Dexterity +35 To Max Stamina	+10 To Dexterity +10 To Vitality (2 items) (3/clvl) +3-300 Defense (3 items)
Partial Set Bonus Increase Max Life 15% Increase Max Mana 15% (2 items)	Full Set Bonus +1 To Spear & Javelin (Amazon Only) +3 To Amazon Skill Levels Adds 18-20 Damage +300 Defense +10 To All Attributes All Resistances +30 +10% To Experience Gained 50% Better Chance of Getting Magic Item
Lixo's Feathers	
Lixo's Flight <u>Faceguard</u> Lvl 35 / Req Lvl 30 15% Bonus To Attack Rating (2/clvl) +2-200 To Attack Rating +30 To Dexterity	All Resistances +30 Lightning Absorb 10% (2 items) Damage Reduced By 5 Magic Damage Reduced By 5 (3 items)
Lixo's Harp <u>Gothic Bow</u> Lvl 35 / Req Lvl 30 20% Increased Attack Speed +100% Enhanced Damage (2/clvl) +2-200 To Max Damage (Can be <u>converted</u> into Simbilan)	+100% Enhanced Damage Damage Reduced By 10% (2 items) Adds 1-200 Lightning Damage 20% Increased Attack Speed (3 items)

Lixo's Coat Demonhide Armor Lvl 35 / Req Lvl 30 15% Faster Run/Walk +2 To Dodge (Amazon Only) +400 Defense Gem Socket (2)	+2 To Sway (Amazon Only) +1000 Defense (2 items) +2 To Petrify (Amazon Only) +50% Enhanced Damage (3 items)
Lixo's Jewel Ring (Rarity: 8/30) Lvl 35 / Req Lvl 30 4% Mana Stolen Per Hit 4% Life Stolen Per Hit Poison Length Reduced by 50%	Increase Max Life 15% Increase Max Mana 15% (2 items) 20% Faster Hit Recovery 20% Faster Run/Walk (3 items)
Partial Set Bonus +1 To Bow & Crossbow (Amazon Only) +10 To Dexterity (2 items)	Full Set Bonus +4 To Amazon Skill Levels Piercing Attack 33% Fires Lvl 1 Magic Arrows +40 To Min Damage +20 To All Attributes All Resistances +40 100% Better Chance of Getting Magic Item
Anna's Battle Dress	
Anna's Touch Lance Lvl 45 / Req Lvl 45 +100% Enhanced Damage (2.5/clvl) +2-250 To Max Damage Repairs 1 Durability In 1 Sec (Can be <u>converted</u> into Rock Buster/Barista)	40% Increased Attack Speed (2.5/clvl) +2-250 To Max Damage (2 items) Lvl 5 Defiance Aura When Equipped 40% Increased Attack Speed (3 items)
Anna's Dress Templar Coat Lvl 45 / Req Lvl 45 +2 To Petrify (Amazon Only) +200% Enhanced Defense All Resistances +30	(3.5/clvl) +3-350 Defense Increase Max Life 10% (2 items) (3.5/clvl) +3-350 Defense Increase Max Mana 10% (3 items)
Anna's Skill Battle Gauntlets Lvl 45 / Req Lvl 45 Freezes Target 3 +25 To Strength +25 To Dexterity	30% Increased Attack Speed (0.5/clvl) +0-50 To Max Damage (2 items) +20 To Strength +20 To Dexterity (3 items)
Anna's March Battle Boots Lvl 45 / Req Lvl 45 40% Faster Run/Walk +100% Enhanced Defense +150 To Max Stamina	(0.5/clvl) +0-50 To Max Damage 15% Chance of Crushing Blow (2 items) Damage Reduced By 10 Magic Damage Reduced By 10 (3 items)

Partial Set Bonus Increase Max Life 20% Increase Max Mana 20% (2 items) +100% Enhanced Damage (3 items)	Full Set Bonus 5% CtC Lvl 30 Frozen Orb On Striking +4 To Amazon Skill Levels +60 To Min Damage +15 To All Attributes All Resistances +50 Damage Reduced By 15% Magic Damage Reduced By 15 +7% To Experience Gained
Alaziel's Abstraction	
Alaziel's Point Ceremonial Javelin Lvl 55 / Req Lvl 55 Adds 500-750 Fire Damage +3 To Frost Javelin (Amazon Only) Replenishes 1 Quantity In 1 Sec Gem Socket (3)	+30 To Dexterity +3 To Spear & Javelin (Amazon Only) (2 items) +175% Enhanced Damage (5/clvl) +5-500 To Max Fire Damage (3 items)
Alaziel's Protector Drow Adamantite Chain Lvl 55 / Req Lvl 55 +4 To Dodge (Amazon Only) +250% Enhanced Defense All Resistances +10	+4 To Sway (Amazon Only) (1.5/clvl) +1-150 Defense (2 items) Fire Absorb 20% +4 To Petrify (Amazon Only) (3 items)
Alaziel's Buckler Desert Shield Lvl 55 / Req Lvl 55 40% Faster Block Rate 15% Increased Chance of Blocking +100 Defense	Damage Reduced By 18 (0.5/clvl) +0-50 To Life (2 items) Magic Damage Reduced By 18 (0.5/clvl) +0-50 To Mana (3 items)
Alaziel's Grip Sepulcher Gloves Lvl 55 / Req Lvl 55 +20% Enhanced Damage 20% Bonus To Attack Rating +100% Enhanced Defense	20% Increased Attack Speed +20 To Strength (2 items) 20% Increased Attack Speed +20 To Dexterity (3 items)
Partial Set Bonus +8 Mana After Each Kill +8 Life After Each Kill (2 items) 50% Damage Taken Goes to Mana Prevent Monster Heal (3 items)	Full Set Bonus +4 To Amazon Skill Levels 20% Faster Run/Walk 30% Chance of Crushing Blow +15 To All Attributes Increase Max Life 15% Increase Max Mana 15% All Resistances +50 100% Better Chance of Getting Magic Item
Noir's Tranquility	
Noir's Anticipation Titania Crown Lvl 60 / Req Lvl 60 45% Bonus To Attack Rating +100% Enhanced Defense +5 To Light Radius	30% Faster Hit Recovery 15% Chance of Crushing Blow (2 items) 30% Increased Attack Speed 30% Faster Cast Rate (3 items)

Noir's Focus <u>Tuigan Bow</u> Lvl 60 / Req Lvl 60 +2 To Amazon Skill Levels +100% Enhanced Damage +2 To Pierce (Amazon Only) Gem Socket (2)	+1 To Bow & Crossbow (Amazon Only) +200% Enhanced Damage (2 items) +200% Enhanced Damage (1/clvl) +1-100 To Max Damage (3 items)
Noir's Tenacity <u>Military Guards</u> Lvl 60 / Req Lvl 60 +25% Enhanced Damage +100% Enhanced Defense Gem Socket (1) Requirements -40%	-25% Target Defense +25 To Dexterity (2 items) +8 Life After Each Kill +4 Mana After Each Kill (3 items)
Noir's Stride <u>Dimensional Boots</u> Lvl 60 / Req Lvl 60 40% Increased Attack Speed +100% Enhanced Defense Gem Socket (1) Requirements -40%	40% Faster Run/Walk 20% Faster Hit Recovery (2 items) +5 To Freezing Arrow (Amazon Only) +5 To Guided Arrow (Amazon Only) (3 items)
Partial Set Bonus Fires Lvl 10 Magic Arrows +75% Enhanced Damage (2 items) Replenish Life +15 Regenerate Mana +25% (3 items)	Full Set Bonus +1 To Bow & Crossbow (Amazon Only) +4 To Amazon Skill Levels 6% Mana Stolen Per Hit 6% Life Stolen Per Hit +20 To All Attributes All Resistances +50 125% Better Chance of Getting Magic Item
Milea's Majesty	
Milea's Crown <u>Diadem</u> Lvl 70 / Req Lvl 70 9% Mana Stolen Per Hit +30 Defense All Resistances +15 Gem Socket (2)	+100 To Life +100 To Mana (2 items) Lvl 5 Concentration Aura When Equipped (3 items)
Milea's Maim <u>Matriarchal Spear</u> Lvl 70 / Req Lvl 70 Indestructible +125% Enhanced Damage 25% Chance of Crushing Blow Gem Socket (5)	40% Increased Attack Speed +125% Enhanced Damage (2 items) 40% Increased Attack Speed (3 items)
Milea's Mail <u>Heavy Mail</u> Lvl 70 / Req Lvl 70 +200% Enhanced Defense Damage Reduced By 15% Requirements -60% Gem Socket (3)	Replenish Life +15 Regenerate Mana +45% (2 items) 30% Faster Run/Walk (3 items)

<div>Partial Set Bonus</div> <div>+500 Defense</div> <div>+200% Enhanced Damage</div> <div>(2 items)</div>	<div>Full Set Bonus</div> <div>10% CtC Lvl 15 Fist of the Heavens When Struck</div> <div>+4 To Amazon Skill Levels</div> <div>+50 To Min Damage</div> <div>9% Life Stolen Per Hit</div> <div>+20 To All Attributes</div> <div>All Resistances +60</div> <div>+7% To Experience Gained</div> <div>125% Better Chance of Getting Magic Item</div>
<div>[Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor]</div> <div>[Merc]</div>	
Assassin Sets	
Death's Disguise	
<div>Death's Touch</div> <div><u>Katar</u></div> <div>Lvl 5 / Req Lvl 1</div> <div>Adds 6-10 Damage</div> <div>Adds 7-16 Cold Damage 8 Sec Duration</div> <div>5% Life Stolen Per Hit</div> <div>Replenishes Quantity</div> <div>(Can be <u>converted</u> into Throwing Knife)</div>	<div>(2/clvl) +2-200 To Max Cold Damage</div> <div>5% Mana Stolen Per Hit</div> <div>(2 items)</div> <div>(1.75/clvl) +1-175 To Max Damage</div> <div>20% Chance of Crushing Blow</div> <div>(3 items)</div>
<div>Death's Hand</div> <div><u>Leather Gloves</u></div> <div>Lvl 5 / Req Lvl 1</div> <div>15% Increased Attack Speed</div> <div>Poison Resist +30%</div> <div>Poison Length Reduced by 50%</div>	<div>+1 To All Skills</div> <div>(0.5/clvl) +0-50 To Mana</div> <div>(2 items)</div> <div>Hit Blinds Target 1</div> <div>(3 items)</div>
<div>Death's Guard</div> <div><u>Cloak</u></div> <div>Lvl 5 / Req Lvl 1</div> <div>+50 To Defense</div> <div>Damage Reduced By 4</div> <div>Cannot Be Frozen</div>	<div>Replenish Life +10</div> <div>Regenerate Mana +30%</div> <div>(2 items)</div> <div>(2/clvl) +2-200 Defense</div> <div>(3 items)</div>
<div>Partial Set Bonus</div> <div>Increase Max Life 10%</div> <div>Increase Max Mana 10%</div> <div>(2 items)</div>	<div>Full Set Bonus</div> <div>+1 To Assassin Skill Levels</div> <div>30% Increased Attack Speed</div> <div>11% Mana Stolen Per Hit</div> <div>8% Life Stolen Per Hit</div> <div>+10 To All Attributes</div> <div>All Resistances +28</div> <div>+7% To Experience Gained</div>
Vega's Elegance	
<div>Vega's Beauty</div> <div><u>Hachigane</u></div> <div>Lvl 21 / Req Lvl 16</div> <div>5% Life Stolen Per Hit</div> <div>+20 Defense</div> <div>+20 To Vitality</div>	<div>15% CtC Lvl 12 Charged Bolt When Struck</div> <div>5% CtC Lvl 12 Charged Bolt On Striking</div> <div>(2 items)</div> <div>3% Life Stolen Per Hit</div> <div>(1.5/clvl) +1-150 To Life</div> <div>(3 items)</div>

Grace <u>Claws</u> Lvl 21 / Req Lvl 16 (1.5/clvl) +1-150 To Max Damage 50% Chance of Open Wounds +2 To Melee Mastery (Assassin Only)	60% Increased Attack Speed 50% Deadly Strike (2 items) +200% Enhanced Damage (6/clvl) +6-600 To Attack Rating (3 items)
Power <u>Blade Talons</u> Lvl 21 / Req Lvl 16 +125% Enhanced Damage 50% Chance of Crushing Blow +1 To Melee Mastery (Assassin Only)	(2/clvl) +2-200 To Max Damage (8/clvl) +8-800 To Attack Rating (2 items) 30% Increased Attack Speed (8/clvl) +8-800 To Attack Rating (3 items)
Vega's Sash <u>Heavy Belt</u> Lvl 21 / Req Lvl 16 30% Faster Run/Walk +2 To Cloak of Shadows (Assassin Only) +4 To Weapon Block (Assassin Only)	+3 To Burst of Speed (Assassin Only) 20% Faster Hit Recovery (2 items) 15% Faster Run/Walk (1/clvl) +1-100 Defense (3 items)
Partial Set Bonus +40 To Dexterity +20 To Vitality (2 items) Cannot Be Frozen Poison Length Reduced by 75% (3 items)	Full Set Bonus +1 To Martial Arts (Assassin Only) +4 To Assassin Skill Levels +200 Defense +15 To All Attributes All Resistances +30 75% Better Chance of Getting Magic Item
Motoko's Captivation	
Motoko's Power <u>Ninja To</u> Lvl 35 / Req Lvl 30 33% CtC Lvl 24 Tornado On Attack 50% Increased Attack Speed +50 To Max Damage (1.25/clvl) +1-125 To Max Damage (Can be <u>converted</u> into Battering Arm/Repeating Crossbow)	+150% Enhanced Damage 150% Bonus To Attack Rating (2 items) (2.5/clvl) +2-250 To Max Damage (3 items)
Motoko's Kimono <u>Spiked Shoulder</u> Lvl 35 / Req Lvl 30 40% Faster Run/Walk Increase Max Life 25% (1/clvl) +1-100 To Life Gem Socket (2)	(10/clvl) +10-1000 To Attack Rating +35 To Dexterity (2 items) Replenish Life +40 (3 items)
Motoko's Charm <u>Amulet</u> (Rarity: 5/31) Lvl 35 / Req Lvl 30 +150% Damage To Demons +200 To Attack Rating Against Demons +3 To Shock Armor Slain Monsters Rest In Peace	75% Extra Gold From Monsters 75% Better Chance of Getting Magic Item (2 items) +15 Life After Kill (3 items)

<p>Partial Set Bonus +25 To Life +25 To Mana (2 items)</p>	<p>Full Set Bonus +3 To Assassin Skill Levels +50% Enhanced Damage 10% Mana Stolen Per Hit 10% Life Stolen Per Hit +300 Defense +10 To All Attributes All Resistances +30</p>
Alora's Shadow	
<p>Alora's Veil <u>War Hat</u> Lvl 45 / Req Lvl 45 Cold Resist +40% Damage Reduced By 15 Magic Damage Reduced By 15 Gem Socket (1)</p>	<p>Lvl 3 Holy Freeze Aura When Equipped Cold Absorb 15% (2 items) Fire Absorb 15% Lightning Absorb 15% (3 items)</p>
<p>Alora's Silent Assault <u>Hand Scythe</u> Lvl 45 / Req Lvl 45 +200% Enhanced Damage Adds 250-500 Poison Damage Over 10 Sec Freezes Target 3 (Can be <u>converted</u> into War Dart/Tekko)</p>	<p>5% CtC Lvl 24 Bone Spirit On Striking Adds 50-100 Magic Damage (2 items) (2/clvl) +2-200 To Max Damage Ignores Target's Defense (3 items)</p>
<p>Alora's Silhouette <u>Shadow Cloak</u> Lvl 45 / Req Lvl 45 +1 To Shadow Disciplines (Assassin Only) +150% Enhanced Defense Poison Length Reduced by 100%</p>	<p>10% CtC Lvl 16 Poison Nova When Struck (2.5/clvl) +2-250 Defense (2 items) All Resistances +15 +8 To Min Damage (3 items)</p>
<p>Alora's Vestige <u>Mesh Boots</u> Lvl 45 / Req Lvl 45 +1 To Martial Arts (Assassin Only) 40% Faster Run/Walk 20% Chance of Crushing Blow (4 items)</p>	<p>+100% Enhanced Defense 50% Better Chance of Getting Magic Item (2 items) +3 To Burst of Speed (Assassin Only) +10% To Max Cold Resist (3 items)</p>
<p>Partial Set Bonus 40% Increased Attack Speed +200% Enhanced Damage (2 items) Increase Max Life 15% Increase Max Mana 15% (3 items)</p>	<p>Full Set Bonus +4 To Assassin Skill Levels 18% Mana Stolen Per Hit 18% Life Stolen Per Hit +15 To All Attributes All Resistances +50 Damage Reduced By 16 Magic Damage Reduced By 16 +7% To Experience Gained</p>
Sascha's Jaded Kiss	
<p>Sascha's Deadly Point <u>Wrist Sword</u> Lvl 55 / Req Lvl 55 40% Increased Attack Speed +175% Enhanced Damage Slain Monsters Rest In Peace</p>	<p>25% CtC Lvl 15 Fire Ball On Striking (2/clvl) +2-200 To Max Damage (2 items) Adds 75-150 Fire Damage (5/clvl) +5-500 To Max Fire Damage (3 items)</p>

Sascha's Bosom <u>Thorned Armor</u> Lvl 55 / Req Lvl 55 +200% Enhanced Defense +25 To Vitality Requirements -35%	Damage Reduced By 20 Magic Damage Reduced By 20 (2 items) 30% Deadly Strike +3 To Blade Shield (3 items)
Sascha's Jagged Strike <u>Scissors Quhab</u> Lvl 55 / Req Lvl 55 +250% Enhanced Damage 100% Chance of Open Wounds -10 To Monster Defense Per Hit	25% CtC Lvl 15 Snow Spirit On Striking (2/clvl) +2-200 To Max Damage (2 items) Adds 50-100 Cold Damage 0 Sec Duration (2.5/clvl) +2-250 To Max Cold Damage (3 items)
Sascha's Black Slipper <u>Rogue Boots</u> Lvl 55 / Req Lvl 55 20% Faster Run/Walk +4 To Dragon Flight (Assassin Only) +85% Enhanced Defense	+20 To All Attributes (0.5/clvl) +0-50 Defense (2 items) 30% Chance of Crushing Blow +3 To Shadow Master (Assassin Only) (3 items)
Partial Set Bonus Replenish Life +25 Regenerate Mana +50% (2 items) 30% Faster Run/Walk 30% Faster Cast Rate (3 items)	Full Set Bonus +4 To Assassin Skill Levels +100% Enhanced Damage +120 To Max Damage +400 Defense +30 To All Attributes All Resistances +60 Magic Damage Reduced By 15 100% Better Chance of Getting Magic Item
Ihsan's Shade	
Ihsan's Gaze <u>Hood</u> Lvl 60 / Req Lvl 60 -20% Target Defense +125% Enhanced Defense (2/clvl) +2-200 To Mana Gem Socket (2)	-17% To Enemy Cold Resistance -17% To Enemy Poison Resistance (2 items) -17% To Enemy Fire Resistance -17% To Enemy Lightning Resistance (3 items)
Ihsan's Spine <u>Shinobi Armor</u> Lvl 60 / Req Lvl 60 +125% Enhanced Defense Damage Reduced By 25 Magic Damage Reduced By 25	Replenish Life +30 Regenerate Mana +60% (2 items) +20 To Vitality +5% To Max All Resistances (3 items)
Ihsan's Clutch <u>War Gauntlets</u> Lvl 60 / Req Lvl 60 10% CtC Lvl 1 Attract On Striking 15% Chance of Crushing Blow +125% Enhanced Defense	9% Life Stolen Per Hit 9% Mana Stolen Per Hit (2 items) Slows Target by 20% 100% CtC Lvl 20 Ice Bolt On Attack (3 items)
Ihsan's Coil <u>Giant Wrap</u> Lvl 60 / Req Lvl 60 +1 To Assassin Skill Levels 50% Faster Hit Recovery +125% Enhanced Defense	15% Increased Chance of Blocking +2 To Weapon Block (Assassin Only) (2 items) 50% Faster Cast Rate 50% Faster Block Rate (3 items)

<p>Partial Set Bonus Damage Reduced By 15% +500 Defense (2 items) +10 Mana After Each Kill +10 Life After Each Kill (3 items)</p>	<p>Full Set Bonus +4 To Assassin Skill Levels +75% Enhanced Damage 35% Chance of Crushing Blow +60 To Strength +20 To All Attributes All Resistances +50 +7% To Experience Gained +1 To Morphing (Transforms into Black Izual)</p>
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Borik's Deceit

<p>Borik's Nightblade <u>Katana</u> Lvl 70 / Req Lvl 70 +225% Enhanced Damage Ignores Target's Defense 40% Chance of Crushing Blow (Can be <u>converted</u> into Wrecking Arm/Assassin Crossbow)</p>	<p>75% Enhanced Damage 30% Chance of Crushing Blow (2 items) 12% Life Stolen Per Hit (3 items)</p>
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<p>Borik's Dark Binding <u>Spiked Armor</u> Lvl 70 / Req Lvl 70 10% CtC Lvl 25 Ice Nova When Struck +175% Enhanced Defense +12 Mana After Each Kill Gem Socket (3)</p>	<p>+42 To Strength Damage Reduced by 15% (2 items) 18% Mana Stolen Per Hit (3 items)</p>
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<p>Borik's Black Hand <u>Viper Hands</u> Lvl 70 / Req Lvl 70 Adds 25-30 Cold Damage 10 Sec Duration Prevent Monster Heal Freezes Target 3</p>	<p>10% CtC Lvl 25 Creeping Doom On Striking Adds 10-200 Cold Damage 2 Sec Duration (2 items) Lvl 3 Vigor Aura When Equipped (3 items)</p>
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<p>Partial Set Bonus +1 To Traps (Assassin Only) 9% CtC Lvl 30 Frozen Orb When You Kill An Enemy (2 items)</p>	<p>Full Set Bonus +3 To Assassin Skill Levels 40% Increased Attack Speed +150% Enhanced Damage (1.5/clvl) +1-150 Max Damage +1000 Defense +20 To All Attributes All Resistances +75 125% Better Chance of Getting Magic Item</p>
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[Merc]

Barbarian Sets

Berserker's Garb

<p>Berserker's Headgear <u>Cap</u> (Rarity: 1/2) Lvl 5 / Req Lvl 1 +25 Defense +15 To Life Fire Resist +15% (Can be <u>converted</u> from Infernal Cranium)</p>	<p>+10 To Strength (4/clvl) +4-400 To Attack Rating (2 items) (1/clvl) +1-100 Defense (3 items)</p>
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Berserker's Hatchet <u>Hand Axe</u> Lvl 5 / Req Lvl 1 +100% Enhanced Damage 30% Bonus To Attack Rating 5% Mana Stolen Per Hit	(1/clvl) +1-100 To Max Damage 5% Life Stolen Per Hit (2 items) (1.5/clvl) +1-150 To Max Damage (3 items)
Berserker's Hauberk <u>Hard Leather Armor</u> Lvl 5 / Req Lvl 1 +8 To Vitality Damage Reduced By 4 Magic Damage Reduced By 2	+1 To All Skills (1.5/clvl) +1-150 Defense (2 items) +20 To Life (3 items)
Partial Set Bonus Increase Max Life 10% Increase Max Mana 10% (2 items)	Full Set Bonus +1 To Barbarian Skill Levels 20% Faster Run/Walk 20% Increased Attack Speed Adds 10-12 Damage +10 To All Attributes All Resistances +30 +7% To Experience Gained
Messerschmidt's Rule	
Messerschmidt's Reaver <u>Battle Axe</u> Lvl 21 / Req Lvl 16 10% CtC Lvl 1 Amplify Damage On Striking +200% Enhanced Damage Adds 15-30 Fire Damage (Can be <u>converted</u> into Scythe)	(2/clvl) +2-200 To Max Damage (2/clvl) +2-200 To Max Fire Damage (2 items) +200% Enhanced Damage (3 items)
Messerschmidt's Burning Palm <u>Chain Gloves</u> Lvl 21 / Req Lvl 16 15% CtC Lvl 8 Fire Bolt On Striking +50 To Attack Rating Adds 10-20 Fire Damage	(1/clvl) +1-100 To Max Fire Damage Fire Resist +40% (2 items) +10% To Max Fire Resist (3 items)
Messerschmidt's Rush <u>Light Plated Boots</u> Lvl 21 / Req Lvl 16 (1/clvl) +1-100 Defense +10 To Strength +15 To Vitality	+20 To Strength +20 To Vitality (2 items) (5/clvl) +5-500 To Attack Rating (3 items)
Partial Set Bonus Increase Max Life 20% Damage Reduced By 15% (2 items)	Full Set Bonus +3 To Barbarian Skill Levels 40% Increased Attack Speed 20% Faster Hit Recovery +2 To Enchant +1 To Killer Scythe +10 To All Attributes All Resistances +30 75% Better Chance of Getting Magic Item
Kain's Means of Destruction	

<p>Blood Baron <u>Great Sword</u> Lvl 35 / Req Lvl 30 +200% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 12% Life Stolen Per Hit (Can be <u>converted</u> into Balanced Axe)</p>	<p>50% Better Chance of Getting Magic Item 40% Increased Attack Speed (2 items) 50% Deadly Strike (3 items) 15% Chance of Crushing Blow (4 items) (2.5/clvl) +2-250 To Max Damage (5 items)</p>
<p>Kain's Fear <u>Ancient Armor</u> Lvl 35 / Req Lvl 30 Getting Hit Causes Monster to Flee 25% +90% Enhanced Defense Damage Reduced By 15%</p>	<p>20% Faster Hit Recovery (5.5/clvl) +5-550 Defense (2 items) +5 To Howl (Barbarian Only) (3 items) +150% Enhanced Defense (4 items)</p>
<p>Kain's Sentinel <u>Gothic Shield</u> Lvl 35 / Req Lvl 30 30% Faster Hit Recovery 20% Faster Block Rate (3/clvl) +3-300 Defense Gem Socket (2)</p>	<p>15% Increased Chance of Blocking 15% Faster Block Rate (2 items) Damage Reduced By 10 (3 items) Magic Damage Reduced By 10 (4 items)</p>
<p>Kain's Wings <u>Iron Guards</u> Lvl 35 / Req Lvl 30 20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Cast Rate</p>	<p>30% Increased Attack Speed Magic Absorb 20% (2 items) 30% Faster Run/Walk (3 items) 30% Faster Cast Rate (4 items)</p>
<p>Kain's Life Ring (Rarity: 8/30) Lvl 35 / Req Lvl 30 +25 To Life Replenish Life +15 +8 Life After Each Kill</p>	<p>(2/clvl) +2-200 To Life Poison Length Reduced by 100% (2 items) Replenish Life +15 (3 items) Lvl 1 Redemption Aura When Equipped (4 items)</p>
<p>Partial Set Bonus 25% Increased Attack Speed 75% Better Chance of Getting Magic Item (2 items) Damage Reduced By 10 Magic Damage Reduced By 10 (3 items)</p>	<p>Full Set Bonus +5 To Barbarian Skill Levels +40 To Min Damage +20 To All Attributes Replenish Life +20 Regenerate Mana +40% All Resistances +50 +1 To Morphing (Transforms into Black Knight)</p>
Krakerag's Rage	
<p>Krakerag's Point <u>Tulwar</u> Lvl 45 / Req Lvl 45 +100% Enhanced Damage 75% Deadly Strike +30 To Dexterity Gem Socket (3) (Can be <u>converted</u> into Twin Axe)</p>	<p>(1.5/clvl) +1-150 To Max Damage (5/clvl) +5-500 To Attack Rating (2 items) +200% Enhanced Damage (3 items)</p>

Krakerag's Chestplate <u>Sharktooth Armor</u> Lvl 45 / Req Lvl 45 20% Faster Hit Recovery +500 Defense All Resistances +35 Gem Socket (3)	20% Faster Run/Walk +100 Defense (2 items) (2/clvl) +2-200 Defense (3 items)
Krakerag's Slay <u>Tusk Sword</u> Lvl 45 / Req Lvl 45 +100% Enhanced Damage 50% Chance of Crushing Blow +30 To Strength Gem Socket (3) (Can be <u>converted</u> into Cleaver)	(2/clvl) +2-200 To Max Damage (4/clvl) +4-400 To Attack Rating (2 items) +225% Enhanced Damage (3 items)
Partial Set Bonus Increase Max Life 15% Increase Max Mana 15% (2 items)	Full Set Bonus +3 To Barbarian Skill Levels 30% Increased Attack Speed 50% Bonus To Attack Rating +15 To All Attributes All Resistances +40 Damage Reduced By 15% Magic Damage Reduced By 15 100% Better Chance of Getting Magic Item
Darkshade's Ruin	
Darkshade's Haze <u>Savage Helm</u> Lvl 55 / Req Lvl 55 10% CtC Lvl 14 Snow Spirit On Attack Prevent Monster Heal -4 To Light Radius	14% Mana Stolen Per Hit 14% Life Stolen Per Hit (2 items) +40 To Life (3 items) +40 To Mana (4 items)
Darkshade's Skewer <u>Jagged Star</u> Lvl 55 / Req Lvl 55 +200% Enhanced Damage Adds 320 Poison Damage Over 8 Sec +30 To Dexterity (Can be <u>converted</u> into Francisca)	40% Increased Attack Speed 50% Chance of Open Wounds (2 items) (1/clvl) +1-100 To Max Damage (3 items) 10% CtC Lvl 11 Bone Spirit On Attack (4 items)
Darkshade's Spined Sheath <u>Ornate Armor</u> Lvl 55 / Req Lvl 55 7% CtC Lvl 10 Bone Wave When Struck +250% Enhanced Defense Attacker Takes Damage of 500	20% Chance of Crushing Blow +15 To Vitality (2 items) Attacker Takes Damage of 1000 (3 items) Attacker Takes Damage of 1000 (4 items)
Darkshade's Evisceration <u>Knout</u> Lvl 55 / Req Lvl 55 +200% Enhanced Damage Adds 80-320 Cold Damage 8 Sec Duration +30 To Strength (Can be <u>converted</u> into Hurlbat)	30% Increased Attack Speed 40% Chance of Crushing Blow (2 items) (1.5/clvl) +1-150 To Max Damage (3 items) +3 To Might (4 items)

Darkshade's Binding <u>War Belt</u> Lvl 55 / Req Lvl 55 (3/clvl) +3-300 Defense +30 To Strength +20 To Vitality	25% Faster Hit Recovery Damage Reduced By 6 (2 items) Adds 40-120 Magic Damage (3 items) Magic Resist +40% (4 items)
Partial Set Bonus Increase Max Life 40% +25 To Dexterity (2 items) +120 To Max Damage (6/clvl) +6-600 To Attack Rating (3 items)	Full Set Bonus 10% CtC Lvl 24 Poison Nova When Struck +5 To Barbarian Skill Levels +50 To Min Damage +20 To All Attributes All Resistances +65 +7% To Experience Gained 150% Better Chance of Getting Magic Item
Sarevok's Sacrilege	
Sarevok's Malicious Stare <u>Conquerer Crown</u> Lvl 70 / Req Lvl 70 Freezes Target +3 +35 To Dexterity -35 To Monster Defense Per Hit Gem Socket (2)	60% Bonus To Attack Rating +4 To Natural Resistance (Barbarian Only) (2 items) Slows Target By 50% (3 items)
Sarevok's Master <u>Death Blade</u> Lvl 70 / Req Lvl 70 50% Increased Attack Speed 4% Life Stolen Per Hit +1 To Close Combat Mastery (Barbarian Only) Gem Socket (3) (Can be <u>converted</u> into Slayer Axe/Titan's Maul)	+200% Enhanced Damage (7.5/clvl) +7-750 To Attack Rating (2 items) (1.5/clvl) +1-150 To Max Damage (3 items)
Sarevok's Savage Heart <u>Combat Plate</u> Lvl 70 / Req Lvl 70 40% Faster Hit Recovery +115% Enhanced Defense Drain Life -5	Increase Max Life 18% (3/clvl) +3-300 To Life (2 items) +4 To Iron Skin (Barbarian Only) (3 items)
Partial Set Bonus Increase Max Life 25% Increase Max Mana 25% (2 items)	Full Set Bonus 15% CtC Lvl 25 Ice Nova When Struck +2 To Combat Skills (Barbarian Only) +3 To Barbarian Skill Levels Prevent Monster Heal +25 To All Attributes All Resistances +50 100% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Black Knight)
Hurja's Harmonic Rage	
Crown of the Northern Tribes <u>Guardian Crown</u> Lvl 70 / Req Lvl 70 +1 To Barbarian Skill Levels +5 To Might +40 To Strength Gem Socket (1)	+1 To Combat Skills (Barbarian Only) +300% Enhanced Defense (2 items) 100% Bonus To Attack Rating (3 items)

<div><div>Harrogath's Heirloom</div><div>Ceremonial Armor</div><div>Lvl 70 / Req Lvl 70</div><div>+5 To Whirlwind (Barbarian Only)</div><div>+5 To Shout (Barbarian Only)</div><div>+5 To Leap Attack (Barbarian Only)</div></div>	<div><div>30% Faster Run/Walk</div><div>Damage Reduced By 25%</div><div>(2 items)</div><div>+1 To Combat Skills (Barbarian Only)</div><div>(3 items)</div></div>
<div><div>Worldstone Shard</div><div>Barbaric Hoop</div><div>(Rarity: 1/1)</div><div>Lvl 70 / Req Lvl 70</div><div>5% CtC Lvl 35 Fist of the Heavens On Striking</div><div>30% Increased Attack Speed</div><div>Replenish Life +25</div></div>	<div><div>Increase Max Life 10%</div><div>+50% Enhanced Damage</div><div>(2 items)</div><div>Ignores Target's Defense</div><div>(3 items)</div></div>
<div><div>Partial Set Bonus</div><div>Increase Max Life 25%</div><div>Increase Max Mana 25%</div><div>(2 items)</div></div>	<div><div>Full Set Bonus</div><div>+3 To Barbarian Skill Levels</div><div>40% Increased Attack Speed</div><div>16% Mana Stolen Per Hit</div><div>16% Life Stolen Per Hit</div><div>+2000 Defense</div><div>+25 To All Attributes</div><div>All Resistances +70</div><div>150% Better Chance of Getting Magic Item</div></div>

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Druid Sets	
Hsarus' Defense	
<div><div>Hsaru's Iron Arm</div><div>Club</div><div>Lvl 5 / Req Lvl 1</div><div>15% Increased Attack Speed</div><div>(1/clvl) +1-100 To Max Damage</div><div>+1-3 To Elemental Form</div></div>	<div><div>Adds 6-12 Damage</div><div>+16 To Strength</div><div>(2 items)</div><div>(1/clvl) +1-100 To Max Damage</div><div>(3 items)</div></div>
<div><div>Hsarus' Iron Fist</div><div>Buckler</div><div>Lvl 5 / Req Lvl 1</div><div>+15% Enhanced Damage</div><div>15% Chance of Crushing Blow</div><div>+15 To Life</div><div>Gem Socket (1)</div></div>	<div><div>+8 To Vitality</div><div>(0.25/clvl) +0-25 To Strength</div><div>(2 items)</div><div>(1/clvl) +1-100 Defense</div><div>(3 items)</div></div>
<div><div>Hsarus' Iron Heel</div><div>Boots</div><div>(Rarity: 1/2)</div><div>Lvl 5 / Req Lvl 1</div><div>10% Faster Run/Walk</div><div>20% Deadly Strike</div><div>+15 Defense</div><div>(Can be converted from Boots of Sneaking)</div></div>	<div><div>+1 To All Skills</div><div>10% Faster Run/Walk</div><div>(2 items)</div><div>(1/clvl) +1-100 Defense</div><div>(3 items)</div></div>

Partial Set Bonus
 Increase Max Life 10%
 Increase Max Mana 10%
 (2 items)

Full Set Bonus
 +2 To Druid Skill Levels
 +100% Damage To Undead
 10% Mana Stolen Per Hit
 10% Life Stolen Per Hit
 +10 To All Attributes
 (1.5/clvl) +1-150 To Life
 All Resistances +28
 +7% To Experience Gained

Blackwing's Impudence

Blackwing's Will
Hawk Helm
 Lvl 21 / Req Lvl 16
 +1 To Druid Skill Levels
 +3-4 To Cyclone Armor (Druid Only)
 +2-3 To Shape Shifting Mastery (Druid Only)

+10 To Energy
 Regenerate Mana +45%
 (2 items)
 (0.5/clvl) +0-50% Chance of Crushing Blow
 (2.5/clvl) +2-250 Defense
 (3 items)

Blackwing's Force
Giant Sword
 Lvl 21 / Req Lvl 16
 20% Increased Attack Speed
 +100% Enhanced Damage
 Adds 20-25 Magic Damage
 (Can be converted into Long Battle Bow)

20% Increased Attack Speed
 (1/clvl) +1-100 To Max Damage
 (2 items)
 +100% Enhanced Damage
 Adds 60-75 Magic Damage
 (3 items)

Blackwing's Clench
Light Gauntlets
 Lvl 21 / Req Lvl 16
 10% CtC Lvl 2 Glacial Spike On Striking
 Adds 10-15 Cold Damage 8 Sec Duration
 (0.5/clvl) +0-50 Defense

Adds 5-10 Cold Damage 8 Sec Duration
 (2/clvl) +2-200 To Max Cold Damage
 (2 items)
 7% CtC Lvl 1 Frozen Orb On Striking
 20% Faster Run/Walk
 (3 items)

Blackwing's Footprint
Chain Boots
 Lvl 21 / Req Lvl 16
 Freezes Target 2
 +10% To Max Cold Resist
 Cold Resist +30%

15% CtC Lvl 8 Ice Bolt On Attack
 10% CtC Lvl 5 Ice Nova When Struck
 (2 items)
 20% Faster Hit Recovery
 (1/clvl) +1-100 To Max Cold Damage
 (3 items)

Partial Set Bonus
 Increase Max Life 10%
 Increase Max Mana 10%
 (2 items)
 Cold Absorb 20%
 Cannot Be Frozen
 (3 items)

Full Set Bonus
 +4 To Druid Skill Levels
 +35% To Cold Skill Damage
 +200 To Defense
 +15 To All Attributes
 +10% To Max Cold Resist
 All Resistances +40
 Damage Reduced By 15
 75% Better Chance of Getting Magic Item

Danarak's Divinity

Danarak's Spirit
Falcon Mask
 Lvl 35 / Req Lvl 30
 +3 To Shape Shifting (Druid Only)
 +75 Defense
 +20 To Energy

+20 To Strength
 +15 To Vitality
 (2 items)
 Regenerate Mana +50%
 (3 items)

Danarak's Mallet <u>Maul</u> Lvl 35 / Req Lvl 30 Adds 50-100 Fire Damage Adds 40-120 Lightning Damage Adds 30-60 Cold Damage 1 Sec Duration Adds 200-400 Poison Damage Over 20 Sec Gem Socket (1)	+300% Enhanced Damage 20% Increased Attack Speed (2 items) Adds 20-40 Magic Damage (3 items)
Danarak's Wrap <u>Ghost Armor</u> Lvl 35 / Req Lvl 30 20% Faster Run/Walk Damage Reduced By 12 Magic Damage Reduced By 12	+70 Defense (7/clvl) +7-700 Defense (2 items) +2 To Summoning (Druid Only) (3 items)
Partial Set Bonus Increase Max Life 15% Increase Max Mana 15% (2 items)	Full Set Bonus +3 To Druid Skill Levels 30% Faster Run/Walk 15% Mana Stolen Per Hit +15 To All Attributes All Resistances +40 Replenish Life +30 100% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Treant)
Merlin's Legacy	
Horns of Power <u>Hunter's Guise</u> Lvl 45 / Req Lvl 45 +2 To Shape Shifting (Druid Only) (2.5/clvl) +2-250 Defense (0.75/clvl) +0-75 To Strength	+1 To Amplify Damage 15% Chance of Crushing Blow (2 items) +3 To Elemental Form (Druid Only) +3 To Maul (Druid Only) (3 items)
Keeper of the Fire <u>Dimensional Blade</u> Lvl 45 / Req Lvl 45 30% Increased Attack Speed Adds 300-600 Fire Damage (6/clvl) +6-600 To Max Fire Damage	10% CtC Lvl 15 Fire Ball On Striking 10% CtC Lvl 15 Immolation When Struck (2 items) +300% Enhanced Damage -25% To Enemy Fire Resistance (3 items)
Mail of Earth and Water <u>Tigulated Mail</u> Lvl 45 / Req Lvl 45 +150% Enhanced Defense Cold Absorb 25% Fire Absorb 25%	+5 To Earth Spikes (Druid Only) +5 To Summon Elemental (Druid Only) (2 items) +250% Enhanced Defense Damage Reduced By 25% (3 items)
Sandals of the Wind <u>Sharkskin Boots</u> Lvl 45 / Req Lvl 45 30% Faster Run/Walk +5 To Slow Missiles +3 To Cyclone Armor (Druid Only)	15% CtC Lvl 15 Tornado When Struck Magic Resist +30% (2 items) 30% Faster Block Rate 30% Faster Hit Recovery (3 items)

Partial Set Bonus Increase Max Life 20% Increase Max Mana 20% (2 items) 20% Faster Cast Rate Regenerate Mana +50% (3 items)	Full Set Bonus +1 To Elemental Skills (Druid Only) +4 To Druid Skill Levels (3.5/clvl) 3-350% Bonus To Attack Rating +15 To All Attributes Increase Max Mana 30% All Resistances +50 +7% To Experience Gained 100% Better Chance of Getting Magic Item
Nature's Passage	
Terra's Clairvoyance <u>Blood Spirt</u> Lvl 55 / Req Lvl 55 Indestructible +1 To Druid Skill Levels (1.5/clvl) +1-150 Defense Gem Socket (3)	+100% Enhanced Defense +1 To Elemental Skills (Druid Only) (2 items) 30% Faster Cast Rate 20% Faster Hit Recovery (3 items)
Fyrre's Deception <u>Martel de Fer</u> Lvl 55 / Req Lvl 55 Indestructible 15% CtC Lvl 18 Firestorm On Striking +300% Enhanced Damage	30% Increased Attack Speed (12/clvl) +12-1200 To Attack Rating (2 items) +300% Enhanced Damage 25% Chance of Crushing Blow (3 items)
Gaia's Carapace <u>Padded Armor</u> Lvl 55 / Req Lvl 55 Indestructible Damage Reduced By 20 Magic Damage Reduced By 20	+1000 Defense All Resistances +20 (2 items) Regenerate Mana +75% Replenish Life +30 (3 items)
Persephone's Heel <u>War Boots</u> Lvl 55 / Req Lvl 55 Indestructible Adds 70-150 Fire Damage Adds 60-180 Lightning Damage Adds 50-75 Cold Damage 20 Sec Duration	30% Faster Run/Walk 30% Increased Attack Speed (2 items) (1.5/clvl) +1-150 Defense (1.5/clvl) +1-150 To Life (3 items)
Partial Set Bonus 30% Faster Hit Recovery 30% Faster Run/Walk (2 items) 30% Faster Cast Rate 30% Increased Attack Speed (3 items)	Full Set Bonus +1 To Summoning (Druid Only) +4 To Druid Skill Levels 12% Mana Stolen Per Hit 12% Life Stolen Per Hit +20 To All Attributes All Resistances +50 Damage Reduced By 30 125% Better Chance of Getting Magic Item
Jaheira's Tenacity	
Jaheira's Force Druidic Necklace (Rarity: 1/1) Lvl 60 / Req Lvl 60 +1 To Druid Skill Levels +50% Enhanced Damage +4 To Elemental Form (Druid Only) +25 To Strength	+3 To Shape Shifting Mastery (Druid Only) +4 To Maul (Druid Only) (2 items) +400 To Attack Rating (0.5/clvl) +0-50 To Max Damage (3 items)

Jaheira's Volition <u>Plated Cuirass</u> Lvl 60 / Req Lvl 60 +120% Enhanced Defense (0.75/clvl) +0-75 Defense Gem Socket (3) Requirements -40%	Damage Reduced By 10 Magic Damage Reduced By 10 (2 items) Damage Reduced By 10 Magic Damage Reduced By 10 (3 items)
Jaheira's Caress <u>Titan Gauntlets</u> Lvl 60 / Req Lvl 60 20% Faster Cast Rate Regenerate Mana +50% Requirements -50%	20% Faster Cast Rate (1.75/clvl) +1-175 To Life (2 items) 40% Increased Attack Speed (1.25/clvl) +1-125 Defense (3 items)
Jaheira's Girdle <u>Battle Belt</u> Lvl 60 / Req Lvl 60 +50 Defense (1.5/clvl) +1-150 Defense Gem Socket (1) Requirements -50%	+2 To Elemental Skills (Druid Only) 20% Faster Run/Walk (2 items) Lvl 2 Thorns Aura When Equipped 20% Faster Hit Recovery (3 items)
Partial Set Bonus Increase Max Life 20% Increase Max Mana 20% (2 items) 25% Faster Cast Rate 25% Increased Attack Speed (3 items)	Full Set Bonus +4 To Druid Skill Levels +45 To Min Damage 12% Life Stolen Per Hit +20 To All Attributes All Resistances +50 +7% To Experience Gained 150% Better Chance of Getting Magic Item
Nature's Rule	
Branch of the Ents <u>Mystic Staff</u> Lvl 70 / Req Lvl 70 +200% Damage To Demons 250% Bonus To Attack Rating +40 To Strength Gem Socket (3) (Can be <u>converted</u> into Ugrosh/Marksman Bow)	+150% Enhanced Damage 75% Chance of Crushing Blow (2 items) +150% Enhanced Damage (3 items)
Hide of the Tarrasque <u>Archmage Plate</u> Lvl 70 / Req Lvl 70 Cold Absorb 25% Lightning Absorb 25% Fire Absorb 25%	30% Faster Run/Walk +550% Enhanced Defense (2 items) Damage Reduced By 25% (3 items)
Claws of the Dragon <u>Royal Guards</u> Lvl 70 / Req Lvl 70 15% CtC Lvl 20 Fire Ball On Striking 15% CtC Lvl 20 Glacial Spike On Striking 15% CtC Lvl 20 Chain Lightning On Striking	Adds 100-250 Fire Damage Adds 100-250 Lightning Damage Adds 100-250 Cold Damage 10 Sec Duration (2 items) (1.5/clvl) +1-150 To Max Damage (3 items)

<div>Partial Set Bonus</div> <div>Increase Max Life 25%</div> <div>Increase Max Mana 25%</div> <div>(2 items)</div>		<div>Full Set Bonus</div> <div>+2 To Summoning (Druid Only)</div> <div>+3 To Druid Skill Levels</div> <div>50% Increased Attack Speed</div> <div>+25 To All Attributes</div> <div>All Resistances +50</div> <div>Magic Damage Reduced By 25</div> <div>150% Better Chance of Getting Magic Item</div> <div>+1 To Morphing (Transforms into Treant)</div>	
<div>[Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor]</div> <div>[Merc]</div>			
Necromancer Sets			
Infernal Tools			
<div>Infernal Cranium</div> <div>Cap</div> <div>(Rarity: 1/2)</div> <div>Lvl 5 / Req Lvl 1</div> <div>(2.5/clvl) +2-250 Defense</div> <div>All Resistances +8</div> <div>25% Damage Taken Goes to Mana</div> <div>(Can be <u>converted</u> from Berserker's Headgear)</div>		<div>10% Faster Cast Rate</div> <div>+15 To Mana</div> <div>(2 items)</div> <div>(0.5/clvl) +0-50 To Mana</div> <div>(3 items)</div>	
<div>Infernal Torch</div> <div>Wand</div> <div>Lvl 5 / Req Lvl 1</div> <div>15% CtC Lvl 1 Fire Ball On Attack</div> <div>15% Increased Attack Speed</div> <div>Adds 5-10 Fire Damage</div>		<div>(10/clvl) +10-1000 To Attack Rating</div> <div>(2.5/clvl) +2-250 To Max Fire Damage</div> <div>(2 items)</div> <div>50% CtC Lvl 3 Fire Bolt When Struck</div> <div>(3 items)</div>	
<div>Infernal Sign</div> <div>Belt</div> <div>Lvl 5 / Req Lvl 1</div> <div>+25 To Life</div> <div>Half Freeze Duration</div> <div>Poison Length Reduced by 50%</div>		<div>+1 To All Skills</div> <div>+25 To Mana</div> <div>(2 items)</div> <div>(1/clvl) +1-100 Defense</div> <div>(3 items)</div>	
<div>Partial Set Bonus</div> <div>Increase Max Life 10%</div> <div>Increase Max Mana 10%</div> <div>(2 items)</div>		<div>Full Set Bonus</div> <div>+1 To Necromancer Skill Levels</div> <div>+2 To Summoning (Necromancer Only)</div> <div>20% Faster Cast Rate</div> <div>+25% To Poison Skill Damage</div> <div>+10 To All Attributes</div> <div>Regenerate Mana +50%</div> <div>All Resistances +20</div> <div>+7% To Experience Gained</div>	
Rathol's Disease			
<div>Rathol's Gaze</div> <div>Mask</div> <div>Lvl 21 / Req Lvl 16</div> <div>Adds 30-61 Poison Damage Over 10 Sec</div> <div>-15% To Enemy Poison Resistance</div> <div>Prevent Monster Heal</div>		<div>+15 To Energy</div> <div>+10 To Vitality</div> <div>(2 items)</div> <div>Ignores Target's Defense</div> <div>(3 items)</div>	

Rathol's Touch <u>Wretched Scythe</u> Lvl 21 / Req Lvl 16 +2 To Necromancer Skill Levels Adds 60-120 Poison Damage Over 8 Sec All Resistances +20 (Can be <u>converted</u> into Light Crossbow)	60% Increased Attack Speed 10% CtC Lvl 6 Poison Nova On Attack (2 items) (2/clvl) +2-200 To Max Damage (3 items)
Rathol's Fear <u>Ring Mail</u> Lvl 21 / Req Lvl 16 Adds 30-60 Poison Damage Over 8 Sec (4/clvl) +4-400 Defense Poison Length Reduced by 100% Gem Socket (2)	30% Faster Cast Rate Replenish Life +15 (2 items) Regenerate Mana +45 (3 items)
Partial Set Bonus Adds 20-25 Magic Damage Poison Length Reduced by 75% (2 items)	Full Set Bonus 10% CtC Lvl 6 Poison Nova When Struck +3 To Necromancer Skill Levels 40% Increased Attack Speed +30% To Poison Skill Damage +10 To All Attributes All Resistances +30 50% Better Chance of Getting Magic Item
Wrathamon's Omens	
Wrathamon's Skull <u>Bone Helm</u> Lvl 35 / Req Lvl 30 +25 Defense +6 Mana After Each Kill +6 Life After Each Kill	+15 To Vitality Increase Max Mana 25% (2 items) 9% Life Stolen Per Hit (3 items) 9% Mana Stolen Per Hit (4 items)
Ebola <u>Amulet</u> (Rarity: 5/31) Lvl 35 / Req Lvl 30 +1 To Necromancer Skill Levels Increase Max Mana 15% Regenerate Mana +40%	30% Faster Cast Rate Increase Max Mana 30% (2 items) +1 To Necromancer Skill Levels (3 items) 20% Faster Run/Walk (4 items)
Wrathamon's Scythe of Doom <u>Soul Hunter</u> Lvl 35 / Req Lvl 30 40% Increased Attack Speed +300% Enhanced Damage 45% Chance of Crushing Blow (Can be <u>converted</u> into Long War Bow)	+2 To Necromancer Skill Levels Ignores Target's Defense (2 items) +300% Enhanced Damage (3 items) +2 To Summoning (Necromancer Only) (4 items)
Wrathamon's Cloak of Night <u>Linked Mail</u> Lvl 35 / Req Lvl 30 +150% Enhanced Defense All Resistances +25 Damage Reduced By 10%	+900 Defense +25 To Strength (2 items) Damage Reduced By 12 (3 items) Magic Damage Reduced By 12 (4 items)

The Hands of Wier <u>Demonhide Gloves</u> Lvl 35 / Req Lvl 30 15% Increased Attack Speed Adds 25-50 Cold Damage 8 Sec Duration Freezes Target 2	30% Increased Attack Speed (5/clvl) +5-500 To Max Cold Damage (2 items) Magic Absorb 20% (3 items) +30 To Strength (4 items)
Partial Set Bonus Increase Max Life 25% Increase Max Mana 25% (2 items) +20 Life After Each Kill +20 Mana After Each Kill (3 items)	Full Set Bonus 8% CtC Lvl 15 Bone Wave On Attack +4 To Necromancer Skill Levels (12/clvl) +12-1200 To Attack Rating Adds 175-350 Poison Damage Over 5 Sec +27 To All Attributes Regenerate Mana +50% All Resistances +50 100% Better Chance of Getting Magic Item
The Lich's Form	
The Lich's Pate <u>Death Mask</u> Lvl 45 / Req Lvl 45 +1 To Necromancer Skill Levels 30% Faster Cast Rate +50 To Mana	Replenish Life +15 Regenerate Mana +60% (2 items) +1 To Curses (Necromancer Only) (3 items) 30% Faster Cast Rate (4 items)
The Lich's Curse <u>Petrified Wand</u> Lvl 45 / Req Lvl 45 +2 To Curses (Necromancer Only) +1 To Necromancer Skill Levels 30% Faster Cast Rate	+1 To Bone abd Poison Spells +3 To Poison Nova (2 items) -25% To Enemy Poison Resistance (3 items) +3 To Bone Wave (4 items)
The Lich's Cage <u>Cuirass</u> Lvl 45 / Req Lvl 45 30% Faster Hit Recovery (8/clvl) +800 Defense Requirements -40%	+15 To Strength +15 To Vitality (2 items) Magic Damage Reduced By 8 (3 items) Poison Length Reduced by 125% (4 items)
The Lich's Clutch <u>Heavy Bracers</u> Lvl 45 / Req Lvl 45 (2.5/clvl) +2-250 Defense Regenerate Mana +30% Requirements -30%	15% Increased Block Chance Magic Resist +20% (2 items) +3 To Bone Spirit (3 items) +15% To Poison Skill Damage (4 items)
The Lich's Wrap <u>Sharkskin Belt</u> Lvl 45 / Req Lvl 45 40% Faster Run/Walk (2.5/clvl) +2-250 Defense Heal Stamina Plus +50%	+10 Mana After Each Kill +10 Life After Each Kill (2 items) (0.5/clvl) +0-50 To Life (3 items) (0.5/clvl) +0-50 To Mana (4 items)

Partial Set Bonus Increase Max Life 20% Increase Max Mana 20% (2 items) Replenish Life +20 Regenerate Mana +75% (3 items)	Full Set Bonus +5 To Necromancer Skill Levels +20 To All Attributes Increase Max Mana 20% Increase Max Life 20% +1 To Morphing (Transforms into Lich) +5% To Max All Resistances All Resistances +50 +10% To Experience Gained
Nupraptor's Keep	
Nupraptor's Skull <u>Grim Helm</u> Lvl 55 / Req Lvl 55 20% Faster Cast Rate +150% Enhanced Defense Replenish Life +25	(2/clvl) +2-200 To Life Regenerate Mana +100% (2 items) (2/clvl) +2-200 To Mana (3 items)
Nupraptor's Eradicator <u>Sacrificial Dagger</u> Lvl 55 / Req Lvl 55 50% Increased Attack Speed +500% Enhanced Damage +15 To Poison Dagger (Necromancer Only)	Ignores Target's Defense +15 To Bone Armor (Necromancer Only) (2 items) -50% To Enemy Poison Resistance (3 items)
Nupraptor's Servant <u>Heirophant Trophy</u> Lvl 55 / Req Lvl 55 +2 To Summoning (Necromancer Only) +65% Enhanced Defense Poison Length Reduced by 100% Gem Socket (2)	10% CtC Lvl 20 Bone Spirit When Struck Magic Absorb 40% (2 items) +7% To Experience Gained (3 items)
Partial Set Bonus +25 Mana After Each Kill +25 Life After Each Kill (2 items)	Full Set Bonus +5 To Necromancer Skill Levels 30% Faster Cast Rate 25% Increased Chance of Blocking +10 To Creeping Doom +25 To All Attributes All Resistances +50 Cannot Be Frozen 100% Better Chance of Getting Magic Item
Lim-Dul's Legion	
Lim-Dul's Hex <u>Grave Wand</u> Lvl 60 / Req Lvl 60 +2 To Curses (Necromancer Only) +2 To Necromancer Skill Levels 30% Faster Cast Rate	+2 To Lower Resist (Necromancer Only) +2 To Iron Maiden (Necromancer Only) (2 items) 25% CtC Lvl 10 Corpse Explosion When You Kill An Enemy 25% CtC Lvl 10 Poison Explosion When You Kill An Enemy (3 items)
Lim-Dul's High Guardian <u>Minion Skull</u> Lvl 60 / Req Lvl 60 30% Faster Cast Rate 50% Increased Chance of Blocking All Resistances +20	+200% Enhanced Defense Magic Resist +20% (2 items) Magic Damage Reduced By 15 Damage Reduced By 15% (3 items)

<div><div><div>Lim-Dul's Vault</div><div>Hemp Band</div></div><div>Lvl 60 / Req Lvl 60 (3/clvl) +3-300 To Mana Regenerate Mana +50% 50% Damage Taken Goes to Mana</div></div>	<div><div>Regenerate Mana +50% Increase Max Mana 10% (2 items)</div><div>Regenerate Mana +50% Increase Max Mana 10% (3 items)</div></div>
<div><div><div>Lim-Dul's Oath</div><div>Sepulcher Boots</div></div><div>Lvl 60 / Req Lvl 60 +1 To Summoning (Necromancer Only) +5 To Skeleton Mastery (Necromancer Only) +5 To Golem Mastery (Necromancer Only)</div></div>	<div><div>Poison Length Reduced by 50% 75% Extra Gold From Monsters (2 items)</div><div>(1.25/clvl) +1-125 Defense +5% To Experience Gained (3 items)</div></div>
<div><div><div>Partial Set Bonus</div><div>Replenish Life +15 Regenerate Mana +75% (2 items) Increase Max Life 20% Increase Max Mana 20% (3 items)</div></div></div>	<div><div><div>Full Set Bonus</div><div>3% CtC Lvl 20 Creeping Doom When You Kill An Enemy +5 To Necromancer Skill Levels 30% Faster Cast Rate +7 To Shock Armor +20 To All Attributes +10% To Max All Resistances All Resistances +40</div></div></div>
Ordnance of the Dark Brotherhood	
<div><div><div>Mask of the Angel of Death</div><div>Demon Skull</div></div><div>Lvl 70 / Req Lvl 70 10% CtC Lvl 25 Ice Nova When Struck +600% Enhanced Defense Magic Absorb 15% Cold Absorb 15%</div></div>	<div><div>Lvl 10 Holy Freeze Aura When Equipped -15% To Enemy Cold Resistance (2 items) +10% To Experience Gained (3 items)</div></div>
<div><div><div>Flesh of the Angel of Chaos</div><div>Royal Armor</div></div><div>Lvl 70 / Req Lvl 70 10% CtC Lvl 20 Fist of the Heavens When Struck Ignores Target's Defense +400% Enhanced Defense Lightning Absorb 15%</div></div>	<div><div>-15% To Enemy Lightning Resistance Damage Reduced By 25% (2 items) Regenerate Mana +75% (3 items)</div></div>
<div><div><div>Reaver of the Angel of Annihilation</div><div>Soul Destroyer</div></div><div>Lvl 70 / Req Lvl 70 50% Increased Attack Speed +5 To Bone Armor (Necromancer Only) +300% Enhanced Damage Fire Absorb 15%</div></div>	<div><div>-15% To Enemy Fire Resistance +30 To Meteor (2 items) +30 To Meteor Shower (3 items)</div></div>
<div><div><div>Partial Set Bonus</div><div>40% Faster Run/Walk 40% Faster Cast Rate (2 items)</div></div></div>	<div><div><div>Full Set Bonus</div><div>+5 To Necromancer Skill Levels +3000 Defense +35 To All Attributes All Resistances +60 150% Better Chance of Getting Magic Item +10% To Experience Gained +1 To Morphing (Transforms into Blue Goat Lord)</div></div></div>

[Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor]
[Merc]

Milabrega's Ironsoles <u>Heavy Boots</u> Lvl 5 / Req Lvl 1 (0.75/clvl) +0-75 Defense +15 To Life +15 To Mana	+1 To All Skills +75% Damage To Undead (2 items) +150 To Attack Rating Against Undead (3 items)
Milabrega's Rod <u>Scepter</u> Lvl 5 / Req Lvl 1 (1/clvl) +1-100 To Max Damage +50 To Attack Rating +2 To Light Radius	10% CtC Lvl 5 Holy Bolt On Attack 10% Increased Attack Speed (2 items) (1/clvl) +1-100 To Max Damage (3 items)
Milabrega's Orb <u>Small Shield</u> Lvl 5 / Req Lvl 1 25% Increased Chance of Blocking +15 Defense Damage Reduced By 3 Gem Socket (1)	10% Faster Block Rate +20 To Life (2 items) 25% Better Chance of Getting Magic Item (3 items)
Partial Set Bonus Increase Max Life 10% Increase Max Mana 10% (2 items)	Full Set Bonus +1 To Paladin Skill Levels 20% Increased Attack Speed (3/clvl) +3-300 To Attack Rating 10% Life Stolen Per Hit +250 Defense +10 To All Attributes All Resistances +20 +7% To Experience Gained
Tyrael's Sanctuary	
Tyrael's Fort <u>Breast Plate</u> Lvl 21 / Req Lvl 16 +3 To Protection From Evil (Paladin Only) All Resistances +30 +5 To Light Radius	(2.5/clvl) +2-250 Defense +25 To Energy (2 items) +25 To Vitality (3 items)
Tyrael's Virtue <u>Crystal Sword</u> Lvl 21 / Req Lvl 16 Indestructible 20% Increased Attack Speed +200% Enhanced Damage	(5/clvl) +5-500 To Attack Rating (2/clvl) +2-200 To Max Damage (2 items) 10% CtC Lvl 3 Fist of the Heavens On Striking (3 items)
Tyrael's Faith <u>Spiked Shield</u> Lvl 21 / Req Lvl 16 15% Increased Chance of Blocking Damage Reduced By 20% Magic Damage Reduced By 6	20% Faster Block Rate (2.5/clvl) +2-250 Defense (2 items) (3/clvl) Attacker Takes Damage of 3-300 (3 items)
Partial Set Bonus +10% To Max All Resistances 15% Chance of Crushing Blow (2 items)	Full Set Bonus +4 To Paladin Skill Levels 25% Increased Attack Speed +10 To All Attributes Replenish Life +10 Regenerate Mana +30% All Resistances +30 50% Better Chance of Getting Magic Item

Anduin's Honor	
Anduin's Vision <u>Crown</u> Lvl 35 / Req Lvl 30 20% Deadly Strike +100% Enhanced Defense +5 To Light Radius Gem Socket (3)	+200 To Attack Rating (4/cvl) +4-400 To Attack Rating (2 items) (4/cvl) +4-400 Defense (3 items)
Anduin's Vanquisher <u>War Hammer</u> Lvl 35 / Req Lvl 30 +1 To Paladin Skill Levels 20% Increased Attack Speed +200% Enhanced Damage (Can be <u>converted</u> into Heavy Crossbow)	+1 To Paladin Skill Levels (2/cvl) +2-200 To Max Damage (2 items) 20% Increased Attack Speed (3 items)
Anduin's Protector <u>Aerin Shield</u> Lvl 35 / Req Lvl 30 +100% Enhanced Defense All Resistances +30 30% Damage Taken Goes to Mana (Can be <u>converted</u> into Ring unless it has a socket)	Damage Reduced By 10 Magic Damage Reduced By 10 (2 items) Attacker Takes Lightning Damage of 200 (3 items)
Partial Set Bonus Increase Max Life 15% Increase Max Mana 15% (2 items)	Full Set Bonus +3 To Paladin Skill Levels 20% Increased Chance of Blocking 9% Mana Stolen Per Hit 9% Life Stolen Per Hit +15 To All Attributes Replenish Life +15 All Resistances +40 75% Better Chance of Getting Magic Item
Malek's Charge	
Malek's Sight <u>Grand Crown</u> Lvl 45 / Req Lvl 45 (7.5/cvl) +7-750 To Attack Rating -25 To Monster Defense Per Hit Lightning Absorb 20% Gem Socket (1)	+125% Enhanced Defense Lightning Absorb 20% (2 items) 10% CtC Lvl 12 Chain Lightning On Attack (3 items) 10% CtC Lvl 12 Chain Lightning When Struck (4 items)
Malek's Strike <u>Blessed Edge</u> Lvl 45 / Req Lvl 45 Indestructible +200% Enhanced Damage 20% Chance of Crushing Blow	60% Increased Attack Speed +3 To Close Combat Mastery (2 items) (8/cvl) +8-800 To Attack Rating (3 items) +300% Enhanced Damage (4 items)
Malek's Pride <u>Elven Chain</u> Lvl 45 / Req Lvl 45 20% Faster Run/Walk 20% Faster Cast Rate +200% Enhanced Defense	10% Faster Run/Walk +150% Enhanced Defense (2 items) 40% Bonus To Attack Rating (3 items) +150% Enhanced Defense (4 items)

Malek's Defense <u>Barbed Shield</u> Lvl 45 / Req Lvl 45 30% Faster Hit Recovery 30% Faster Block Rate 15% Increased Chance of Blocking	(3/clvl) +3-300 Defense All Resistances +20 (2 items) +3 To Holy Shield (Paladin Only) (3 items) +3 To Defiance (Paladin Only) (4 items)
Malek's Girdle <u>Mustle Wrap</u> Lvl 45 / Req Lvl 45 20% Increased Attack Speed 20% Faster Cast Rate (2.5/clvl) +2-250 Defense Gem Socket (1)	+25 To Strength +25 To Dexterity (2 items) +20% Enhanced Damage (3 items) +2 To Conviction (Paladin Only) (4 items)
Partial Set Bonus Increase Max Life 20% Increase Max Mana 20% (2 items) 10% Life Stolen Per Hit 10% Mana Stolen Per Hit (3 items)	Full Set Bonus +6 To Paladin Skill Levels +100% Enhanced Damage +25 To All Attributes All Resistances +50 Damage Reduced By 20 Magic Damage Reduced By 20 +5% To Experience Gained 150% Better Chance of Getting Magic Item
Lancelot's Courage	
Lancelot's Prediction <u>Divine Blade</u> Lvl 55 / Req Lvl 55 20% Increased Attack Speed +200% Enhanced Damage Ignores Target's Defense Gem Socket (3)	9% Life Stolen Per Hit 9% Mana Stolen Per Hit (2 items) +200% Enhanced Damage (3 items)
Lancelot's Security <u>Chaos Armor</u> Lvl 55 / Req Lvl 55 30% Faster Run/Walk 50% Faster Hit Recovery +200% Enhanced Defense	(3/clvl) +3-300 Defense Damage Reduced By 18% (2 items) Replenish Life +20 (3 items)
Lancelot's Heraldic Lion <u>Royal Shield</u> Lvl 55 / Req Lvl 55 40% Faster Block Rate +100% Enhanced Defense +25 To Vitality	All Resistances +25 (2/clvl) +2-200 Defense (2 items) All Resistances +25 (3 items)
Partial Set Bonus 30% Increased Attack Speed +120 To Max Damage (2 items)	Full Set Bonus 5% CtC Lvl 18 Frozen Orb On Striking +1 To Offensive Auras (Paladin Only) +1 To Combat Skills (Paladin Only) +4 To Paladin Skill Levels +75% Enhanced Damage +20 To All Attributes All Resistances +40 100% Better Chance of Getting Magic Item
Griffith's Cunning	

Griffith's Stare <u>Devil Mask</u> Lvl 60 / Req Lvl 60 +1 To Terror +3 To Hypno Blast (Paladin Only) Freezes Target 1	25% Faster Run/Walk 25% Increased Attack Speed (2 items) -25% Target Defense (3 items) 100% CtC Lvl 30 Terror When You Die (4 items)
Griffith's Charm <u>Holy Pendant</u> (Rarity: 1/1) Lvl 60 / Req Lvl 60 +1 To Paladin Skill Levels +25% Enhanced Defense Replenish Life +30	+20 Life After Each Kill +20 Mana After Each Kill (2 items) 8% Life Stolen Per Hit (3 items) 8% Mana Stolen Per Hit (4 items)
Griffith's Parry <u>Rapier</u> Lvl 60 / Req Lvl 60 Indestructible (3/cvl) +3-300 To Max Damage Requirements -100% (Can be <u>converted</u> into Sharp Bow)	+4 To Concentration (Paladin Only) +25% Enhanced Defense (2 items) 25% Increased Attack Speed (3 items) +200% Enhanced Damage (4 items)
Griffith's Protection <u>Embossed Plate</u> Lvl 60 / Req Lvl 60 30% Faster Hit Recovery +100% Enhanced Defense Damage Reduced By 18%	All Resistances +20 Poison Length Reduced by 100% (2 items) Cannot Be Frozen (3 items) Lvl 5 Redemption Aura When Equipped (4 items)
Partial Set Bonus +5 To Hypno Blast (Paladin Only) +5 To Conviction (Paladin Only) (2 items) +2 To Defensive Auras (Paladin Only) +50% Enhanced Damage (3 items)	Full Set Bonus +5 To Paladin Skill Levels 30% Faster Run/Walk 30% Chance of Crushing Blow +750 Defense +30 To All Attributes All Resistances +50 100% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Green Knight)
Darien's Glory	
Darien's Wit <u>Gladiator Helm</u> Lvl 70 / Req Lvl 70 +40% Enhanced Defense All Resistances +20 Requirements -50% Gem Socket (2)	30% Faster Cast Rate 30% Increased Attack Speed (2 items) +20 To All Attributes (3 items)
Darien's Faith <u>Dragon Scale</u> Lvl 70 / Req Lvl 70 +200% Enhanced Defense All Resistances +20 Requirements -50% Gem Socket (3)	+10 To Vitality Damage Reduced By 20% (2 items) +4 To Protection From Evil (Paladin Only) (3 items)

<p>Darien's Band <u>Titan Belt</u> Lvl 70 / Req Lvl 70 40% Faster Run/Walk +40 Defense Requirements -50% Gem Socket (1)</p>	<p>20% Faster Hit Recovery (4/clvl) +4-400 Defense (2 items) +20 To Dexterity (3 items)</p>
<p>Partial Set Bonus Increase Max Life 25% Increase Max Mana 25% (2 items)</p>	<p>Full Set Bonus +4 To Paladin Skill Levels 50% Increased Attack Speed 14% Mana Stolen Per Hit 14% Life Stolen Per Hit +25 To All Attributes All Resistances +50 +7% To Experience Gained 150% Better Chance of Getting Magic Item</p>

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Sorceress Sets

Arcanna's Tricks

<p>Arcanna's Sign <u>Amulet</u> (Rarity: 8/31) Lvl 5 / Req Lvl 1 15% Faster Cast Rate +15 To Mana Fire Resist +20%</p>	<p>+1 To All Skills 50% Better Chance of Getting Magic Item (2 items) (2.5/clvl) +2-250 To Mana (3 items)</p>
<p>Arcanna's Deathwand <u>Short Staff</u> Lvl 5 / Req Lvl 1 25% Chance of Crushing Blow +1-3 To Ice Bolt +1-3 To Charged Bolt +1-3 To Fire Bolt</p>	<p>(1/clvl) +1-100 To Max Damage +15 To Mana (2 items)</p>
<p>Arcanna's Sash <u>Sash</u> Lvl 5 / Req Lvl 1 +30 Defense (1/clvl) +1-100 Defense Damage Reduced By 2</p>	<p>+6 To Energy Magic Damage Reduced By 2 (2 items) +5 Mana After Each Kill (3 items)</p>
<p>Partial Set Bonus Increase Max Life 10% Increase Max Mana 10% (2 items)</p>	<p>Full Set Bonus +2 To Sorceress Skill Levels 30% Faster Cast Rate +10 To All Attributes +40 To Life Regenerate Mana +50% All Resistances +20 30% Damage Taken Goes to Mana +7% To Experience Gained</p>

Tara's Calling

Tara's Vision <u>Circlet</u> Lvl 21 / Req Lvl 16 10% Faster Cast Rate +2-4 To Fire Ball (Sorceress Only) (1.25/clvl) +1-125 Defense Gem Socket (2)	10% CtC Lvl 4 Immolation When Struck Replenish Life +17 (2 items) +15 To Energy (1.5/clvl) +1-150 To Mana (3 items) (4 items)
Tara's Eye <u>Smoked Sphere</u> Lvl 21 / Req Lvl 16 +1 To Sorceress Skill Levels 20% Faster Cast Rate Regenerate Mana +50%	Increase Max Mana 15% Increase Max Life 15% (2 items) 50% CtC Lvl 20 Fire Bolt On Attack 30% Increased Attack Speed (3 items)
Tara's Gown <u>Robe</u> Lvl 21 / Req Lvl 16 20% Faster Run/Walk Damage Reduced By 8 Magic Damage Reduced By 6	(6/clvl) +6-600 Defense (3/clvl) Attacker Takes Damage of 3-300 (2 items) +40 To Life (0.5/clvl) +0-50 To Life (3 items)
Tara's Mirror <u>Large Shield</u> Lvl 21 / Req Lvl 16 10% CtC Lvl 2 Static Field When Struck All Resistances +10 Attacker Takes Lightning Damage of 75 Gem Socket (1)	50% Damage Taken Goes to Mana Regenerate Mana +25% (2 items) 5% CtC Lvl 3 Dim Vision When Struck Attacker Takes Lightning Damage of 25 (3 items)
Partial Set Bonus Increase Max Life 10% Increase Max Mana 10% (2 items) Fire Absorb 20% +10% To Max Fire Resist (3 items)	Full Set Bonus 10% CtC Lvl 10 Immolation When Struck +1 To Fire Spells (Sorceress Only) +4 To Sorceress Skill Levels 20% Faster Cast Rate +10 To All Attributes (1.5/clvl) +1-150 To Mana All Resistances +30 75% Better Chance of Getting Magic Item
Naj's Mastery	
Naj's Puzzler <u>War Staff</u> Lvl 35 / Req Lvl 30 +1 To Sorceress Skill Levels 30% Faster Cast Rate Regenerate Mana +60%	Regenerate Mana +60% Replenish Life +30 (2 items) +1 To Fire Spells (Sorceress Only) (3 items)
Naj's Light Plate <u>Light Plate</u> Lvl 35 / Req Lvl 30 +2 To Sorceress Skill Levels All Resistances +20 50% Damage Taken Goes to Mana	+50 To Mana +50 To Life (2 items) (6/clvl) +6-600 Defense (3 items)
Naj's Fireward <u>Demonhide Boots</u> Lvl 35 / Req Lvl 30 +4 To Blaze (Sorceress Only) +20% To Max Fire Resist Fire Resist +80%	30% Faster Run/Walk Fire Absorb 30% (2 items) (0.25/clvl) Fire Absorb 0-25 (3 items)

<p>Partial Set Bonus +1500 Defense (2 items)</p>	<p>Full Set Bonus +5 To Sorceress Skill Levels +15 To All Attributes Increase Max Mana 50% All Resistances +40 Damage Reduced By 15% 50% Damage Taken Goes to Mana +10% To Experience Gained 100% Better Chance of Getting Magic Item</p>
Divada's Trickery	
<p>Divada's Tiara <u>Coronet</u> Lvl 45 / Req Lvl 45 +2 To Cold Spells (Sorceress Only) +1 To Sorceress Skill Levels Magic Damage Reduced By 10</p>	<p>+75 Defense Cold Absorb 30% (2 items) +3 To Winter Fury +3 To Holy Ward (3 items)</p>
<p>Divada's Focus <u>Mana Blade</u> Lvl 45 / Req Lvl 45 30% Faster Run/Walk 100% Increased Attack Speed +400% Enhanced Damage +5 To Enchant (Sorceress Only) (Can be <u>converted</u> into Brass Knuckle)</p>	<p>Increase Max Mana 25% Increase Max Life 25% (2 items) Regenerate Mana +60% Lvl 10 Holy Freeze Aura When Equipped (3 items)</p>
<p>Divada's Shawl <u>Mage Robe</u> Lvl 45 / Req Lvl 45 Replenish Life +20 Regenerate Mana +40% Gem Socket (3)</p>	<p>+20 Life After Each Kill +20 Mana After Each Kill (2 items) +1000 Defense Half Freeze Duration (3 items)</p>
<p>Divada's Screen <u>Defender</u> Lvl 45 / Req Lvl 45 10% CtC Lvl 10 Frozen Orb When Struck +3 To Energy Shield (Sorceress Only) 50% Damage Taken Goes to Mana</p>	<p>40% Increased Chance of Blocking 20% Faster Block Rate (2 items) Damage Reduced By 20 Magic Damage Reduced By 20 (3 items)</p>
<p>Partial Set Bonus 20% Faster Cast Rate 20% Faster Run/Walk (2 items) 10% CtC Lvl 30 Ice Nova When You Kill An Enemy Increase Max Life 25% (3 items)</p>	<p>Full Set Bonus +5 To Sorceress Skill Levels 40% Faster Cast Rate 20% Mana Stolen Per Hit +20 To All Attributes All Resistances +50 100% Better Chance of Getting Magic Item</p>
Raistlin's Salvation	
<p>Raistlin's Glance <u>Tiara</u> Lvl 55 / Req Lvl 55 -15% To Enemy Fire Resistance Prevent Monster Heal (2/cvl) +2-200 Defense Gem Socket (2)</p>	<p>Lvl 12 Defiance Aura When Equipped -15% To Enemy Cold Resistance (2 items) -15% To Enemy Lightning Resistance +1 To Amplify Damage (3 items)</p>

Raistlin's Mark Amulet (Rarity: 3/31) Lvl 55 / Req Lvl 55 +1 To Sorceress Skill Levels 20% Faster Cast Rate Regenerate Mana +100%	+5 Mana After Each Kill 50% Damage Taken Goes to Mana (2 items) +1 To Sorceress Skill Levels (2/clvl) +2-200 To Mana (3 items)
The Staff of the Magius Rune Staff Lvl 55 / Req Lvl 55 300% Enhanced Damage +2 To Lower Resist +10 To Enchant (Sorceress Only) Gem Socket (1) (Can be <u>converted</u> into Grim Scythe/Rune Bow)	+2 To Sorceress Skill Levels 40% Increased Attack Speed (2 items) 95% Chance of Crushing Blow Ignores Target's Defense (3 items)
Robes of the Arch-Magi Mage Plate Lvl 55 / Req Lvl 55 +5 To Shiver Armor (Sorceress Only) +10% To Max All Resistances All Resistances +60	+1200 Defense Regenerate Mana +50% (2 items) +1200 Defense Magic Resist +30% (3 items)
Partial Set Bonus 60% Faster Cast Rate +150 To Max Damage (2 items) Replenish Life +20 Regenerate Mana +60% (3 items)	Full Set Bonus +5 To Sorceress Skill Levels +4 To Dodge +20 To All Attributes Increase Max Mana 20% All Resistances +60 Damage Reduced By 25 Magic Damage Reduced By 25 150% Better Chance of Getting Magic Item
Jade Accoutrement	
Jade Star Socererer's Talisman (Rarity: 1/1) Lvl 60 / Req Lvl 60 +1 To Sorceress Skill Levels Magic Resist +25% Poison Length Reduced by 50%	All Resistances +15 +5% To Max All Resistances (2 items) 10% CtC Lvl 16 Poison Nova When Struck 20% Faster Cast Rate (3 items)
Jade Wrap Demon Carapace Lvl 60 / Req Lvl 60 40% Faster Run/Walk +200% Enhanced Defense +80 To Max Stamina	40% Faster Hit Recovery 20% Faster Cast Rate (2 items) +4 To Energy Shield (Sorceress Only) 75% Damage Taken Goes to Mana (3 items)
Jade Crest Sorcerer's Band (Rarity: 1/1) Lvl 60 / Req Lvl 60 +1 To Sorceress Skill Levels +25 To Energy Poison Length Reduced by 75%	Regenerate Mana +75% 75% Damage Taken Goes to Mana (2 items) 10% CtC Lvl 14 Poison Explosion When You Kill An Enemy 30% Faster Cast Rate (3 items)

<p>Jade Slipper <u>Viper Boots</u> Lvl 60 / Req Lvl 60 15% Faster Run/Walk 15% Faster Cast Rate (2.5/clvl) +2-250 Defense</p>	<p>Poison Resist +60% +20% To Max Poison Resist (2 items) Increase Max Life 20% Regenerate Mana +60% (3 items)</p>
<p>Partial Set Bonus Increase Max Mana 20% +20 To Poison Explosion (2 items) Increase Max Mana 20% +20 To Poison Nova (3 items)</p>	<p>Full Set Bonus +5 To Sorceress Skill Levels 120% Increased Attack Speed +50% To Poison Skill Damage +20 To All Attributes Regenerate Mana +50% All Resistances +50 200% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Stygian Fury)</p>

Arion's Augury

<p>Arion's Eye <u>Eldritch Orb</u> Lvl 70 / Req Lvl 70 +2 To All Skills (2.5/clvl) +2-250 To Mana +5 To Light Radius</p>	<p>+15 Mana After Each Kill +15 Life After Each Kill (2 items) 30% Faster Cast Rate (3 items)</p>
<p>Arion's Heart <u>Archmage Robe</u> Lvl 70 / Req Lvl 70 30% Faster Hit Recovery (2.5/clvl) +2-250 To Life Replenish Life +20 Gem Socket (2)</p>	<p>Damage Reduced By 20 Magic Damage Reduced By 20 (2 items) +2000 Defense (3 items)</p>
<p>Arion's Hand <u>Spellcaster Gloves</u> Lvl 70 / Req Lvl 70 40% Faster Cast Rate +75 To Life All Resistances +20</p>	<p>+15 Mana After Each Kill +15 Life After Each Kill (2 items) Regenerate Mana +120% (3 items)</p>
<p>Partial Set Bonus Increase Max Life 25% Increase Max Mana 25% (2 items)</p>	<p>Full Set Bonus 10% CtC Lvl 36 Chain Lightning When Struck +2 To Lightning Spells (Sorceress Only) +4 To Sorceress Skill Levels 30% Faster Cast Rate +25 To All Attributes All Resistances +50 125% Better Chance of Getting Magic Item +1 To Morphing (Transforms into Komusume)</p>

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Mercenary Sets

Only mercenaries (hirelings) can equip these sets. If a player character equips them, his life is reduced to 1.

Kashya's Survival Kit

Rogue's Bow (merc only) <u>Short Bow</u> Lvl 10 / Req Lvl 10 +100% Enhanced Damage (1/clvl) +1-100 To Max Damage (8/clvl) +8-800 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (5/clvl) Attacker Takes Damage of 5-500 Gem Socket (3)	+150% Enhanced Damage (2 items)
Rogue's Suit (merc only) <u>Leather Armor</u> Lvl 10 / Req Lvl 10 Slain Monsters Rest In Peace +300% Enhanced Defense (1/clvl) Cold Resist +1-100% (1/clvl) Lightning Resist +1-100% (1/clvl) Fire Resist +1-100% (1/clvl) Poison Resist +1-100% Gem Socket (3)	+200% Enhanced Defense (2 items)
Rogue's Cap (merc only) <u>Skull Cap</u> Lvl 10 / Req Lvl 10 40% Increased Attack Speed 30% Faster Hit Recovery Adds 50-75 Fire Damage (1.5/clvl) +1-150 To Life Replenish Life +25 Attacker Takes Damage of 100 Gem Socket (2)	+100 Defense (2 items)
Partial Set Bonus +1 To All Skills +50 To Life (2 items)	Full Set Bonus +1 To All Skills +15 To All Attributes Increase Max Life 30% +5% To Max All Resistances Damage Reduced By 10
Kashya's Survival Kit N	
Rogue's Bow N (merc only) <u>Edge Bow</u> Lvl 35 / Req Lvl 30 +150% Enhanced Damage (1.25/clvl) +1-125 To Max Damage (12/clvl) +12-1200 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (7.5/clvl) Attacker Takes Damage of 7-750 Gem Socket (3)	+150% Enhanced Damage (2 items)

Rogue's Suit N (merc only) <u>Serpentskin Armor</u> Lvl 35 / Req Lvl 30 Slain Monsters Rest In Peace +400% Enhanced Defense (1.25/clvl) Cold Resist +1-125% (1.25/clvl) Lightning Resist +1-125% (1.25/clvl) Fire Resist +1-125% (1.25/clvl) Poison Resist +1-125% Gem Socket (3)	+200% Enhanced Defense (2 items)
Rogue's Cap N (merc only) <u>Sallet</u> Lvl 35 / Req Lvl 30 40% Increased Attack Speed 30% Faster Hit Recovery Adds 75-150 Fire Damage (3/clvl) +3-300 To Life Replenish Life +25 Attacker Takes Damage of 200 Gem Socket (2)	+200 Defense (2 items)
Partial Set Bonus +1 To All Skills +75 To Life (2 items)	Full Set Bonus +2 To All Skills +20 To All Attributes Increase Max Life 30% +7% To Max All Resistances Damage Reduced By 15
Kashya's Survival Kit H	
Rogue's Bow H (merc only) <u>Spiderwoven Bow</u> Lvl 60 / Req Lvl 50 +200% Enhanced Damage (1.5/clvl) +1-150 To Max Damage (16/clvl) +16-1600 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (10/clvl) Attacker Takes Damage of 10-1000 Gem Socket (3)	+150% Enhanced Damage (2 items)
Rogue's Suit H (merc only) <u>Viper Skin</u> Lvl 60 / Req Lvl 50 Slain Monsters Rest In Peace +500% Enhanced Defense (1.5/clvl) Cold Resist +1-150% (1.5/clvl) Lightning Resist +1-150% (1.5/clvl) Fire Resist +1-150% (1.5/clvl) Poison Resist +1-150% Gem Socket (3)	+200% Enhanced Defense (2 items)

Rogue's Cap H (merc only) <u>Fedora</u> Lvl 60 / Req Lvl 50 40% Increased Attack Speed 30% Faster Hit Recovery Adds 100-200 Fire Damage (4.5/clvl) +4-450 To Life Replenish Life +25 Attacker Takes Damage of 300 Gem Socket (2)	+300 Defense (2 items)
Partial Set Bonus +1 To All Skills +100 To Life (2 items)	Full Set Bonus +3 To All Skills +25 To All Attributes Increase Max Life 30% +10% To Max All Resistances Damage Reduced By 20
Greiz's Desert Pride	
Mercenary's Pike (merc only) <u>Spetum</u> Lvl 20 / Req Lvl 15 +100% Enhanced Damage (1/clvl) +1-100 To Max Damage (8/clvl) +8-800 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Chance of Open Wounds (5/clvl) Attacker Takes Damage of 5-500 Gem Socket (3)	+150% Enhanced Damage (2 items)
Mercenary's Wraps (merc only) <u>Studded Leather</u> Lvl 20 / Req Lvl 15 Slain Monsters Rest In Peace +300% Enhanced Defense (1/clvl) Cold Resist +1-100% (1/clvl) Lightning Resist +1-100% (1/clvl) Fire Resist +1-100% (1/clvl) Poison Resist +1-100% Gem Socket (3)	+200% Enhanced Defense (2 items)
Mercenary's Shiek (merc only) <u>Helm</u> Lvl 20 / Req Lvl 15 40% Increased Attack Speed 30% Faster Hit Recovery Adds 50 Poison Damage Over 2 Sec (1.5/clvl) +1-150 To Life Replenish Life +25 Attacker Takes Damage of 100 Gem Socket (2)	+100 Defense (2 items)
Partial Set Bonus +1 To All Skills +50 To Life (2 items)	Full Set Bonus +1 To All Skills +15 To All Attributes Increase Max Life 20% +5% To Max All Resistances Damage Reduced By 10

Greiz's Desert Pride N

Mercenary's Pike N (merc only)**Yari**

Lvl 45 / Req Lvl 35

+150% Enhanced Damage

(1.25/clvl) +1-125 To Max Damage

(12/clvl) +12-1200 To Attack Rating

(0.5/clvl) +0-50% Chance of Crushing Blow

(0.5/clvl) +0-50% Chance of Open Wounds

(7.5/clvl) Attacker Takes Damage of 7-750

Gem Socket (3)

+150% Enhanced Damage
(2 items)**Mercenary's Wraps N (merc only)****Trellised Armor**

Lvl 45 / Req Lvl 35

Slain Monsters Rest In Peace

+400% Enhanced Defense

(1.25/clvl) Cold Resist +1-125%

(1.25/clvl) Lightning Resist +1-125%

(1.25/clvl) Fire Resist +1-125%

(1.25/clvl) Poison Resist +1-125%

Gem Socket (3)

+200% Enhanced Defense
(2 items)**Mercenary's Shiek N (merc only)****Casque**

Lvl 45 / Req Lvl 35

40% Increased Attack Speed

30% Faster Hit Recovery

Adds 100 Poison Damage Over 2 Sec

(3/clvl) +3-300 To Life

Replenish Life +25

Attacker Takes Damage of 200

Gem Socket (2)

+200 Defense
(2 items)**Partial Set Bonus**

+1 To All Skills

+75 To Life

(2 items)

Full Set Bonus

+2 To All Skills

+20 To All Attributes

Increase Max Life 20%

+7% To Max All Resistances

Damage Reduced By 15

Greiz's Desert Pride H

Mercenary's Pike H (merc only)**Ranseur**

Lvl 70 / Req Lvl 55

+200% Enhanced Damage

(1.5/clvl) +1-150 To Max Damage

(16/clvl) +16-1600 To Attack Rating

(0.5/clvl) +0-50% Chance of Crushing Blow

(0.5/clvl) +0-50% Chance of Open Wounds

(10/clvl) Attacker Takes Damage of 10-1000

Gem Socket (3)

+150% Enhanced Damage
(2 items)

Mercenary's Wraps H (merc only) <u>Gemstoned Armor</u> Lvl 70 / Req Lvl 55 Slain Monsters Rest In Peace +500% Enhanced Defense (1.5/clvl) Cold Resist +1-150% (1.5/clvl) Lightning Resist +1-150% (1.5/clvl) Fire Resist +1-150% (1.5/clvl) Poison Resist +1-150% Gem Socket (3)	+200% Enhanced Defense (2 items)
Mercenary's Shiek H (merc only) <u>Guardian Helm</u> Lvl 70 / Req Lvl 55 40% Increased Attack Speed 30% Faster Hit Recovery Adds 200 Poison Damage Over 2 Sec (4.5/clvl) +4-450 To Life Replenish Life +25 Attacker Takes Damage of 300 Gem Socket (2)	+300 Defense (2 items)
Partial Set Bonus +1 To All Skills +100 To Life (2 items)	Full Set Bonus +3 To All Skills +25 To All Attributes Increase Max Life 20% +10% To Max All Resistances Damage Reduced By 20
Asheara's Iron Wolf Division	
Iron Wolf's Sword (merc only) <u>Broad Sword</u> Lvl 25 / Req Lvl 20 20% Faster Cast Rate +20% To Fire Skill Damage +20% To Cold Skill Damage +20% To Lightning Skill Damage Gem Socket (3)	+1 To All Skills (2 items)
Iron Wolf's Robes (merc only) <u>Chain Mail</u> Lvl 25 / Req Lvl 20 Slain Monsters Rest In Peace +300% Enhanced Defense (1/clvl) Cold Resist +1-100% (1/clvl) Lightning Resist +1-100% (1/clvl) Fire Resist +1-100% (1/clvl) Poison Resist +1-100% Gem Socket (3)	+200% Enhanced Defense (2 items)
Iron Wolf's Coif (merc only) <u>Great Helm</u> Lvl 25 / Req Lvl 20 +1 To All Skills (1.5/clvl) +1-150 To Life Replenish Life +25 Gem Socket (2)	+100 Defense (2 items)

Iron Wolf's Guard (merc only) <u>Kite Shield</u> Lvl 25 / Req Lvl 20 30% Faster Hit Recovery +100% Enhanced Defense Attacker Takes Damage of 200 Gem Socket (3)	+1 To All Skills (2 items)
Partial Set Bonus +1 To All Skills +50 To Life (2 items)	Full Set Bonus +1 To All Skills +1 To Fire Mastery +1 To Lightning Mastery +1 To Cold Mastery Increase Max Life 25% +5% To Max All Resistances Damage Reduced By 10
Asheara's Iron Wolf Division N	
Iron Wolf's Sword N (merc only) <u>Battle Sword</u> Lvl 50 / Req Lvl 40 20% Faster Cast Rate +20% To Fire Skill Damage +20% To Cold Skill Damage +20% To Lightning Skill Damage Gem Socket (3)	+1 To All Skills (2 items)
Iron Wolf's Robes N (merc only) <u>Mesh Armor</u> Lvl 50 / Req Lvl 40 Slain Monsters Rest In Peace +400% Enhanced Defense (1.25/clvl) Cold Resist +1-125% (1.25/clvl) Lightning Resist +1-125% (1.25/clvl) Fire Resist +1-125% (1.25/clvl) Poison Resist +1-125% Gem Socket (3)	+200% Enhanced Defense (2 items)
Iron Wolf's Coif N (merc only) <u>Winged Helm</u> Lvl 50 / Req Lvl 40 +1 To All Skills (3/clvl) +3-300 To Life Replenish Life +25 Gem Socket (2)	+200 Defense (2 items)
Iron Wolf's Guard N (merc only) <u>Dragon Shield</u> Lvl 50 / Req Lvl 40 30% Faster Hit Recovery +150% Enhanced Defense Attacker Takes Damage of 400 Gem Socket (3)	+1 To All Skills (2 items)

<p>Partial Set Bonus +1 To All Skills +75 To Life (2 items)</p>	<p>Full Set Bonus +2 To All Skills +2 To Fire Mastery +2 To Lightning Mastery +2 To Cold Mastery Increase Max Life 25% +7% To Max All Resistances Damage Reduced By 15</p>
Asheara's Iron Wolf Division H	
<p>Iron Wolf's Sword H (merc only) <u>Viking Sword</u> Lvl 75 / Req Lvl 60 20% Faster Cast Rate +20% To Fire Skill Damage +20% To Cold Skill Damage +20% To Lightning Skill Damage Gem Socket (3)</p>	<p>+1 To All Skills (2 items)</p>
<p>Iron Wolf's Robes H (merc only) <u>Chain Shirt</u> Lvl 75 / Req Lvl 60 Slain Monsters Rest In Peace +500% Enhanced Defense (1.5/clvl) Cold Resist +1-150% (1.5/clvl) Lightning Resist +1-150% (1.5/clvl) Fire Resist +1-150% (1.5/clvl) Poison Resist +1-150% Gem Socket (3)</p>	<p>+200% Enhanced Defense (2 items)</p>
<p>Iron Wolf's Coif H (merc only) <u>Tusk Helm</u> Lvl 75 / Req Lvl 60 +1 To All Skills (4.5/clvl) +4-450 To Life Replenish Life +25 Gem Socket (2)</p>	<p>+300 Defense (2 items)</p>
<p>Iron Wolf's Guard H (merc only) <u>Military Shield</u> Lvl 75 / Req Lvl 60 30% Faster Hit Recovery +200% Enhanced Defense Attacker Takes Damage of 600 Gem Socket (3)</p>	<p>+1 To All Skills (2 items)</p>
<p>Partial Set Bonus +1 To All Skills +100 To Life (2 items)</p>	<p>Full Set Bonus +3 To All Skills +3 To Fire Mastery +3 To Lightning Mastery +3 To Cold Mastery Increase Max Life 25% +10% To Max All Resistances Damage Reduced By 20</p>
Qual-Kehk's Barbaric Gear	

Barbarian's Point (merc only) <u>Bastard Sword</u> Lvl 30 / Req Lvl 25 +100% Enhanced Damage (1/clvl) +1-100 To Max Damage (8/clvl) +8-800 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (5/clvl) Attacker Takes Damage of 5-500 Gem Socket (3)	+150% Enhanced Damage (2 items)
Barbarian's Shelter (merc only) <u>Splint Mail</u> Lvl 30 / Req Lvl 25 Slain Monsters Rest In Peace +300% Enhanced Defense (1/clvl) Cold Resist +1-100% (1/clvl) Lightning Resist +1-100% (1/clvl) Fire Resist +1-100% (1/clvl) Poison Resist +1-100% Gem Socket (3)	+200% Enhanced Defense (2 items)
Barbarian's Visage (merc only) <u>Horned Helm</u> Lvl 30 / Req Lvl 25 40% Increased Attack Speed 30% Faster Hit Recovery Adds 32-128 Lightning Damage (1.5/clvl) +1-150 To Life Replenish Life +25 Attacker Takes Damage of 100 Gem Socket (2)	+100 Defense (2 items)
Partial Set Bonus +1 To All Skills +50 To Life (2 items)	Full Set Bonus +1 To All Skills +15 To All Attributes Increase Max Life 20% +5% To Max All Resistances Damage Reduced By 10
Qual-Kehk's Barbaric Gear N	
Barbarian's Point N (merc only) <u>Gothic Sword</u> Lvl 55 / Req Lvl 45 +150% Enhanced Damage (1.25/clvl) +1-125 To Max Damage (12/clvl) +12-1200 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (7.5/clvl) Attacker Takes Damage of 7-750 Gem Socket (3)	+150% Enhanced Damage (2 items)

Barbarian's Shelter N (merc only) <u>Russet Armor</u> Lvl 55 / Req Lvl 45 Slain Monsters Rest In Peace +400% Enhanced Defense (1.25/clvl) Cold Resist +1-125% (1.25/clvl) Lightning Resist +1-125% (1.25/clvl) Fire Resist +1-125% (1.25/clvl) Poison Resist +1-125% Gem Socket (3)	+200% Enhanced Defense (2 items)
Barbarian's Visage N (merc only) <u>Rage Mask</u> Lvl 55 / Req Lvl 45 40% Increased Attack Speed 30% Faster Hit Recovery Adds 60-240 Lightning Damage (3/clvl) +3-300 To Life Replenish Life +25 Attacker Takes Damage of 200 Gem Socket (2)	+200 Defense (2 items)
Partial Set Bonus +1 To All Skills +75 To Life (2 items)	Full Set Bonus +2 To All Skills +20 To All Attributes Increase Max Life 20% +7% To Max All Resistances Damage Reduced By 15
Qual-Kehk's Barbaric Gear H	
Barbarian's Point H (merc only) <u>Dark Sword</u> Lvl 80 / Req Lvl 65 +200% Enhanced Damage (1.5/clvl) +1-150 To Max Damage (16/clvl) +16-1600 To Attack Rating (0.5/clvl) +0-50% Chance of Crushing Blow (0.5/clvl) +0-50% Deadly Strike (10/clvl) Attacker Takes Damage of 10-1000 Gem Socket (3)	+150% Enhanced Damage (2 items)
Barbarian's Shelter H (merc only) <u>Demon Fleece</u> Lvl 80 / Req Lvl 65 Slain Monsters Rest In Peace +500% Enhanced Defense (1.5/clvl) Cold Resist +1-150% (1.5/clvl) Lightning Resist +1-150% (1.5/clvl) Fire Resist +1-150% (1.5/clvl) Poison Resist +1-150% Gem Socket (3)	+200% Enhanced Defense (2 items)

<p>Barbarian's Visage H (merc only)</p> <p><u>Destroyer Helm</u></p> <p>Lvl 80 / Req Lvl 65</p> <p>40% Increased Attack Speed</p> <p>30% Faster Hit Recovery</p> <p>Adds 60-360 Lightning Damage</p> <p>(4.5/cvl) +4-450 To Life</p> <p>Replenish Life +25</p> <p>Attacker Takes Damage of 300</p> <p>Gem Socket (2)</p>	<p>+300 Defense</p> <p>(2 items)</p>
<p>Partial Set Bonus</p> <p>+1 To All Skills</p> <p>+100 To Life</p> <p>(2 items)</p>	<p>Full Set Bonus</p> <p>+3 To All Skills</p> <p>+25 To All Attributes</p> <p>Increase Max Life 20%</p> <p>+10% To Max All Resistances</p> <p>Damage Reduced By 20</p>

[Generic] [Ama] [Asn] [Bar] [Dru] [Nec] [Pal] [Sor] [Merc]

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Eastern Sun 3.00 Gems and Runes

ES 3.00 R6D and later

by tsuru (tsurumurasaki)

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Ametysts

Chipped Amethyst (Req Lvl=1)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+30 To Attack Rating
4% Increased Attack Speed
Requirements -2%

+4 To Strength
Damage Reduced By 1

+20 Defense
2% Increased Chance of Blocking
3% Faster Block Rate

Flawed Amethyst (Req Lvl=7)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+60 To Attack Rating
8% Increased Attack Speed
Requirements -4%

+8 To Strength
Damage Reduced By 1
Magic Damage Reduced By 1

+40 Defense
4% Increased Chance of Blocking
6% Faster Block Rate

Amethyst (Req Lvl=14)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+90 To Attack Rating
12% Increased Attack Speed
Requirements -6%

+12 To Strength
Damage Reduced By 2
Magic Damage Reduced By 1

+60 Defense
6% Increased Chance of Blocking
9% Faster Block Rate

Flawless Amethyst (Req Lvl=21)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+120 To Attack Rating
16% Increased Attack Speed
Requirements -8%

+16 To Strength
Damage Reduced By 2
Magic Damage Reduced By 2

+80 Defense
8% Increased Chance of Blocking
12% Faster Block Rate

Blemished Amethyst (Req Lvl=28)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+150 To Attack Rating
20% Increased Attack Speed
Requirements -10%

+20 To Strength
Damage Reduced By 3
Magic Damage Reduced By 2

+100 Defense
10% Increased Chance of Blocking
15% Faster Block Rate

Perfect Amethyst (Req Lvl=35)

Weapons / Gloves

Helms / Boots

Armor / Shields / Belts

+180 To Attack Rating
24% Increased Attack Speed
Requirements -12%

+24 To Strength
Damage Reduced By 3
Magic Damage Reduced By 3

+120 Defense
12% Increased Chance of Blocking
18% Faster Block Rate

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Diamonds

Chipped Diamond (Req Lvl=1)

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+2 To Min Damage Adds 3-4 Magic Damage +10% Damage To Undead	+20 Defense 2% Chance of Crushing Blow -3% Target Defense	All Resistances +3 4% Damage Taken Goes to Mana Damage Reduced By 1
Flawed Diamond (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+4 To Min Damage Adds 6-8 Magic Damage +20% Damage To Undead	+40 Defense 4% Chance of Crushing Blow -6% Target Defense	All Resistances +6 8% Damage Taken Goes to Mana Damage Reduced By 1
Diamond (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6 To Min Damage Adds 9-12 Magic Damage +30% Damage To Undead	+60 Defense 6% Chance of Crushing Blow -9% Target Defense	All Resistances +9 12% Damage Taken Goes to Mana Damage Reduced By 2
Flawless Diamond (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8 To Min Damage Adds 12-16 Magic Damage +40% Damage To Undead	+80 Defense 8% Chance of Crushing Blow -12% Target Defense	All Resistances +12 16% Damage Taken Goes to Mana Damage Reduced By 2
Blemished Diamond (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+10 To Min Damage Adds 15-20 Magic Damage +50% Damage To Undead	+100 Defense 10% Chance of Crushing Blow -15% Target Defense	All Resistances +15 20% Damage Taken Goes to Mana Damage Reduced By 3
Perfect Diamond (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+12 To Min Damage Adds 18-24 Magic Damage +60% Damage To Undead	+120 Defense 12% Chance of Crushing Blow -18% Target Defense	All Resistances +18 24% Damage Taken Goes to Mana Damage Reduced By 3

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Emeralds		
Chipped Emerald (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 20 Poison Damage Over 2 Sec 3% Chance of Open Wounds	+4 To Dexterity 2% Bonus To Attack Rating 2% Faster Run/Walk	Poison Resist +10% Poison Length Reduced by 6%
Flawed Emerald (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

Adds 40 Poison Damage Over 2 Sec 6% Chance of Open Wounds	+8 To Dexterity 4% Bonus To Attack Rating 4% Faster Run/Walk	Poison Resist +20% +1% To Max Poison Resist Poison Length Reduced by 12%
Emerald (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 60 Poison Damage Over 2 Sec 9% Chance of Open Wounds	+12 To Dexterity 6% Bonus To Attack Rating 6% Faster Run/Walk	Poison Resist +30% +2% To Max Poison Resist Poison Length Reduced by 18%
Flawless Emerald (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 80 Poison Damage Over 2 Sec Prevent Monster Heal 12% Chance of Open Wounds	+16 To Dexterity 8% Bonus To Attack Rating 8% Faster Run/Walk	Poison Resist +40% +3% To Max Poison Resist Poison Length Reduced by 24%
Blemished Emerald (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 100 Poison Damage Over 2 Sec Prevent Monster Heal 15% Chance of Open Wounds	+20 To Dexterity 10% Bonus To Attack Rating 10% Faster Run/Walk	Poison Resist +50% +4% To Max Poison Resist Poison Length Reduced by 30%
Perfect Emerald (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 120 Poison Damage Over 2 Sec Prevent Monster Heal 18% Chance of Open Wounds	+24 To Dexterity 12% Bonus To Attack Rating 12% Faster Run/Walk	Poison Resist +60% +5% To Max Poison Resist Poison Length Reduced by 36%
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Obsidians		
Chipped Obsidian (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+9% Enhanced Damage 1% Deadly Strike	4% Increased Attack Speed All Resistances +1	Damage Reduced By 1 +7% Enhanced Defense
Flawed Obsidian (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+18% Enhanced Damage 2% Deadly Strike	8% Increased Attack Speed All Resistances +2	Damage Reduced By 2 +14% Enhanced Defense
Obsidian (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

+27% Enhanced Damage 3% Deadly Strike	12% Increased Attack Speed All Resistances +3	Damage Reduced By 3 +21% Enhanced Defense
Flawless Obsidian (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+36% Enhanced Damage 4% Deadly Strike	16% Increased Attack Speed All Resistances +4	Damage Reduced By 4 +28% Enhanced Defense
Blemished Obsidian (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+45% Enhanced Damage 5% Deadly Strike	20% Increased Attack Speed All Resistances +5	Damage Reduced By 5 +35% Enhanced Defense
Perfect Obsidian (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+54% Enhanced Damage 6% Deadly Strike	24% Increased Attack Speed All Resistances +6	Damage Reduced By 6 +42% Enhanced Defense
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rubies		
Chipped Ruby (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 4-10 Fire Damage +2 Life After Each Kill +10% Damage To Demons	+10 To Life 2% Deadly Strike 2% Faster Hit Recovery	Fire Resist +10% +1 Fire Absorb
Flawed Ruby (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 8-20 Fire Damage +4 Life After Each Kill +20% Damage To Demons	+20 To Life 4% Deadly Strike 4% Faster Hit Recovery	Fire Resist +20% +1% To Max Fire Resist +2 Fire Absorb
Ruby (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 12-30 Fire Damage +6 Life After Each Kill +30% Damage To Demons	+30 To Life 6% Deadly Strike 6% Faster Hit Recovery	Fire Resist +30% +2% To Max Fire Resist +3 Fire Absorb
Flawless Ruby (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

Adds 16-40 Fire Damage +8 Life After Each Kill +40% Damage To Demons	+40 To Life 8% Deadly Strike 8% Faster Hit Recovery	Fire Resist +40% +3% To Max Fire Resist +4 Fire Absorb
Blemished Ruby (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 20-50 Fire Damage +10 Life After Each Kill +50% Damage To Demons	+50 To Life 10% Deadly Strike 10% Faster Hit Recovery	Fire Resist +50% +4% To Max Fire Resist +5 Fire Absorb
Perfect Ruby (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 24-60 Fire Damage +12 Life After Each Kill +60% Damage To Demons	+60 To Life 12% Deadly Strike 12% Faster Hit Recovery	Fire Resist +60% +5% To Max Fire Resist +6 Fire Absorb
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Sapphires		
Chipped Sapphire (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 3-8 Cold Damage 0.8 Sec Duration +1 Mana After Each Kill 2% Deadly Strike	+10 To Mana 2% Faster Cast Rate Increase Max Mana 1%	Cold Resist +10% +1 Cold Absorb
Flawed Sapphire (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 6-16 Cold Damage 1.6 Sec Duration +2 Mana After Each Kill 4% Deadly Strike	+20 To Mana 4% Faster Cast Rate Increase Max Mana 2%	Cold Resist +20% +1% To Max Cold Resist +2 Cold Absorb
Sapphire (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 9-24 Cold Damage 2.4 Sec Duration +3 Mana After Each Kill 6% Deadly Strike	+30 To Mana 6% Faster Cast Rate Increase Max Mana 3%	Cold Resist +30% +2% To Max Cold Resist +3 Cold Absorb
Flwless Sapphire (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 12-32 Cold Damage 3.2 Sec Duration +4 Mana After Each Kill 8% Deadly Strike	+40 To Mana 8% Faster Cast Rate Increase Max Mana 4%	Cold Resist +40% +3% To Max Cold Resist +4 Cold Absorb
Blemished Sapphire (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

Adds 15-40 Cold Damage 4 Sec Duration +5 Mana After Each Kill 10% Deadly Strike	+50 To Mana 10% Faster Cast Rate Increase Max Mana 5%	Cold Resist +50% +4% To Max Cold Resist +5 Cold Absorb
Perfect Sapphire (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 18-48 Cold Damage 4.8 Sec Duration +6 Mana After Each Kill 12% Deadly Strike	+60 To Mana 12% Faster Cast Rate Increase Max Mana 6%	Cold Resist +60% +5% To Max Cold Resist +6 Cold Absorb
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Skulls		
Chipped Skull (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
1% Mana Stolen Per Hit 1% Life Stolen Per Hit +1 To Max Damage	Replenish Life +3 Regenerate Mana +5% 2% Faster Run/Walk	Magic Damage Reduced By 1 +20 Defense Damage Reduced By 1%
Flawed Skull (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
2% Mana Stolen Per Hit 2% Life Stolen Per Hit +2 To Max Damage	Replenish Life +6 Regenerate Mana +10% 4% Faster Run/Walk	Magic Damage Reduced By 2 +40 Defense Damage Reduced By 2%
Skull (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
3% Mana Stolen Per Hit 3% Life Stolen Per Hit +3 To Max Damage	Replenish Life +9 Regenerate Mana +15% 6% Faster Run/Walk	Magic Damage Reduced By 3 +60 Defense Damage Reduced By 3%
Flawless Skull (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
4% Mana Stolen Per Hit 4% Life Stolen Per Hit +4 To Max Damage	Replenish Life +12 Regenerate Mana +20% 8% Faster Run/Walk	Magic Damage Reduced By 4 +80 Defense Damage Reduced By 4%
Blemished Skull (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
5% Mana Stolen Per Hit 5% Life Stolen Per Hit +5 To Max Damage	Replenish Life +15 Regenerate Mana +25% 10% Faster Run/Walk	Magic Damage Reduced By 5 +100 Defense Damage Reduced By 5%
Perfect Skull (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

6% Mana Stolen Per Hit 6% Life Stolen Per Hit +6 To Max Damage	Replenish Life +18 Regenerate Mana +30% 12% Faster Run/Walk	Magic Damage Reduced By 6 +120 Defense Damage Reduced By 6%
<div>[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]</div>		
Topazes		
Chipped Topaz (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-15 Lightning Damage Slows Target By 2% Attacker Takes Lightning Damage of 5	4% Better Chance of Getting Magic Item 4% Extra Gold From Monsters	Lightning Resist +10% +1 Lightning Absorb
Flawed Topaz (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-30 Lightning Damage Slows Target By 4% Attacker Takes Lightning Damage of 10	8% Better Chance of Getting Magic Item 8% Extra Gold From Monsters	Lightning Resist +20% +1% To Max Lightning Resist +2 Lightning Absorb
Topaz (Req Lvl=14)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-45 Lightning Damage Slows Target By 6% Attacker Takes Lightning Damage of 20	12% Better Chance of Getting Magic Item 12% Extra Gold From Monsters	Lightning Resist +30% +2% To Max Lightning Resist +3 Lightning Absorb
Flawless Topaz (Req Lvl=21)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-60 Lightning Damage Slows Target By 8% Attacker Takes Lightning Damage of 40	16% Better Chance of Getting Magic Item 16% Extra Gold From Monsters	Lightning Resist +40% +3% To Max Lightning Resist +4 Lightning Absorb
Blemished Topaz (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-75 Lightning Damage Slows Target By 10% Attacker Takes Lightning Damage of 80	20% Better Chance of Getting Magic Item 20% Extra Gold From Monsters	Lightning Resist +50% +4% To Max Lightning Resist +5 Lightning Absorb
Perfect Topaz (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-90 Lightning Damage Slows Target By 12% Attacker Takes Lightning Damage of 160	24% Better Chance of Getting Magic Item 24% Extra Gold From Monsters	Lightning Resist +60% +5% To Max Lightning Resist +6 Lightning Absorb
<div>[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]</div>		
Crystals		
Frozen Soul (Req Lvl=48)		

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6% To Magic Skill Damage +20 To Life	+5% Magic Absorb +20 To Life	+5% Magic Absorb +20 To Life
Flawed Frozen Soul (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+4% To Magic Skill Damage +10 To Life	+4% Magic Absorb +10 To Life	+4% Magic Absorb +10 To Life
Chipped Frozen Soul (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Magic Skill Damage +5 To Life	+3% Magic Absorb +5 To Life	+3% Magic Absorb +5 To Life
Bleeding Stone (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Fire Skill Damage +20 To Life	+7% Fire Absorb +20 To Life	+7% Fire Absorb +20 To Life
Flawed Bleeding Stone (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+5% To Fire Skill Damage +10 To Life	+5% Fire Absorb +10 To Life	+5% Fire Absorb +10 To Life
Chipped Bleeding Stone (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Fire Skill Damage +5 To Life	+3% Fire Absorb +5 To Life	+3% Fire Absorb +5 To Life
Dark Azurite (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Cold Skill Damage +20 To Life	+7% Cold Absorb +20 To Life	+7% Cold Absorb +20 To Life
Flawed Dark Azurite (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+5% To Cold Skill Damage +10 To Life	+5% Cold Absorb +10 To Life	+5% Cold Absorb +10 To Life
Chipped Dark Azurite (Req Lvl=6)		

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Cold Skill Damage +5 To Life	+3% Cold Absorb +5 To Life	+3% Cold Absorb +5 To Life
Tomb Jade (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+16% To Summon Melee Damage +20 To Life	Cannot Be Frozen +20 To Life	Cannot Be Frozen +20 To Life
Flawed Tomb Jade (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+10% To Summon Melee Damage +10 To Life	Half Freeze Duration +10 To Life	Half Freeze Duration +10 To Life
Chipped Tomb Jade (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6% To Summon Melee Damage +5 To Life	Half Freeze Duration +5 To Life	Half Freeze Duration +5 To Life
Solid Mercury (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
50% Extra Gold From Monsters +20 To Life	50% Extra Gold From Monsters +20 To Life	50% Extra Gold From Monsters +20 To Life
Flawed Solid Mercury (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
33% Extra Gold From Monsters +10 To Life	33% Extra Gold From Monsters +10 To Life	33% Extra Gold From Monsters +10 To Life
Chipped Solid Mercury (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
16% Extra Gold From Monsters +5 To Life	16% Extra Gold From Monsters +5 To Life	16% Extra Gold From Monsters +5 To Life
Bitter Peridot (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Poison Skill Damage +20 To Life	Magic Damage Reduced by 20 +20 To Life	Magic Damage Reduced by 20 +20 To Life
Flawed Bitter Peridot (Req Lvl=24)		

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+5% To Poison Skill Damage +10 To Life	Magic Damage Reduced by 14 +10 To Life	Magic Damage Reduced by 14 +10 To Life
Chipped Bitter Peridot (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Poison Skill Damage +5 To Life	Magic Damage Reduced by 7 +5 To Life	Magic Damage Reduced by 7 +5 To Life
Enigmatic Cinnabar (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +40 +20 To Life	Replenish Life +40 +20 To Life	Replenish Life +40 +20 To Life
Flawed Enigmatic Cinnabar (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +26 +10 To Life	Replenish Life +26 +10 To Life	Replenish Life +26 +10 To Life
Chipped Enigmatic Cinnabar (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +13 +5 To Life	Replenish Life +13 +5 To Life	Replenish Life +13 +5 To Life
Burning Surphur (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+8% To Lightning Skill Damage +20 To Life	+7% Lightning Absorb +20 To Life	+7% Lightning Absorb +20 To Life
Flawed Burning Surphur (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+5% To Lightning Skill Damage +10 To Life	+5% Lightning Absorb +10 To Life	+5% Lightning Absorb +10 To Life
Chipped Burning Surphur (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Lightning Skill Damage +5 To Life	+3% Lightning Absorb +5 To Life	+3% Lightning Absorb +5 To Life
Tainted Tourmarine (Req Lvl=48)		

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+6% To Wind Skill Damage +20 To Life	Damage Reduced by 20 +20 To Life	Damage Reduced by 20 +20 To Life
Flawed Tainted Tourmarine (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+4% To Wind Skill Damage +10 To Life	Damage Reduced by 14 +10 To Life	Damage Reduced by 14 +10 To Life
Chipped Tainted Tourmarine (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3% To Wind Skill Damage +5 To Life	Damage Reduced by 7 +5 To Life	Damage Reduced by 7 +5 To Life
Storm Amber (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+50% Enhanced Damage +20 To Life	Damage Reduced by 7% +20 To Life	Damage Reduced by 7% +20 To Life
Flawed Storm Amber (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+33% Enhanced Damage +10 To Life	Damage Reduced by 5% +10 To Life	Damage Reduced by 5% +10 To Life
Chipped Storm Amber (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+16% Enhanced Damage +5 To Life	Damage Reduced by 3% +5 To Life	Damage Reduced by 3% +5 To Life
Pulsing Opal (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
10% Life Stolen Per Hit +20 To Life	Increase Max Life 10% +20 To Life	Increase Max Life 10% +20 To Life
Flawed Pulsing Opal (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
7% Life Stolen Per Hit +10 To Life	Increase Max Life 7% +10 To Life	Increase Max Life 7% +10 To Life
Chipped Pulsing Opal (Req Lvl=6)		

Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
4% Life Stolen Per Hit +5 To Life	Increase Max Life 4% +5 To Life	Increase Max Life 4% +5 To Life
Shadow Quartz (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
10% Mana Stolen Per Hit +20 To Life	Increase Max Mana 10% +20 To Life	Increase Max Mana 10% +20 To Life
Flawed Shadow Quartz (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
7% Mana Stolen Per Hit +10 To Life	Increase Max Mana 7% +10 To Life	Increase Max Mana 7% +10 To Life
Shadow Quartz (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
4% Mana Stolen Per Hit +5 To Life	Increase Max Mana 4% +5 To Life	Increase Max Mana 4% +5 To Life
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune I - Yo		
I Rune [r01] (Req Lvl=2)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+15% Enhanced Damage	+30 Defense	+30 Defense
U Rune [r02] (Req Lvl=3)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+75 To Attack Rating Against Undead +75% Damage To Undead	15% Faster Run/Walk	7% Increased Chance of Blocking
Shi Rune [r03] (Req Lvl=4)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+3 Mana After Each Kill	+3 Mana After Each Kill	+3 Mana After Each Kill
Ka Rune [r04] (Req Lvl=5)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

Knockback	+45 Defense Vs. Missile	+45 Defense Vs. Missile
N Rune [r05] (Req Lvl=6)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
-25% Target Defense	Regenerate Mana +20%	Regenerate Mana +20%
Ku Rune [r06] (Req Lvl=7)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+9 To Max Damage	20% Damage Taken Goes to Mana	20% Damage Taken Goes to Mana
Yo Rune [r07] (Req Lvl=9)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 75 Poison Damage Over 5 Sec	Poison Resist +35%	Poison Resist +35%
[Amethysts] [Diamonds] [Emeralds] [Obsidians] [Rubies] [Sapphires] [Skulls] [Topazes] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune Ki - Chi		
Ki Rune [r08] (Req Lvl=10)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 5-30 Fire Damage	Fire Resist +35%	Fire Resist +35%
Ri Rune [r09] (Req Lvl=12)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 1-50 Lightning Damage	Lightning Resist +35%	Lightning Resist +35%
Mi Rune [r10] (Req Lvl=13)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Adds 4-20 Cold Damage 3 Sec Duration	Cold Resist +35%	Cold Resist +35%
Ya Rune [r11] (Req Lvl=15)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

7% Life Stolen Per Hit	Attacker Takes Damage of 75	Attacker Takes Damage of 75
A Rune [r12] (Req Lvl=17)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+9 To Min Damage	Damage Reduced By 12	Damage Reduced By 12
Tsu Rune [r13] (Req Lvl=19)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
20% Increased Attack Speed	20% Faster Hit Recovery	20% Faster Block Rate
Chi Rune [r14] (Req Lvl=20)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Replenish Life +15	Replenish Life +15	Replenish Life +15
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune Sa - O		
Sa Rune [r15] (Req Lvl=1)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Requirements -20%	Requirements -20%	Requirements -20%
Yu Rune [r16] (Req Lvl=23)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+15 To Vitality	+15 To Vitality	+15 To Vitality
Ke Rune [r17] (Req Lvl=24)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+15 To Energy	+15 To Energy	+15 To Energy
E Rune [r18] (Req Lvl=26)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

+15 To Dexterity	+15 To Dexterity	+15 To Dexterity
Ko Rune [r19] (Req Lvl=27)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+15 To Strength	+15 To Strength	+15 To Strength
Ra Rune [r20] (Req Lvl=28)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
40% Extra Gold From Monsters	40% Extra Gold From Monsters	40% Extra Gold From Monsters
O Rune [r21] (Req Lvl=30)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+75 To Attack Rating Against Demons +75% Damage To Demons	+35% Enhanced Defense	+35% Enhanced Defense
[Amethysts] [Diamonds] [Emeralds] [Obsidians] [Rubies] [Sapphires] [Skulls] [Topazes] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune Ho - Ha		
Ho Rune [r22] (Req Lvl=31)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
25% Chance of Open Wounds	All Resistances +16	All Resistances +20
Me Rune [r23] (Req Lvl=32)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Prevent Monster Heal	Magic Damage Reduced By 12	Magic Damage Reduced By 12
Ru Rune [r24] (Req Lvl=34)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
25% Better Chance of Getting Magic Item	25% Better Chance of Getting Magic Item	25% Better Chance of Getting Magic Item
Ta Rune [r25] (Req Lvl=35)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

20% Bonus To Attack Rating	+8% To Max Poison Resist	+8% To Max Poison Resist
To Rune [r26] (Req Lvl=36)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
7% Mana Stolen Per Hit	+8% To Max Fire Resist	+8% To Max Fire Resist
Wa Rune [r27] (Req Lvl=38)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+50% Enhanced Damage	+8% To Max Cold Resist	+8% To Max Cold Resist
Ha Rune [r28] (Req Lvl=39)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
20% Deadly Strike	+8% To Max Lightning Resist	+8% To Max Lightning Resist
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune Na - Mo		
Na Rune [r29] (Req Lvl=40)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Slows Target By 12%	Increase Max Mana 12%	+60 To Mana
Ni Rune [r30] (Req Lvl=42)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
20% Chance of Crushing Blow	Damage Reduced By 8%	Damage Reduced By 8%
Se Rune [r31] (Req Lvl=43)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Ignores Target's Defense	Increase Max Life 12%	+60 To Life
Fu Rune [r32] (Req Lvl=44)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

Freezes Target 2	Cannot Be Frozen	Cannot Be Frozen
Ma Rune [r33] (Req Lvl=45)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(1/clvl) +1-100 To Life	(1/clvl) +1-100 To Life	(1/clvl) +1-100 To Life
Hi Rune [r34] (Req Lvl=46)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(1/clvl) +1-100 To Mana	(1/clvl) +1-100 To Mana	(1/clvl) +1-100 To Mana
Mo Rune [r35] (Req Lvl=47)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.375/clvl) +0-37 To Strength	(0.375/clvl) +0-37 To Strength	(0.375/clvl) +0-37 To Strength
[Ame] [Dia] [Eme] [Obs] [Rub] [Sap] [Sku] [Top] [Crystal] [Rune I] [Rune Ki] [Rune Sa] [Rune Ho] [Rune Na] [Rune No] [Rune Kanji]		
Rune No - Wo		
No Rune [r36] (Req Lvl=48)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.375/clvl) +0-37 To Dexterity	(0.375/clvl) +0-37 To Dexterity	(0.375/clvl) +0-37 To Dexterity
Te Rune [r37] (Req Lvl=50)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.375/clvl) +0-37 To Vitality	(0.375/clvl) +0-37 To Vitality	(0.375/clvl) +0-37 To Vitality
Ro Rune [r38] (Req Lvl=51)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.375/clvl) +0-37 To Energy	(0.375/clvl) +0-37 To Energy	(0.375/clvl) +0-37 To Energy
So Rune [r39] (Req Lvl=52)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

(2.5/clvl) +2-250 To Max Fire Damage	(0.75/clvl) Fire Resist +0-75%	(0.75/clvl) Fire Resist +0-75%
Mu Rune [r40] (Req Lvl=54)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Cold Damage	(0.75/clvl) Cold Resist +0-75%	(0.75/clvl) Cold Resist +0-75%
Ne Rune [r41] (Req Lvl=55)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Poison Damage	(0.75/clvl) Poison Resist +0-75%	(0.75/clvl) Poison Resist +0-75%
Re Rune [r42] (Req Lvl=56)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(2.5/clvl) +2-250 To Max Lightning Damage	(0.75/clvl) Lightning Resist +0-75%	(0.75/clvl) Lightning Resist +0-75%
Su Rune [r43] (Req Lvl=57)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(3/clvl) +3-300 To Attack Rating	(3/clvl) +3-300 Defense	(3/clvl) +3-300 Defense
He Rune [r44] (Req Lvl=59)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
(0.625/clvl) +0-62 To Max Damage	(7.5/clvl) Attacker Takes Damage of 7-750	(7.5/clvl) Attacker Takes Damage of 7-750
Nu Rune [r45] (Req Lvl=60)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+10 To All Attributes	+10 To All Attributes	+10 To All Attributes
Wo Rune [r46] (Req Lvl=61)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
Indestructible	Indestructible	Indestructible

Rune Kanji		
Moon Rune [r84] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +6% To Magic Skill Damage	+1 To All Skills +5% Magic Absorb	+1 To All Skills +5% Magic Absorb
Fire Rune [r85] (Req Lvl=62)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +8% To Fire Skill Damage	+1 To All Skills +7% Fire Absorb	+1 To All Skills +7% Fire Absorb
Water Rune [r86] (Req Lvl=62)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +8% To Cold Skill Damage	+1 To All Skills +7% Cold Absorb	+1 To All Skills +7% Cold Absorb
Wood Rune [r87] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +16% To Summon Melee Damage	+1 To All Skills Cannot Be Frozen	+1 To All Skills Cannot Be Frozen
Metal Rune [r88] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills 50% Extra Gold From Monsters	+1 To All Skills 50% Extra Gold From Monsters	+1 To All Skills 50% Extra Gold From Monsters
Earth Rune [r89] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +8% To Poison Skill Damage	+1 To All Skills Magic Damage Reduced by 20	+1 To All Skills Magic Damage Reduced by 20
Sun Rune [r90] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills Replenish Life +40	+1 To All Skills Replenish Life +40	+1 To All Skills Replenish Life +40
Thunder Rune [r91] (Req Lvl=62)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts

+1 To All Skills +8% To Lightning Skill Damage	+1 To All Skills +7% Lightning Absorb	+1 To All Skills +7% Lightning Absorb
Wind Rune [r92] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +6% To Wind Skill Damage	+1 To All Skills Damage Reduced by 20	+1 To All Skills Damage Reduced by 20
Dragon Rune [r93] (Req Lvl=62)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +50% Enhanced Damage	+1 To All Skills Damage Reduced by 7%	+1 To All Skills Damage Reduced by 7%
Life Rune [r94] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills 10% Life Stolen Per Hit	+1 To All Skills Increase Max Life 10%	+1 To All Skills Increase Max Life 10%
Death Rune [r95] (Req Lvl=64)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills 10% Mana Stolen Per Hit	+1 To All Skills Increase Max Mana 10%	+1 To All Skills Increase Max Mana 10%
Heaven Rune [r96] (Req Lvl=66)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills Repairs 1 Durability in 33 Sec	+1 To All Skills Repairs 1 Durability in 33 Sec	+1 To All Skills Repairs 1 Durability in 33 Sec
God Rune [r97] (Req Lvl=66)		
Weapons / Gloves	Helms / Boots	Armor / Shields / Belts
+1 To All Skills +2% To Experience Gained	+1 To All Skills +2% To Experience Gained	+1 To All Skills +2% To Experience Gained

Eastern Sun 3.00 Runewords

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

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[He](#) [Nu](#) [Wo](#) [Kanji](#)

6 Jewel Weapon/Body Armor, 4 Jewel Helm/Shield

Those items no longer turn into mercenary only. (R6 Change)

LoD Runewords

All LoD runewords including ladder/unactivated ones are also implemented.
(LoD runes don't drop in ES and must be made from Ancient Decals and ES runes.)
[LoD Runewords \(the Arreat Summit\)](#)

Runeword Changes

Melody, Malice, Steel, Strength, Wind, Zephir: Enhanced Damage is doubled.
Venom: Poison Damage and Poison Length are doubled.
Fury: Enhanced Damage varies between 209% and 309%.
Silence: Enhanced Damage varies between 200% and 300%.
Edge: Reduce Vendor Price 15% is changed to 150% Extra Gold From Monsters.
Grief: Damage +340-400 is changed to +340-400% Enhanced Damage.
Enigma, Chains of Honor: Added +2 To All Skills. (+4 To All Skills in total)
Bramble: +13 Life After Each Kill is changed to +2 To All Skills.
Lionheart, Wealth: Added +1 To All Skills.
Duress, Gloom, Prudence, Stone, Sanctuary: A junk mod is changed to +1 To All Skills.

Aura Item Bug Fix

Two Holy Aura items work separately and the slvls aren't added up to fix an exploitable bug. This change may make some LoD runewords less effective.

Unactivated LoD Runewords

Rune Word	Allowed Items	Rune Order	Complete Stats
Pattern	3 Socket Claws	Tal Ort Tir	30% Faster Block Rate +40-80% Enhanced Damage 10% Bonus To Attack Rating Adds 12-32 Fire Damage +6 To Strength +6 To Dexterity All Resistances +15 +75 Poison Damage Over 5 Seconds Adds 1-50 Lightning Damage +2 To Mana After Each Kill
Plague	3 Socket Weapons	Cham Fal Um	20% CtC Lvl 12 Lower Resist When Struck 25% CtC Lvl 15 Poison Nova On Striking Lvl 13-17 Cleansing Aura When Equipped +1-2 To All Skills +260-380% Damage To Demons -23% To Enemy Poison Resistance (0.375/clvl) +0-37% Deadly Strike Freeze Target +3 +10 To Strength 25% Chance of Open Wounds

[LoD](#) [I](#) [U](#) [Shi](#) [Ka](#) [N](#) [Ku](#) [Yo](#) [Ki](#) [Ri](#) [Mi](#) [Ya](#) [A](#) [Tsu](#) [Chi](#) [Sa](#) [Yu](#) [Ke](#) [E](#) [Ko](#) [Ra](#) [O](#) [Ho](#) [Me](#) [Ru](#) [Ta](#) [To](#) [Wa](#) [Ha](#) [Na](#) [Ni](#) [Se](#) [Fu](#) [Ma](#) [Hi](#) [Mo](#) [No](#) [Te](#) [Ro](#) [So](#) [Mu](#) [Ne](#) [Re](#) [Su](#)
[He](#) [Nu](#) [Wo](#) [Kanji](#)

I U Shi Ka N Ku Yo

Rune Word	Allowed Items	Rune Order	Complete Stats
Boar	1 Socket Weapons/Arrows/Bolts	I	+50% Enhanced Damage 15% Chance of Crushing Blow +10 To Strength +15% Enhanced Damage

Hare	1 Socket Weapons/Arrows/Bolts	U	15% Faster Run/Walk +7 To Max Damage 50% Deadly Strike Damage Reduced By 1 +75 To Attack Rating Against Undead +75% Damage To Undead
Death	1 Socket Weapons/Arrows/Bolts	Shi	+10 To Max Damage Adds 30 Poison Damage Over 3 Sec Slain Monsters Rest In Peace -1 To Light Radius +3 Mana After Each Kill
Stone	2 Socket Body Armor/Shields /Helms/Boots/Belts	I Shi	+35 Defense Lightning Resist +20% Damage Reduced By 2 Magic Damage Reduced By 2 +30 Defense +3 Mana After Each Kill
Stone	2 Socket Gloves	I Shi	+35 Defense Lightning Resist +20% Damage Reduced By 2 Magic Damage Reduced By 2 +15% Enhanced Damage +3 Mana After Each Kill
Stone	3 Socket Body Armor/Shields	I Shi Jewel	+35 Defense Lightning Resist +20% Damage Reduced By 2 Magic Damage Reduced By 2 +30 Defense +3 Mana After Each Kill
Cow	2 Socket Weapons	U Shi	+10 To Min Damage (1.5/clvl) +1-150 To Max Lightning Damage +25 To Life Replenish Life +5 +75 To Attack Rating Against Undead +75% Damage To Undead +3 Mana After Each Kill
Luck	2 Socket Shields	U N	15% Faster Hit Recovery 13% Increased Chance of Blocking +35 Defense +10 To Dexterity 50% Better Chance of Getting Magic Item 7% Increased Chance of Blocking Regenerate Mana +20%
Evolution	3 Socket Body Armor/Charms	Shi N Ka	Adds 8-16 Fire Damage +5 To All Attributes (1/clvl) Fire Resist +1-100% +5% To Experience Gained +3 Mana After Each Kill Regenerate Mana +20% +45 Defense Vs. Missile
Feel	2 Socket Helms	Ka N	20% Increased Attack Speed 20% Faster Cast Rate +25 To Life +25 To Mana +45 Defense Vs. Missile Regenerate Mana +20%

Void	2 Socket Body Armor/Shields/Belts	Ku U	Cold Resist +15% Lightning Resist +15% Damage Reduced By 5% Poison Length Reduced by 50% 20% Damage Taken Goes to Mana 7% Increased Chance of Blocking
Void	2 Socket Helms/Boots	Ku U	Cold Resist +15% Lightning Resist +15% Damage Reduced By 5% Poison Length Reduced by 50% 20% Damage Taken Goes to Mana 15% Faster Run/Walk
Void	2 Socket Gloves	Ku U	Cold Resist +15% Lightning Resist +15% Damage Reduced By 5% Poison Length Reduced by 50% 20% Damage Taken Goes to Mana +75 To Attack Rating Against Undead +75% Damage To Undead
Void	3 Socket Body Armor/Shields	Ku U Jewel	Cold Resist +15% Lightning Resist +15% Damage Reduced By 5% Poison Length Reduced by 50% 20% Damage Taken Goes to Mana 7% Increased Chance of Blocking
Brandish	3 Socket Weapons	I Ka Ku	+60% Enhanced Damage Adds 1-20 Lightning Damage 5% Life Stolen Per Hit 15% Chance of Open Wounds +15% Enhanced Damage Knockback +9 To Max Damage
Brandish	3 Socket Charms	I Ka Ku	+60% Enhanced Damage Adds 1-20 Lightning Damage 5% Life Stolen Per Hit 15% Chance of Open Wounds +35 Defense +45 Defense Vs. Missile 20% Damage Taken Goes to Mana
Forefeel	3 Socket Body Armor/Helms/Charms	Yo Ka N	20% Faster Cast Rate +10% To Fire Skill Damage +10% To Cold Skill Damage +10% To Lightning Skill Damage +70 Defense Increase Max Mana 20% +5 Mana After Each Kill Poison Resist +35% +45 Defense Vs. Missile Regenerate Mana +20%
Forefeel	4 Socket Body Armor	Yo Ka N Jewel	20% Faster Cast Rate +10% To Fire Skill Damage +10% To Cold Skill Damage +10% To Lightning Skill Damage +70 Defense Increase Max Mana 20% +5 Mana After Each Kill Poison Resist +35% +45 Defense Vs. Missile Regenerate Mana +20%

Greed	2 Socket Helms/Boots	Yo Ku	(1.5/clvl) +1-150 To Attack Rating 50% Extra Gold From Monsters 25% Better Chance of Getting Magic Item Poison Resist +35% 20% Damage Taken Goes to Mana
LoD I U Shi Ka N Ku Yo Ki Ri Mi Ya A Tsu Chi Sa Yu Ke E Ko Ra O Ho Me Ru Ta To Wa Ha Na Ni Se Fu Ma Hi Mo No Te Ro So Mu Ne Re Su He Nu Wo Kanji			
Ki Ri Mi Ya A Tsu Chi			
Rune Word	Allowed Items	Rune Order	Complete Stats
Machine	3 Socket Weapons	Ki Ka I	10% Faster Run/Walk 20% Increased Attack Speed 10% Faster Hit Recovery +35% Enhanced Damage (1/clvl) +1-100 To Max Damage Adds 5-30 Fire Damage Knockback +15% Enhanced Damage
Machine	3 Socket Charms	Ki Ka I	10% Faster Run/Walk 15% Increased Attack Speed 10% Faster Hit Recovery +35% Enhanced Damage (1/clvl) +1-100 To Max Damage Fire Resist +35% +45 Defense Vs. Missile +35 Defense
Gold	2 Socket Body Armor /Shields/Belts	Ki N	+25 Defense +3 Lightning Absorb Attacker Takes Lightning Damage of 20 100% Extra Gold From Monsters Fire Resist +35% Regenerate Mana +20%
Gold	3 Socket Body Armor/Shields	Ki N Jewel	+25 Defense +3 Lightning Absorb Attacker Takes Lightning Damage of 20 100% Extra Gold From Monsters Fire Resist +35% Regenerate Mana +20%
Composure	3 Socket Melee Weapons	U Ki Yo	Lvl 1 Annihilation Aura When Equipped (1/clvl) +1-100 To Max Damage 10% Deadly Strike +1 To Melee Mastery -4 To Light Radius +75 To Attack Rating Against Undead +75% Damage To Undead Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec
Melody	3 Socket Missile Weapons	Ki Yo Ku	Lvl 3-6 Defiance Aura When Equipped +1 To Bow & Crossbow (Amazon Only) +80-100% Enhanced Damage +300% Damage To Undead +3 To Slow Missiles (Amazon Only) +2 To Critical Strike (Amazon Only) +2 To Dodge (Amazon Only) Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec +9 To Max Damage

Famine	3 Socket Body Armor	Ki Ki N	5% Mana Stolen Per Hit 5% Life Stolen Per Hit (5/clvl) +5-500 Defense Drain Life -3 25% Slower Stamina Drain +5 Mana After Each Kill +5 Life After Each Kill Fire Resist +35% Fire Resist +35% Regenerate Mana +20%
Insanity	4 Socket Body Armor	Ki Yo U Ki	20% Faster Run/Walk 20% Increased Attack Speed 20% Faster Cast Rate 20% Faster Hit Recovery 20% Faster Block Rate (2/clvl) +2-200 Defense (1/clvl) +1-100 To Mana Fire Resist +35% Poison Resist +35% 7% Increased Chance of Blocking Fire Resist +35%
Hunt	2 Socket Helms/Charms	Ka Ri	+1 To Barbarian Skill Levels +1 To Druid Skill Levels 10% Deadly Strike +20 Defense +10 To Life +5 Life After Each Kill +45 Defense Vs. Missile Lightning Resist +35%
Wrath	3 Socket Maces/Hammers/Clubs	I Ka Ri	5% CtC Lvl 6 Chain Lightning On Striking 8% CtC Lvl 4 Static Field When Struck 30% Increased Attack Speed +100% Enhanced Damage (0.5/clvl) +0-50% Chance of Crushing Blow 50% Deadly Strike (5/clvl) Attacker Takes Damage of 5-500 +15% Enhanced Damage Knockback Adds 1-50 Lightning Damage
Victory	4 Socket Body Armor	Shi Yo U Ri	+75-100% Enhanced Defense +20 To Strength +8 Life After Each Kill +5 Mana After Each Kill 120% Extra Gold From Monsters 60% Better Chance of Getting Magic Item +3 Mana After Each Kill Poison Resist +35% 7% Increased Chance of Blocking Lightning Resist +35%
Land	2 Socket Weapons	Ri Ku	5% CtC Lvl 2 Enchant On Striking 15% Increased Attack Speed 15% Faster Run/Walk 15% Faster Hit Recovery +80-100% Enhanced Damage 25% Deadly Strike +4-6 Life After Each Kill Adds 1-50 Lightning Damage +9 To Max Damage
Fog	2 Socket Body Armor/Helms	Ki Ri	11% CtC Lvl 5 Cloak of Shadows When Struck +60-90% Enhanced Defense +15 To Dexterity Damage Reduced By 7 Fire Resist +35% Lightning Resist +35%

Fog	3 Socket Body Armor	Ki Ri Jewel	11% CtC Lvl 5 Cloak of Shadows When Struck +60-90% Enhanced Defense +15 To Dexterity Damage Reduced By 7 Fire Resist +35% Lightning Resist +35%
Noir	3 Socket Claws/Swords/Daggers	Ki Ri Ka	+1 To All Skills 20% Faster Run/Walk 20% Increased Attack Speed +125-150% Enhanced Damage +200-400 To Attack Rating 30% Deadly Strike +100 Defense Adds 5-30 Fire Damage Adds 1-50 Lightning Damage Knockback
Hercules	4 Socket Melee Weapons	Ka I Ri Ki	+6 To Stun +150% Enhanced Damage 25% Chance of Crushing Blow +50 To Strength (1/clvl) +1-100 To Strength -10 To Energy Knockback +15% Enhanced Damage Adds 1-50 Lightning Damage Adds 5-30 Fire Damage *Oskill Strength of the Ancients on the old version no longer works. Please reactivate if you have any.
Serpent	1 Socket Weapons	Mi	+66% Enhanced Damage +12 To Min Damage 12% Mana Stolen Per Hit Freezes Target 2 Adds 4-20 Cold Damage 3 Sec Duration
Hades	2 Socket Helms/Charms	Yo Mi	+1 To Summoning (Necromancer Only) +1-3 To Skeleton Mastery (Necromancer Only) +30-60 Defense +10 To Energy Regenerate Mana +20% Poison Resist +35% Cold Resist +35%
Darkness	2 Socket Body Armor	Ya Mi	8% CtC Lvl 3 Weaken When Struck +1 To Assassin Skill Levels +1 To Necromancer Skill Levels Adds 50-75 Poison Damage Over 4 Sec +50-75% Enhanced Defense Attacker Takes Damage of 120 -3 To Light Radius Attacker Takes Damage of 75 Cold Resist +35%
Red	3 Socket Weapons	A Ka I	6% CtC Lvl 8 Life Tap On Striking 25% Increased Attack Speed +90-120% Enhanced Damage 9% Life Stolen Per Hit 100% Chance of Open Wounds +9 To Min Damage Knockback +15% Enhanced Damage

Exuberance	3 Socket Body Armor/Charms	A I Ka	40% Faster Run/Walk 40% Increased Attack Speed 30% Faster Hit Recovery +50% Enhanced Damage 35% Deadly Strike +200 Defense +40 To Life Damage Reduced By 12 +30 Defense +45 Defense Vs. Missile
Evil	2 Socket Weapons	A Ku	15% Increased Attack Speed (1/clvl) +1-100 To Max Damage 6% Mana Stolen Per Hit 6% Life Stolen Per Hit 10% Chance of Crushing Blow +9 To Min Damage +9 To Max Damage
Malice	3 Socket Melee Weapons	A Ku I	15% Increased Attack Speed +50% Enhanced Damage 12% Life Stolen Per Hit 20% Chance of Crushing Blow 100% Chance of Open Wounds Prevent Monster Heal Slain Monsters Rest In Peace +9 To Min Damage +9 To Max Damage +15% Enhanced Damage
Malice	3 Socket Charms	A Ku I	15% Increased Attack Speed +50% Enhanced Damage 12% Life Stolen Per Hit 20% Chance of Crushing Blow 100% Chance of Open Wounds Prevent Monster Heal Slain Monsters Rest In Peace Damage Reduced By 12 20% Damage Taken Goes to Mana +30 Defense
Autumn	2 Socket Belts/Boots	A Ki	20% Faster Run/Walk 4% Life Stolen Per Hit +15 Defense +15 To Life Replenish Life +5 Damage Reduced By 12 Fire Resist +35%
Light	3 Socket Spears/Polearms/Axes	A Ka Ri	10% CtC Lvl 12 Chain Lightning On Striking 9% CtC Lvl 12 Charged Bolt When Struck +80-120% Enhanced Damage Adds 1-100 Lightning Damage (5/clvl) +5-500 To Max Lightning Damage 5% Life Stolen Per Hit Lightning Resist +50% +9 To Min Damage Knockback Adds 1-50 Lightning Damage
Maven	2 Socket Melee Weapons	Tsu U	6% CtC Lvl 5 Weaken on Striking +1 To All Skills (1.75/clvl) +1-175 To Max Damage +20-40 Magic Damage +10 To Dexterity +10 To Vitality +15-25% Damage Taken Goes To Mana 20% Increased Attack Speed +75 To Attack Rating Against Undead +75% Damage To Undead

Beauty	4 Socket Body Armor/Shields	U Tsu Ku Shi	+2 To Sorceress Skill Levels +2 To Amazon Skill Levels +2 To Assassin Skill Levels (3/clvl) +3-300 Defense +20 To Dexterity +20 To Energy Increase Max Life 25% 7% Increased Chance of Blocking 20% Faster Block Rate 20% Damage Taken Goes to Mana +3 Mana After Each Kill
Strength	3 Socket Melee Weapons	Tsu Yo I	+150% Enhanced Damage 30% Chance of Crushing Blow +25 To Strength +10 To Vitality 20% Increased Attack Speed Adds 75 Poison Damage Over 5 Sec +15% Enhanced Damage
Moon	2 Socket Body Armor /Shields/Belts	Tsu Ki	5% Mana Stolen Per Hit 10% Deadly Strike +30-50% Enhanced Defense +20 To Mana 25% Better Chance of Getting Magic Item 20% Faster Block Rate Fire Resist +35%
Moon	2 Socket Helms/Boots	Tsu Ki	5% Mana Stolen Per Hit 10% Deadly Strike +30-50% Enhanced Defense +20 To Mana 25% Better Chance of Getting Magic Item 20% Faster Hit Recovery Fire Resist +35%
Moon	2 Socket Gloves	Tsu Ki	5% Mana Stolen Per Hit 10% Deadly Strike +30-50% Enhanced Defense +20 To Mana 25% Better Chance of Getting Magic Item 20% Increased Attack Speed Fire Resist +35%
Moon	3 Socket Body Armor	Tsu Ki Jewel	5% Mana Stolen Per Hit 10% Deadly Strike +30-50% Enhanced Defense +20 To Mana 25% Better Chance of Getting Magic Item 20% Faster Block Rate Fire Resist +35%
Sin	2 Socket Body Armor /Shields/Belts	Tsu Mi	5% Life Stolen Per Hit 10% Chance of Open Wounds +30-50% Enhanced Defense +20 To Life 25% Better Chance of Getting Magic Item 20% Faster Block Rate Cold Resist +35%
Sin	2 Socket Helms/Boots	Tsu Mi	5% Life Stolen Per Hit 10% Chance of Open Wounds +30-50% Enhanced Defense +20 To Life 25% Better Chance of Getting Magic Item 20% Faster Hit Recovery Cold Resist +35%

Sin	2 Socket Gloves	Tsu Mi	5% Life Stolen Per Hit 10% Chance of Open Wounds +30-50% Enhanced Defense +20 To Life 25% Better Chance of Getting Magic Item 20% Increased Attack Speed Cold Resist +35%
Sin	3 Socket Body Armor	Tsu Mi Jewel	5% Life Stolen Per Hit 10% Chance of Open Wounds +30-50% Enhanced Defense +20 To Life 25% Better Chance of Getting Magic Item 20% Faster Block Rate Cold Resist +35%
Oath	3 Socket Body Armor	Chi Ka I	+1 To All Skills 20% Increased Chance of Blocking +85-110% Enhanced Defense +30 To Strength +10 To Vitality Replenish Life +20 Damage Reduced By 12 Replenish Life +15 +45 Defense Vs. Missile +30 Defense
Millenium	2 Socket Staves	Chi Yo	Lvl 4 Prayer Aura When Equipped +2 To Sorceress Skill Levels 30% Faster Cast Rate +4 To Soul Shiver (Sorceress Only) (5/clvl) +5-500 Defense Increase Max Mana 40% All Resistances +30-40 Replenish Life +15 Poison Resist +35%
Millenium	2 Socket Orbs	Chi Yo	Lvl 2 Prayer Aura When Equipped +1 To Sorceress Skill Levels 15% Faster Cast Rate +2 To Soul Shiver (Sorceress Only) (2.5/clvl) +2-250 Defense Increase Max Mana 20% All Resistances +15-20 Replenish Life +15 Poison Resist +35%
Millenium	2 Socket Mana Blades	Chi Yo	Lvl 2 Prayer Aura When Equipped +1 To Sorceress Skill Levels 15% Faster Cast Rate +2 To Soul Shiver (Sorceress Only) (2.5/clvl) +2-250 Defense Increase Max Mana 20% All Resistances +15-20 Replenish Life +15 Adds 75 Poison Damage Over 5 Sec
Knowledge	3 Socket Helms/Charms	Chi Shi Ki	+1 To All Skills 20% Faster Cast Rate +20% Enhanced Damage 10% Bonus To Attack Rating +10 To All Attributes Replenish Life +15 +3 Mana After Each Kill Fire Resist +35%

LoD I U Shi Ka N Ku Yo Ki Ri Mi Ya A Tsu Chi Sa Yu Ke E Ko Ra O Ho Me Ru Ta To Wa Ha Na Ni Se Fu Ma Hi Mo No Te Ro So Mu Ne Re Su
He Nu Wo Kanji

Sa Yu Ke E Ko Ra O

Rune Word	Allowed Items	Rune Order	Complete Stats
Rhino	2 Socket Shields	Sa I	+1 To All Skills 25% Faster Hit Recovery +3 To Charge +200-300% Enhanced Defense -10 To Dexterity Lightning Resist +40% (2/clvl) Attacker Takes Damage 2-200 Requirements -20% +30 Defense
Rhino	3 Socket Shields	Sa I Jewel	+1 To All Skills 25% Faster Hit Recovery +3 To Charge +200-300% Enhanced Defense -10 To Dexterity Lightning Resist +40% (2/clvl) Attacker Takes Damage 2-200 Requirements -20% +30 Defense
Fortress	4 Socket Shields	Yo U Sa I	12% CtC Lvl 9 Bone Prison When Struck 15% Faster Block Rate 23% Increased Chance of Blocking +100% Enhanced Defense (1/clvl) +1-100 Defense All Resistances +30 Poison Resist +35% 7% Increased Chance of Blocking Requirements -20% +30 Defense
Whisper	4 Socket Missile Weapons	Sa Sa Ya Ku	7% CtC Lvl 7 Tornado On Striking 20% Faster Run/Walk 25% Increased Attack Speed +110-150% Enhanced Damage +150 To Attack Rating +2 To Dodge (Amazon Only) +50% Enhanced Defense Requirements -20% Requirements -20% 7% Life Stolen Per Hit +9 To Max Damage
Reason	3 Socket Helms/Charms	Ri Yu U	+1 To All Skills 15% Faster Cast Rate (1.5/clvl) +1-150 Defense +30 To Life Increase Max Mana 18% Regenerate Mana +75% +6 Mana After Each Kill Lightning Resist +35% +15 To Vitality 15% Faster Run/Walk
Savant	3 Socket Armor	Yu Ri Ka	+1 To All Skills 15% Faster Run/Walk 10% Faster Cast Rate 15% Faster Hit Recovery 10% Faster Block Rate +80% Enhanced Defense All Resistances +18 +15 To Vitality Lightning Resist +35% +45 Defense Vs. Missile

Rainy Season	2 Socket Bows/Crossbows	Tsu Yu	6% CtC Lvl 4 Blizzard On Striking +100% Damage To Demons Piercing Attack 20% Fires Level 7 Magic Arrows (1.5/clvl) +1-150 To Maximum Damage +10% To Fire Skill Damage +10% To Cold Skill Damage 20% Increased Attack Speed +15 To Vitality
Gloom	4 Socket Polearms/Spears /Blunt Weapons	Yu U U Tsu	7% CtC Lvl 7 Weaken On Striking 10% CtC Lvl 8 Poison Nova When Struck 8% CtC Lvl 6 Bone Spirit On Attack +100-130% Enhanced Damage 7% Life Stolen Per Hit -4 To Light Radius Repairs 1 Durability In 1 Sec +15 To Vitality +75 To Attack Rating Against Undead +75% Damage To Undead +75 To Attack Rating Against Undead +75% Damage To Undead 20% Increased Attack Speed
Hiten Mitsurugi Ryu	4 Socket Swords	Ke N Shi N	30% Increased Attack Speed +70-110% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage +100 To Attack Rating (6/clvl) +6-600 To Attack Rating 15% Chance of Crushing Blow 25% Deadly Strike +15 To Energy -25% Target Defense +3 Mana After Each Kill -25% Target Defense
Kick	2 Socket Boots	Ke Ri	15% Faster Run/Walk 10% Chance of Crushing Blow +1-2 To Dragon Flight (Assassin Only) +1-2 To Dragon Tail (Assassin Only) +1-2 To Dragon Talon (Assassin Only) +100 Defense Vs. Missile Damage Deduced by 2-5 +15 To Energy Lightning Resist +35%
Humble	4 Socket Missile Weapons	Ke N Ki Yo	+1 To Amazon Skill Levels 25% Increased Attack Speed Piercing Attack 15% +125-175% Enhanced Damage 25% Bonus To Attack Rating 25% Deadly Strike +15 To Energy -25% Target Defense Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec
Ascend	6 Socket Body Armor	Shi Yo Ri Yu Ke N	+3 To All Skills 20% Faster Run/Walk 30% Increased Attack Speed +100% Enhanced Defense +15-20 To All Attributes +3 Mana After Each Kill Poison Resist +35% Lightning Resist +35% +15 To Vitality +15 To Energy Regenerate Mana +20%

Wisdom	2 Socket Helms/Charms	Chi E	+1 To All Skills 10% Faster Run/Walk +75 Defense +15 To Strength +15 To Vitality +15 To Energy Increase Max Mana 20% Replenish Life +15 +15 To Dexterity
Blood	4 Socket Swords/Axes	Ke Tsu E Ki	+1 To All Skills +80-120% Enhanced Damage (1/clvl) +1-100 To Max Damage 8-16% Life Stolen Per Hit 33% Chance of Open Wounds Prevent Monster Heal Slain Monsters Rest In Peace +15 To Energy 20% Increased Attack Speed +15 To Dexterity Adds 5-30 Fire Damage
Eternity	4 Socket Body Armor	E I E N	Indestructible +90-120% Enhanced Defense Replenish Life +30 Regenerate Mana +80% All Resistances +18 Damage Reduced By 15 Magic Damage Reduced By 15 +15 To Dexterity +30 Defense +15 To Dexterity Regenerate Mana +20%
Royalty	3 Socket Helms	A E Ka	+1 To All Skills +1 To Offensive Auras (Paladin Only) +1 To Defensive Auras (Paladin Only) 10% Life Stolen Per Hit (1/clvl) +1-100 Defense 150% Extra Gold From Monsters 50% Better Chance of Getting Magic Item Damage Reduced By 12 +15 To Dexterity +45 Defense Vs. Missile
Fortune	4 Socket Weapons	Ko U U N	+80% Enhanced Damage +150% Damage To Demons +150 To Attack Rating Against Demons 150% Extra Gold From Monsters (1.5/clvl) 1-150% Extra Gold From Monsters 50% Better Chance of Getting Magic Item (0.75/clvl) 0-75% Better Chance of Getting Magic Item +15 To Strength +75 To Attack Rating Against Undead +75% Damage To Undead +75 To Attack Rating Against Undead +75% Damage To Undead -25% Target Defense
Fortune	4 Socket Body Armor	Ko U U N	20% Faster Cast Rate +80% Enhanced Defense (0.75/clvl) +0-75 To Mana 150% Extra Gold From Monsters (1.5/clvl) 1-150% Extra Gold From Monsters 50% Better Chance of Getting Magic Item (0.75/clvl) 0-75% Better Chance of Getting Magic Item +15 To Strength 7% Increased Chance of Blocking 7% Increased Chance of Blocking Regenerate Mana +20%

Faith	4 Socket Shields	Shi N Ko U	+2 To Paladin Skill Levels +6 To Prayer (Paladin Only) +8 To Holy Bolt (Paladin Only) +4 To Blessed Hammer (Paladin Only) +140% Enhanced Defense Lightning Resist +50% Damage Reduced By 13% +3 Mana After Each Kill Regenerate Mana +20% +15 To Strength 7% Increased Chance of Blocking
Journey	4 Socket Body Armor	Ri Yo Ko U	Lvl 1 Vigor Aura When Equipped 30% Faster Run/Walk (2/clvl) +2-200 Defense +100 To Max Stamina All Resistances +15 25% Extra Gold From Monsters Lightning Resist +35% Poison Resist +35% +15 To Strength 7% Increased Chance of Blocking
Woodsman	3 Socket Shield	Ki Ko Ri	+1 To All Skills (1.5/clvl) +1-150 Defense Regenerate Mana 50% 33% Extra Gold From Monsters 20% Better Chance of Getting Magic Item Level 10 Dire Wolf (10 Charges) Level 13 Spirit Wolf (25 Charges) Fire Resist +35% +15 To Strength Lightning Resist +35%
Efficiency	4 Socket Body Armor	Ko U Ri Tsu	10-20% Faster Run/Walk 10-20% Increased Attack Speed +110-190% Enhanced Defense Replenish Life +15-30 Regenerate Mana +30-60% All Resistances +20 +5% To Experience Gained +15 To Strength 7% Increased Chance of Blocking Lightning Resist +35% 20% Faster Block Rate
Healthy	4 Socket Body Armor	Ke N Ko U	15% Faster Run/Walk (5/clvl) +5-500 Defense Increase Max Life 20% Replenish Life +30 +50 To Max Stamina Damage Reduced By 20% Magic Damage Reduced By 16 +15 To Energy Regenerate Mana +20% +15 To Strength 7% Increased Chance of Blocking
Glory	4 Socket Shields	E I Ko U	+1 To All Skills 15% Faster Block Rate 15% Increased Chance of Blocking +60 Defense +20 To Strength (2/clvl) +2-200 To Life +10% To Max All Resistances +15 To Dexterity +30 Defense +15 To Strength 7% Increased Chance of Blocking

Trust	4 Socket Weapons	Shi N Ra I	15% Increased Attack Speed +120-150% Enhanced Damage Adds 10-20 Damage 6% Life Stolen Per Hit All Resistances +20 Damage Reduced By 15% +4-6 Mana After Each Kill +3 Mana After Each Kill -25% Target Defense 40% Extra Gold From Monsters +15% Enhanced Damage
Trust	4 Socket Body Armor	Shi N Ra I	15% Faster Hit Recovery Adds 10-20 Damage 6% Life Stolen Per Hit +80-110% Enhanced Defense All Resistances +20 Damage Reduced By 15% +4-6 Mana After Each Kill +3 Mana After Each Kill Regenerate Mana +20% 40% Extra Gold From Monsters +30 Defense
Storm	3 Socket Scepters/Blessed Edges	A Ra Shi	6% CtC Lvl 8 Chain Lightning On Striking Adds 32-128 Lightning Damage (6/clvl) +6-600 To Max Lightning Damage +4 To Fist of the Heavens (Paladin Only) +6 To Holy Shock (Paladin Only) +10% To Max Lightning Resist Lightning Resist +40% +9 To Min Damage 40% Extra Gold From Monsters +3 Mana After Each Kill
Psychic	3 Socket Helms	A Ki Ra	+2 To All Skills +3 To Telekinesis +30 To Telekinesis (Sorceress Only) (All classes gain +33 To Telekinesis) +45-90% Enhanced Defense Increase Max Mana 25% Damage Reduced By 3 Magic Damage Reduced By 15 Damage Reduced By 12 Fire Resist +35% 40% Extra Gold From Monsters
Psychic	3 Socket Charms	A Ki Ra	+1 To All Skills +3 To Telekinesis +25 To Telekinesis (Sorceress Only) (All classes gain +28 To Telekinesis) +70 Defense Increase Max Mana 15% Magic Damage Reduced By 12 Damage Reduced By 12 Fire Resist +35% 40% Extra Gold From Monsters
Cherry Blossom	3 Socket Helms	Sa Ku Ra	+1 To All Skills +100% Enhanced Defense +50 To Life Replenish Life +25 Regenerate Mana +85% All Resistances +15-25 100% Better Chance of Getting Magic Item Requirements -20% 20% Damage Taken Goes to Mana 40% Extra Gold From Monsters

Conquest	3 Socket Shields	Shi Shi O	30% Faster Cast Rate 20% Faster Block Rate 20% Increased Chance of Blocking +3 To Fire Armor +200% Enhanced Defense All Resistances +42 Damage Reduced By 15 +3 Mana After Each Kill +3 Mana After Each Kill +35% Enhanced Defense
Memory	3 Socket Staves	Ki O Ku	+4 To Sorceress Skill Levels 40% Faster Cast Rate +6 To Energy Shield (Sorceress Only) +6 To Static Field (Sorceress Only) +100% Enhanced Defense Increase Max Mana 40% Magic Damage Reduced By 15 Fire Resist +35% +35% Enhanced Defense 20% Damage Taken Goes to Mana
Memory	3 Socket Orbs/Charms	Ki O Ku	+2 To Sorceress Skill Levels 20% Faster Cast Rate +3 To Energy Shield (Sorceress Only) +3 To Static Field (Sorceress Only) +50% Enhanced Defense Increase Max Mana 20% Magic Damage Reduced By 7 Fire Resist +35% +35% Enhanced Defense 20% Damage Taken Goes to Mana
Memory	3 Socket Mana Blades	Ki O Ku	+2 To Sorceress Skill Levels 20% Faster Cast Rate +3 To Energy Shield (Sorceress Only) +3 To Static Field (Sorceress Only) +50% Enhanced Defense Increase Max Mana 20% Magic Damage Reduced By 7 Adds 5-30 Fire Damage +75 To Attack Rating Against Demons +75% Damage To Demons +9 To Max Damage
Ice	3 Socket Weapons	Ko O Ri	20% CtC Lvl 18 Ice Bolt On Striking 25% Increased Attack Speed +120-140% Enhanced Damage +100 To Attack Rating Adds 50-100 Cold Damage 8 Sec Duration (7/clvl) +7-700 To Max Cold Damage 15% Deadly Strike +15 To Strength +75 To Attack Rating Against Demons +75% Damage To Demons Adds 1-50 Lightning Damage

LoD I U Shi Ka N Ku Yo Ki Ri Mi Ya A Tsu Chi Sa Yu Ke E Ko Ra O Ho Me Ru Ta To Wa Ha Na Ni Se Fu Ma Hi Mo No Te Ro So Mu Ne Re Su
He Nu Wo Kanji

Ho Me Ru Ta To Wa Ha			
Rune Word	Allowed Items	Rune Order	Complete Stats

Captive	3 Socket Body Armor	Ho Ri Yo	20% Faster Run/Walk +5 To Bone Prison +4 To Revive +3 To Skeleton Mastery +100-125% Enhanced Defense +15 To Strength +15 To Energy All Resistances +20 Lightning Resist +35% Poison Resist +35%
Captive	3 Socket Charms	Ho Ri Yo	15% Faster Run/Walk +3 To Bone Prison +2 To Revive +2 To Skeleton Mastery +100 Defense +10 To Strength +10 To Energy All Resistances +16 Lightning Resist +35% Poison Resist +35%
Radioactive	4 Socket Weapons	Ho U Shi Ya	10% CtC Lvl 10 Poison Nova On Striking 40% Faster Run/Walk 40% Increased Attack Speed +120-160% Enhanced Damage Adds 400 Poison Damage Over 16 Sec (6/clvl) +6-600 To Max Poison Damage Replenish Life +30 25% Chance of Open Wounds +75 To Attack Rating Against Undead +75% Damage To Undead +3 Mana After Each Kill 7% Life Stolen Per Hit
Law	4 Socket Scepters/Hammers /Maces/Axes/Blessed Edges	Ho U Ri Tsu	10% CtC Lvl 15 Blessed Hammer On Striking +100% Enhanced Damage (2/clvl) +2-200 To Max Damage +200% Damage To Demons +200% Damage To Undead Adds 50-250 Lightning Damage +8 To Vengeance (Paladin Only) 25% Chance of Open Wounds +75 To Attack Rating Against Undead +75% Damage To Undead Adds 1-50 Lightning Damage 20% Increased Attack Speed
Pride	5 Socket Body Armor	Ho Ko Ra Shi Sa	+2 To All Skills +150-190% Enhanced Defense +20 To Strength +15 To Vitality All Resistances +15 (1/clvl) Lightning Resist +1-100% Damage Reduced By 15 All Resistances +20 +15 To Strength 40% Extra Gold From Monsters +3 Mana After Each Kill Requirements -20%

Destiny	4 Socket Swords	U N Me I	+2 To All Skills 20% Increased Attack Speed +150-200% Enhanced Damage 50% Bonus To Attack Rating 50% Deadly Strike +6 To Hypno Blast Repairs 1 Durability In 10 Sec +75 To Attack Rating Against Undead +75% Damage To Undead -25% Target Defense Prevent Monster Heal +15% Enhanced Damage
Honor	3 Socket Melee Weapons	Me I Yo	+2 To All Skills +160% Enhanced Damage +200 To Attack Rating 7% Life Stolen Per Hit 25% Deadly Strike +20 To Strength +20 To Dexterity Prevent Monster Heal +15% Enhanced Damage Adds 75 Poison Damage Over 5 Sec
Rain	2 Socket Daggers/Wands	A Me	+2 To All Skills 20% Faster Cast Rate +6-12 To Lightning +6-12 To Snow Spirit +2 To Meteor Shower +25% Enhanced Defense +25 To Energy +9 To Min Damage Prevent Monster Heal
Rain	2 Socket Orbs/Mana Blades	A Me	+2 To All Skills 20% Faster Cast Rate +3-6 To Lightning (Sorceress Only) +3-6 To Snow Spirit (Sorceress Only) +2 To Meteor Shower (Sorceress Only) +25% Enhanced Defense +25 To Energy Damage Reduced By 12 Magic Damage Reduced By 12
Rain	2 Socket Staves	A Me	+4 To All Skills 40% Faster Cast Rate +6-12 To Lightning (Sorceress Only) +6-12 To Snow Spirit (Sorceress Only) +4 To Meteor Shower (Sorceress Only) +50% Enhanced Defense +50 To Energy Damage Reduced By 12 Magic Damage Reduced By 12
Rain	2 Socket Gloves/Boots/Belts	A Me	10% CtC Lvl 16 Lightning On Attack 10% CtC Lvl 18 Snow Spirit On Attack +1 To All Skills 15% Faster Cast Rate +2 To Meteor Shower +75% Enhanced Defense +10 To Energy Damage Reduced By 12 Magic Damage Reduced By 12

Princess	4 Socket Helms	A Me Ri A	+2 To All Skills +9 To Cloak of Shadows +125% Enhanced Defense +20 To Dexterity 150% Extra Gold From Monsters 75% Better Chance of Getting Magic Item Requirements -75% Damage Reduced By 12 Magic Damage Reduced By 12 Lightning Resist +35% Damage Reduced By 12
Dream	2 Socket Helms	Yu Me	+2 To All Skills 20% Faster Cast Rate +60 Defense +15 To Energy +6 Mana After Each Kill 40% Damage Taken Goes to Mana Damage Reduced By 8% +15 To Vitality Magic Damage Reduced By 12
Dream	2 Socket Gloves	Yu Me	+1 To All Skills 20% Increased Attack Speed 6% Mana Stolen Per Hit +60 Defense +15 To Dexterity +6 Mana After Each Kill Damage Reduced By 5% +15 To Vitality Prevent Monster Heal
Dream	2 Socket Belts/Charms	Yu Me	+1 To All Skills 20% Faster Hit Recovery +60 Defense +15 To Strength (0.75/clvl) +0-75 To Mana +6 Mana After Each Kill Damage Reduced By 5% +15 To Vitality Magic Damage Reduced By 12
Thunder	4 Socket Scepters/Blessed Edges	Ra I Me I	14% CtC Lvl 14 Chain Lightning On Striking +110% Enhanced Damage Adds 1-200 Lightning Damage (8/clvl) +8-800 To Max Lightning Damage +4 To Holy Shock (Paladin Only) +20% To Max Lightning Resist Lightning Resist +75% 40% Extra Gold From Monsters +15% Enhanced Damage Prevent Monster Heal +15% Enhanced Damage
Monkey	2 Socket Weapons	Sa Ru	+3 To Druid Skill Levels +3 To Assassin Skill Levels 60% Increased Attack Speed (0.5/clvl) +0-50 To Dexterity Increase Max Mana 15% +4-6 Life After Each Kill +4-6 Mana After Each Kill Requirements -20% 25% Better Chance of Getting Magic Item

Praise	3 Socket Body Armor	Ho Me Ru	+2 To All Skills 30% Faster Hit Recovery +140-160% Enhanced Defense +20 To Strength +50 To Life All Resistances +30 25% Better Chance of Getting Magic Item All Resistances +20 Magic Damage Reduced By 12 25% Better Chance of Getting Magic Item
Painful	3 Socket Melee Weapons	I Ta I	15% CtC Lvl 11 Iron Maiden When Struck +300% Enhanced Damage -15 To Vitality Drain Life -10 Attacker Takes Damage of 125 (8/clvl) Attacker Takes Damage of 8-800 +15% Enhanced Damage 20% Bonus To Attack Rating +15% Enhanced Damage
Hawk	2 Socket Helms	Ta Ka	+1 To All Skills 30% Increased Attack Speed +50% Enhanced Damage 50% Bonus To Attack Rating (0.5/clvl) +0-50% Deadly Strike (0.75/clvl) +0-75 To Dexterity Level 1 Teleport (30 Charges) +8% To Max Poison Resist +45 Defense Vs. Missile
Absolute	3 Socket Missile Weapons	Ta Shi Ka	+2 To Amazon Skill Levels 30% Increased Attack Speed +125-175% Enhanced Damage (0.625/clvl) +0-62 To Max Damage 30% Bonus To Attack Rating 15% Chance of Crushing Blow +25 To Dexterity 20% Bonus To Attack Rating +3 Mana After Each Kill Knockback
Dragon	2 Socket Melee Weapons	Ta Tsu	+160-220% Enhanced Damage 20% Chance of Crushing Blow +5 To Dragon Talon (Assassin Only) +5 To Dragon Claw (Assassin Only) +5 To Dragon Tail (Assassin Only) +5 To Dragon Flight (Assassin Only) Lightning Absorb 15% 20% Bonus To Attack Rating 20% Increased Attack Speed
Courage	6 Socket Body Armor	Ka Mi Ya Ta I Chi	+1 To All Skills 30% Faster Hit Recovery Adds 10-25 Damage 20% Chance of Crushing Blow +180-230% Enhanced Defense (1/clvl) Fire Resist +1-150% Damage Reduced By 18% +45 Defense Vs. Missile Cold Resist +35% Attacker Takes Damage of 75 +8% To Max Poison Resist +30 Defense Replenish Life +15

Tradition	5 Socket Melee Weapons	I I Tsu Ta E	30% Increased Attack Speed 10% Increased Chance of Blocking +145-195% Enhanced Damage +200 To Attack Rating (2/clvl) +2-200 To Max Magic Damage +100% Enhanced Defense Repairs 1 Durability In 10 Sec +15% Enhanced Damage +15% Enhanced Damage 20% Increased Attack Speed 20% Bonus To Attack Rating +15 To Dexterity
Bird	2 Socket Melee Weapons	To Ri	+1 To Assassin Skill Levels +190-230% Enhanced Damage +5-15% To Fire Skill Damage +5-15% To Cold Skill Damage +5-15% To Lightning Skill Damage +12 To Phoenix Strike Fire Absorb 15% 7% Mana Stolen Per Hit Adds 1-50 Lightning Damage
Wealth	2 Socket Body Armor	To Mi	+100% Enhanced Defense Drain Life -2 175% Extra Gold From Monsters (1.75/clvl) 1-175% Extra Gold From Monsters 100% Better Chance of Getting Magic Item (1/clvl) 1-100% Better Chance of Getting Magic Item +8% To Max Fire Resist Cold Resist +35%
Wealth	2 Socket Gloves/Belts	To Mi	+75% Enhanced Defense Drain Life -2 125% Extra Gold From Monsters (1.25/clvl) 1-125% Extra Gold From Monsters 75% Better Chance of Getting Magic Item (0.75/clvl) 0-75% Better Chance of Getting Magic Item +8% To Max Fire Resist Cold Resist +35%
Wealth	2 Socket Charms	To Mi	+50 Defense Drain Life -2 125% Extra Gold From Monsters (1.25/clvl) 1-125% Extra Gold From Monsters 75% Better Chance of Getting Magic Item (0.75/clvl) 0-75% Better Chance of Getting Magic Item +8% To Max Fire Resist Cold Resist +35%
Opposing Destiny	3 Socket Maces/Hammers /Clubs/Swords	A Ki To	+2 To Barbarian Skill Levels +2 To Druid Skill Levels +220-260% Enhanced Damage +8 To Close Combat Mastery (Barbarian Only) +8 To Thunder Wave (Barbarian Only) +8 To Feral Rage (Druid Only) +8 To Maul (Druid Only) +9 To Min Damage Adds 5-30 Fire Damage 7% Mana Stolen Per Hit

Jealousy	3 Socket Helms	Shi Tsu To	6% Mana Stolen Per Hit 6% Life Stolen Per Hit +100% Enhanced Defense All Resistances +30-45 +30 Life After Each Kill +7% To Experience Gained 100% Better Chance of Getting Magic Item +3 Mana After Each Kill 20% Faster Hit Recovery +8% To Max Fire Resist
Tiger	2 Socket Weapons	To Ra	+1 To Assassin Skill Levels 25% Increased Attack Speed +200-240% Enhanced Damage 40% Deadly Strike +12 To Tiger Strike +10 To Strength Damage Reduced By 8% 7% Mana Stolen Per Hit 40% Extra Gold From Monsters
Achieve	4 Socket Shields	Ka Chi To Ru	25% Faster Block Rate 20% Increased Chance of Blocking +75-150% Enhanced Defense All Resistances +35 Damage Reduced By 15-20 Magic Damage Reduced By 15-20 +5% To Experience Gained +45 Defense Vs. Missile Replenish Life +15 +8% To Max Fire Resist 25% Better Chance of Getting Magic Item
Mibu's Wolf	3 Socket Swords	Sa I To	30% Increased Attack Speed +210-250% Enhanced Damage +200% Damage To Demons +200 To Attack Rating Against Demons Prevent Monster Heal +12 To Summon Spirit Wolf +9 To Summon Dire Wolf Requirements -20% +15% Enhanced Damage 7% Mana Stolen Per Hit
Impetuous	3 Socket Body Armor	Mi Sa To	+2 To All Skills 30% Faster Run/Walk 20% Faster Hit Recovery +150% Enhanced Defense +15 To Dexterity +15 To Vitality All Resistances +20 Cold Resist +35% Requirements -20% +8% To Max Fire Resist
Armageddon	5 Socket Maces/Hammers/Clubs	Ke I To Yu Ri	8% CtC Lvl 14 Fire Ball On Attack +2 To All Skills 30% Increased Attack Speed +220-270% Enhanced Damage Adds 100-200 Fire Damage (8/clvl) +8-800 To Max Fire Damage +14-18 To Meteor +15 To Energy +15% Enhanced Damage 7% Mana Stolen Per Hit +15 To Vitality Adds 1-50 Lightning Damage

Chaos	4 Socket Weapons	Ko N To N	+2 To All Skills 25% Increased Attack Speed +170-220% Enhanced Damage (3/clvl) +3-300 To Max Fire Damage (4/clvl) +4-400 To Max Lightning Damage (2/clvl) +2-200 To Max Cold Damage (2.5/clvl) +2-250 To Max Poison Damage +15 To Strength -25% Target Defense 7% Mana Stolen Per Hit -25% Target Defense
Maiden	3 Socket Body Armor/Helms	O To Me	+2 To Amazon Skill Levels +2 To Sorceress Skill Levels +150% Enhanced Defense +15 To All Attributes Regenerate Mana +25-50% Fire Resist +40% Cold Resist +40% Lightning Resist +40% +35% Enhanced Defense +8% To Max Fire Resist Magic Damage Reduced By 12
Myth	3 Socket Crossbows	Shi N Wa	+3 To Amazon Skill Levels 40% Increased Attack Speed Fires Lvl 6 Explosive Arrows +150-200% Enhanced Damage (0.75/clvl) +0-75 To Max Damage Adds 35-70 Fire Damage -10 To Monster Defense Per Hit +3 Mana After Each Kill -25% Target Defense +50% Enhanced Damage
Deception	2 Socket Body Armor	Sa Wa	+1 To All Skills 30% Increased Attack Speed 80% Enhanced Damage 45% Chance of Crushing Blow +80-120% Enhanced Defense +15 To Dexterity +30 To Life Requirements -20% +8% To Max Cold Resist
Deception	2 Socket Gloves	Sa Wa	+1 To All Skills 20% Increased Attack Speed -10% Enhanced Damage 30% Chance of Crushing Blow +60-90% Enhanced Defense +10 To Dexterity +20 To Life Requirements -20% +50% Enhanced Damage
Youth	3 Socket Body Armor	Wa Ka Sa	+1 To All Skills 20% Faster Hit Recovery +200% Enhanced Defense (4/clvl) +4-400 To Life Replenish Life +20 (0.75/clvl) Cold Resist +0-75% (0.75/clvl) Fire Resist +0-75% +8% To Max Cold Resist +45 Defense Vs. Missile Requirements -20%

Youth	3 Socket Charms	Wa Ka Sa	+1 To All Skills 15% Faster Hit Recovery +100 Defense (2/clvl) +2-200 To Life Replenish Life +10 (0.5/clvl) Cold Resist +0-50% (0.5/clvl) Fire Resist +0-50% +8% To Max Cold Resist +45 Defense Vs. Missile Requirements -20%
Illustrious	4 Socket Body Armor	A Yu Ka Wa	+2 To All Skills 40% Deadly Strike +3-6 To Mind Blast (1.625/clvl) +1-162% Enhanced Defense +25 To Strength +25 To Dexterity (1/clvl) +1-100 To Life Damage Reduced By 12 +15 To Vitality +45 Defense Vs. Missile +8% To Max Cold Resist
Temptation	4 Socket Shields	Yu U Wa Ku	18% Increased Chance of Blocking +150-200% Enhanced Defense Drain Life -5 Fire Resist +30% Poison Resist +60% Damage Reduced By 30% 50% Extra Gold From Monsters +15 To Vitality 7% Increased Chance of Blocking +8% To Max Cold Resist 20% Damage Taken Goes to Mana
Sincerity	6 Socket Weapons	Ta Chi Ka Wa Mi Mi	+210-250% Enhanced Damage 50% Bonus To Attack Rating +150% Damage To Demons +150% Damage To Undead 9% Life Stolen Per Hit (0.75/clvl) +0-75% Deadly Strike Repairs 1 Durability In 4 Sec 20% Bonus To Attack Rating Replenish Life +15 Knockback +50% Enhanced Damage Adds 4-20 Cold Damage 3 Sec Duration Adds 4-20 Cold Damage 3 Sec Duration
Abolish	3 Socket Maces/Hammers/Clubs	Ha I Shi	33% CtC Lvl 1 Corpse Explosion When You Kill An Enemy +2 To All Skills 20% Increased Attack Speed +140-180% Enhanced Damage (1/clvl) +1-100 To Max Damage 25% Chance of Crushing Blow -10 To Monster Defense Per Hit 20% Deadly Strike +15% Enhanced Damage +3 Mana After Each Kill
Destruction	3 Socket Maces/Hammers/Clubs	Ha Ka I	30% Increased Attack Speed +100-140% Enhanced Damage (1.5/clvl) +1-150 To Max Damage Ignores Target's Defense 20% Chance of Crushing Blow 40% Deadly Strike 20% Deadly Strike Knockback +15% Enhanced Damage

Echo	5 Socket Weapons	Ha N Ki Yo U	12% CtC Lvl 5 Shock Wave On Attack +2 To All Skills 40% Increased Attack Speed +170-220% Enhanced Damage 40% Bonus To Attack Rating 75% Deadly Strike +6 To War Cry 20% Deadly Strike -25% Target Defense Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec +75 To Attack Rating Against Undead +75% Damage To Undead
Duress	5 Socket Spears/Polearms	Ki Yo U Ha Ku	+3 To All Skills 20% Increased Attack Speed +200-240% Enhanced Damage 5-10% Mana Stolen Per Hit 5-10% Life Stolen Per Hit Slows Target By 75% Repairs 1 Durability In 1 Sec Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec +75 To Attack Rating Against Undead +75% Damage To Undead 20% Deadly Strike +9 To Max Damage
Lord	5 Socket Swords/Scepters /Spears/Axes	Shi Ha I Shi Ya	+1 To All Skills +2 To Paladin Skill Levels 30% Increased Attack Speed +200-240% Enhanced Damage +150 To Attack Rating +150% Damage To Demons +150% Damage To Undead +3 Mana After Each Kill 20% Deadly Strike +15% Enhanced Damage +3 Mana After Each Kill 7% Life Stolen Per Hit
Judgment	4 Socket Scepters/Blessed Edges	Ha N Ke Tsu	8% CtC Lvl 5 Lower Resist On Striking 8% CtC Lvl 5 Amplify Damage On Striking +2 To All Skills +130-170% Enhanced Damage (1/clvl) +1-100 To Max Damage Adds 50-200 Lightning Damage (5/clvl) +5-500 To Max Lightning Damage 20% Deadly Strike -25% Target Defense +15 To Energy 20% Increased Attack Speed
Pillar of Faith	3 Socket Shields	Ha Shi Ra	+2 To Paladin Skill Levels +1 To Combat Skills (Paladin Only) 15% Increased Chance of Blocking +3 To Holy Shield (Paladin Only) (2/clvl) +0-200 Defense Magic Resist +20-30% All Resistances +20-30 +8% To Max Lightning Resist +3 Mana After Each Kill 40% Extra Gold From Monsters

Rebellion	4 Socket Bows/Crossbows	Ha N Ra N	5% CtC Lvl 13 Hydra On Striking 5% CtC Lvl 13 Lightning Hydra On Striking +1 To All Skills Piercing Attack 33% +170-200% Enhanced Damage (3/clvl) +3-300 To Maximum Fire Damage (3/clvl) +3-300 To Maximum Lightning Damage 20% Deadly Strike -25% Target Defense 40% Extra Gold From Monsters -25% Target Defense
Saiyajin	5 Socket Weapons	Ka Me Ha Me Ha	12% CtC Lvl 15 Fire Ball On Attack +3 To All Skills 60% Increased Attack Speed +170-220% Enhanced Damage +1 To Teleport +20 To Strength +20 To All Attributes Knockback Prevent Monster Heal 20% Deadly Strike Prevent Monster Heal 20% Deadly Strike
Spring	2 Socket Boots/Belts/Charms	Ha Ru	+1 To All Skills 30% Faster Hit Recovery +30-45 Defense +50 To Life +50 To Mana Magic Damage Reduced By 10-15 Lvl 13 Oak Sage (20 Charges) +8% To Max Lightning Resist 25% Better Chance of Getting Magic Item
Spring	2 Socket Gloves	Ha Ru	+1 To All Skills 30% Faster Hit Recovery +30-45 Defense +50 To Life +50 To Mana Magic Damage Reduced By 10-15 Lvl 13 Oak Sage (20 Charges) 20% Deadly Strike 25% Better Chance of Getting Magic Item

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[He Nu Wo](#) [Kanji](#)

Na Ni Se Fu Ma Hi Mo			
Rune Word	Allowed Items	Rune Order	Complete Stats
Animal Friend	4 Socket Helms	Na U Shi Ka	Lvl 8 Defiance Aura When Equipped +2 To Summoning (Druid Only) +1 To All Skills +15 To All Attributes Replenish Life +15 Regenerate Mana +60% (0.75/clvl) Lightning Resist +0-75% Increase Max Mana 12% 15% Faster Run/Walk +3 Mana After Each Kill +45 Defense Vs. Missile

Animal Friend	4 Socket Body Armor	Na U Shi Ka	Lvl 11 Defiance Aura When Equipped +3 To Summoning (Druid Only) +2 To All Skills +20 To All Attributes Replenish Life +20 Regenerate Mana +90% (1/clvl) Lightning Resist +1-100% +60 To Mana 7% Increased Chance of Blocking +3 Mana After Each Kill +45 Defense Vs. Missile
Sorrow	4 Socket Body Armor	Ka Na Shi Mi	8% CtC Lvl 7 Decrepify On Striking Lvl 5 Thorns Aura When Equipped Slows Target By 50% +160-200% Enhanced Defense Increase Max Life -12% All Resistances +30 (7.5/clvl) Attacker Takes Damage of 7-750 +45 Defense Vs. Missile +60 To Mana +3 Mana After Each Kill Cold Resist +35%
Sorrow	4 Socket Polearms	Ka Na Shi Mi	8% CtC Lvl 7 Decrepify On Striking Lvl 5 Thorns Aura When Equipped +160-200% Enhanced Damage Slows Target By 50% Increase Max Life -12% All Resistances +30 (7.5/clvl) Attacker Takes Damage of 7-750 Knockback Slows Target By 12% +3 Mana After Each Kill Adds 4-20 Cold Damage 3 Sec Duration
Lightning	4 Socket Melee Weapons	Ka Mi Na Ri	8% CtC Lvl 18 Chain Lightning On Striking Lvl 6 Holy Shock Aura When Equipped +140-180% Enhanced Damage Adds 5-200 Lightning Damage (6/clvl) +6-600 To Max Lightning Damage Lightning Absorb 20% Attacker Takes Lightning Damage of 250 Knockback Adds 4-20 Cold Damage 3 Sec Duration Slows Target By 12% Adds 1-50 Lightning Damage
Summer	2 Socket Daggers/Mana Blades	Na Tsu	+2 To All Skills 20% Faster Run/Walk 20% Faster Cast Rate +6 To Meteor Shower Replenish Life +30 Regenerate Mana +80% Fire Absorb 20% Slows Target By 12% 20% Increased Attack Speed
Summer	2 Socket Wands/Orbs	Na Tsu	+2 To All Skills 20% Faster Run/Walk 20% Faster Cast Rate +6 To Meteor Shower Replenish Life +30 Regenerate Mana +80% Fire Absorb 20% Increase Max Mana 12% 20% Faster Hit Recovery

Summer	2 Socket Boots/Charms	Na Tsu	+1 To All Skills 20% Faster Run/Walk 20% Faster Cast Rate +3 To Meteor Shower Replenish Life +15 Regenerate Mana +40% Fire Absorb 10% Increase Max Mana 12% 20% Faster Hit Recovery
Jurai	3 Socket Spears/Polearms	Tsu Na Mi	20% CtC Lvl 7 Ice Nova On Striking 30% Increased Attack Speed +170-220% Enhanced Damage +150 To Attack Rating Adds 46-280 Cold Damage 8 Sec Duration (7/clvl) +7-700 To Max Cold Damage Freezes Target 4 20% Increased Attack Speed Slows Target By 12% Adds 4-20 Cold Damage 3 Sec Duration
Lionheart	5 Socket Body Armor	Ka I O Na I	+1 To All Skills (0.375/clvl) +0-37% Chance of Crushing Blow +150-200% Enhanced Defense +30 To Strength (1.25/clvl) +1-125 To Life All Resistances +40 Damage Reduced By 20% +45 Defense Vs. Missile +30 Defense +35% Enhanced Defense +60 To Mana +30 Defense
Hatred	4 Socket Blunt Weapons	Ni Ku Shi Mi	+190-230% Enhanced Damage +250% Damage To Demons +200% Damage To Undead Adds 400 Poison Damage Over 8 Sec 35% Chance of Crushing Blow Slows Target By 100% -15 To Monster Defense Per Hit 20% Chance of Crushing Blow +9 To Max Damage +3 Mana After Each Kill Adds 4-20 Cold Damage 3 Sec Duration
Butcher	3 Socket Axes	Ni Ku Ya	+1 To All Skills 20% Increased Attack Speed +200-250% Enhanced Damage 30% Chance of Crushing Blow 100% Chance of Open Wounds +30 To Strength (1/clvl) +1-100 To Strength 20% Chance of Crushing Blow +9 To Max Damage 7% Life Stolen Per Hit
Authority	2 Socket Melee Weapons	Ke Ni	+1 To All Skills 30% Increased Attack Speed +170% Enhanced Damage +20-30 To Min Damage +150-200 To Attack Rating 30-40% Deadly Strike +20-30 To Strength +15 To Energy 20% Chance of Crushing Blow

Authority	2 Socket Gloves	Ke Ni	20% Increased Attack Speed +50% Enhanced Damage +7-10 To Min Damage +100-150 To Attack Rating 20-30% Deadly Strike +10-20 To Strength +15 To Energy 20% Chance of Crushing Blow
Secret	3 Socket Shields	Shi Ni Ta	+1 To All Skills 20% Faster Block Rate 20% Increased Chance of Blocking All Resistances +25 Cannot Be Frozen 75% Better Chance of Getting Magic Item (0.75/clvl) 0-75% Better Chance of Getting Magic Item +3 Mana After Each Kill Damage Reduced By 8% +8% To Max Poison Resist
Patience	4 Socket Weapons	Ni N Ta I	+3 To All Skills (3.25/clvl) +3-325% Enhanced Max Damage (0.375/clvl) +0-37% Deadly Strike (0.375/clvl) +0-37% Chance of Open Wounds (0.375/clvl) +0-37 To Strength (0.375/clvl) +0-37 To Dexterity (1.5/clvl) 1-150% Better Chance of Getting Magic Item 20% Chance of Crushing Blow -25% Target Defense 20% Bonus To Attack Rating +15% Enhanced Damage
Fossil of the Sun	3 Socket Body Armor	Ka Se Ki	+2 To All Skills +3 To Fire Skills +4 To Meteor Shower (1.5/clvl) +1-150% Enhanced Defense Replenish Life +50 Fire Resist +80% Fire Absorb 20% +45 Defense Vs. Missile +60 To Life Fire Resist +35%
Divine	4 Socket Weapons	Shi N Se I	+3 To All Skills +175-215% Enhanced Damage 75% Bonus To Attack Rating +150% Damage To Demons +150% Damage To Undead (7/clvl) +7-700 To Max Lightning Damage All Resistances +35 +3 Mana After Each Kill -25% Target Defense Ignores Target's Defense +15% Enhanced Damage
Accuracy	4 Socket Missile Weapons	Se I Ka Ku	+2 To Amazon Skill Levels 30% Increased Attack Speed +150-200% Enhanced Damage (10/clvl) +10-1000 To Attack Rating 25-50% Chance of Crushing Blow +3-4 To Pierce (Amazon Only) Prevent Monster Heal Ignores Target's Defense +15% Enhanced Damage Knockback +9 To Max Damage

Acid	4 Socket Swords/Axes	Sa N Se I	5% CtC Lvl 7 Venom On Striking +1 To All Skills 30% Increased Attack Speed +100-150% Enhanced Damage Adds 125-250 Fire Damage (10/clvl) +10-1000 To Max Poison Damage Prevent Monster Heal Requirements -20% -25% Target Defense Ignores Target's Defense +15% Enhanced Damage
Harmony	3 Socket Body Armor	Wa Se I	30% Faster Run/Walk 30% Increased Attack Speed 30% Faster Cast Rate 30% Faster Hit Recovery Increase Max Life 30% Increase Max Mana 30% Damage Reduced By 30% +8% To Max Cold Resist +60 To Life +30 Defense
Harmony	3 Socket Charms	Wa Se I	18% Faster Run/Walk 18% Increased Attack Speed 18% Faster Cast Rate 18% Faster Hit Recovery Increase Max Life 18% Increase Max Mana 18% Damage Reduced By 18% +8% To Max Cold Resist +60 To Life +30 Defense
Learned One	4 Socket Helms	Se N Se I	+3 To All Skills 20% Increased Attack Speed 20% Faster Cast Rate +150% Enhanced Defense +20 To Energy All Resistances +10-20 +5% To Experience Gained Increase Max Life 12% Regenerate Mana +20% Increase Max Life 12% +30 Defense
Hunger	4 Socket Swords/Spears/Axes	Ku U Fu Ku	7% CtC Lvl 8 Life Tap On Striking 30% Increased Attack Speed +180-230% Enhanced Damage 10% Mana Stolen Per Hit 16% Life Stolen Per Hit +1-6 To Redemption +10 To Volcanic Creeper +9 To Max Damage +75 To Attack Rating Against Undead +75% Damage To Undead Freezes Target 2 +9 To Max Damage

Terror	4 Socket Melee Weapons	Ki Yo U Fu	60% Increased Attack Speed +190-240% Enhanced Damage +250 To Attack Rating (5/clvl) +5-500 To Attack Rating 60% Deadly Strike +4 To Terror +5 To Howl Adds 5-30 Fire Damage Adds 75 Poison Damage Over 5 Sec +75 To Attack Rating Against Undead +75% Damage To Undead Freezes Target 2
Stomach Ache	4 Socket Body Armor	Fu Ku T <u>su</u> U	Lvl 6 Cleansing Aura When Equipped Adds 200 Poison Damage Over 7 Sec (7.5/clvl) +7-750 To Max Poison Damage +1 To Salvation +7 To Poison Nova +150-200% Enhanced Defense (0.75/clvl) Poison Resist +0-75% Cannot Be Frozen 20% Damage Taken Goes to Mana 20% Faster Block Rate 7% Increased Chance of Blocking
Edge	2 Socket Swords /Daggers/Axes/Claws	Fu Chi	+2 To All Skills 25% Increased Attack Speed +180-220% Enhanced Damage (0.75/clvl) +0-75% Deadly Strike (0.75/clvl) +0-75% Chance of Open Wounds +5 To Zeal Repairs 1 Durability in 1 Sec Freezes Target 2 Replenish Life +15
Phoenix	5 Socket Body Armor	Fu Shi Chi Yo U	20% CtC Lvl 30 Immolation When Struck +150-200% Enhanced Defense All Resistances +30-40 Lightning Absorb 30% Fire Absorb 30% Damage Reduced By 15 Magic Damage Reduced By 15 Cannot Be Frozen +3 Mana After Each Kill Replenish Life +15 Poison Resist +35% 7% Increased Chance of Blocking
Winter	2 Socket Staves	Fu Yu	Lvl 16-22 Holy Freeze Aura When Equipped +7 To Cold Spells (Sorceress Only) 40% Faster Cast Rate +200% Enhanced Damage +40% To Cold Skill Damage -40% To Enemy Cold Resistance Cold Absorb 35% Cannot Be Frozen +15 To Vitality
Winter	2 Socket Orbs	Fu Yu	Lvl 11-15 Holy Freeze Aura When Equipped +5 To Cold Spells (Sorceress Only) 25% Faster Cast Rate +200% Enhanced Damage +25% To Cold Skill Damage -25% To Enemy Cold Resistance Cold Absorb 20% Cannot Be Frozen +15 To Vitality

Winter	2 Socket Mana Blades	Fu Yu	Lvl 11-15 Holy Freeze Aura When Equipped +5 To Cold Spells (Sorceress Only) 25% Faster Cast Rate +200% Enhanced Damage +25% To Cold Skill Damage -25% To Enemy Cold Resistance Cold Absorb 20% Freezes Target 2 +15 To Vitality
Vengeance	5 Socket Weapons	Fu Ku Shi Yu U	+180-220% Enhanced Damage Adds 1-200 Fire Damage (6/clvl) +6-600 To Max Fire Damage Adds 1-200 Lightning Damage (6/clvl) +6-600 To Max Lightning Damage Adds 1-200 Cold Damage 6 Sec Duration (6/clvl) +6-600 To Max Cold Damage Freezes Target 2 +9 To Max Damage +3 Mana After Each Kill +15 To Vitality +75 To Attack Rating Against Undead +75% Damage To Undead
Abundant	3 Socket Body Armor	Ho U Fu	+2 To All Skills +150-175% Enhanced Defense Increase Max Life 25% Replenish Life +25-35 Increase Max Mana 25% Regenerate Mana +60-100% All Resistances +18-30 All Resistances +20 7% Increased Chance of Blocking Cannot Be Frozen
Unlawful	3 Socket Scepters/Mana Blades	Fu Ho U	8% CtC Lvl 8 Amplify Damage On Striking 30% Increased Attack Speed 30% Faster Cast Rate +200-250% Enhanced Damage 9% Mana Stolen Per Hit 9% Life Stolen Per Hit +3 To Lower Resist Freezes Target 2 25% Chance of Open Wounds +75 To Attack Rating Against Undead +75% Damage To Undead
Unlawful	3 Socket Wands/Staves/Orbs	Fu Ho U	8% CtC Lvl 8 Amplify Damage On Striking 30% Increased Attack Speed 30% Faster Cast Rate +200-250% Enhanced Damage 9% Mana Stolen Per Hit 9% Life Stolen Per Hit +3 To Lower Resist Cannot Be Frozen All Resistances +20 7% Increased Chance of Blocking
Gluttony	5 Socket Melee Weapons	Fu To Ku Na Ru	10% Faster Run/Walk +70-120% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 8-12% Life Stolen Per Hit +1 To Find Treasure (4/clvl) 4-400% Extra Gold From Monsters (1.5/clvl) 1-150% Better Chance of Getting Magic Item Freezes Target 2 7% Mana Stolen Per Hit +9 To Max Damage Slows Target By 12% 25% Better Chance of Getting Magic Item

Dance	2 Socket Gloves	Ma I	7% CtC Lvl 13 Poison Nova When Struck 20% Faster Run/Walk 20% Faster Hit Recovery +3-6 To Whirlwind +60-90% Enhanced Defense Damage Reduced By 3-6% 30% Damage Taken Goes to Mana (1/clvl) +1-100 To Life +15% Enhanced Damage
Dance	2 Socket Belts/Boots	Ma I	7% CtC Lvl 13 Poison Nova When Struck 20% Faster Run/Walk 20% Faster Hit Recovery +3-6 To Whirlwind +60-90% Enhanced Defense Damage Reduced By 3-6% 30% Damage Taken Goes to Mana (1/clvl) +1-100 To Life +30 Defense
Horse	2 Socket Weapons	U Ma	40% Faster Run/Walk 20% Increased Attack Speed +120-140% Enhanced Damage (1.5/clvl) +1-150 To Max Damage +14 To Charge +25 To Strength (1.5/clvl) 1-150% Extra Gold From Monsters +75 To Attack Rating Against Undead +75% Damage To Undead (1/clvl) +1-100 To Life
Indomitable	3 Socket Body Armor	Ra N Ma	60% Faster Hit Recovery +1 To Dodge 280-360% Enhanced Defense Increase Max Life 40% (1.25/clvl) Fire Resist +1-125% Cannot Be Frozen Repairs 1 Durability in 2 Sec 40% Extra Gold From Monsters Regenerate Mana +20% (1/clvl) +1-100 To Life
Noble Ogre	4 Socket Melee Weapons	Ta Ma Ho Me	20% Increased Attack Speed +240-280% Enhanced Damage +200 To Attack Rating Slows Target By 30% (0.75/clvl) +0-75 To Strength +15 To Vitality Damage Reduced By 15% 20% Bonus To Attack Rating (1/clvl) +1-100 To Life 25% Chance of Open Wounds Prevent Monster Heal
Medicine	4 Socket Shields	Ya Ku Hi N	All Resistances +50 Magic Absorb 15% Cold Absorb 25% Lightning Absorb 25% Fire Absorb 25% Cannot Be Frozen Poison Length Reduced by 100% Attacker Takes Damage of 75 20% Damage Taken Goes to Mana (1/clvl) +1-100 To Mana Regenerate Mana +20%

Sheep	3 Socket Weapons	Hi Tsu Shi	12% CtC Lvl 22 Charged Bolt on Striking Lvl 5-10 Protection From Evil Aura When Equipped +1 To All Skills +210-250% Enhanced Damage Adds 1-300 Lightning Damage +20 To Life All Resistances +20 (1/clvl) +1-100 To Mana 20% Increased Attack Speed +3 Mana After Each Kill
Hail Fire	6 Socket Staves	Hi Sa Me Ho U Ka	Level 7 Holy Freeze Aura When Equipped +6 To Fire Skills +30% Faster Cast Rate +25-30% Fire Skill Damage +25-30% Cold Skill Damage (2.5/clvl) +2-250 Defense Damage Reduced By 15% (1/clvl) +1-100 To Mana Requirements -20% Magic Damage Reduced By 12 All Resistances +15 +15% Faster Run/Walk +45 Defense vs. Missile
Radiance	3 Socket Helms	Hi Ka Ru	+3 To All Skills 15% Faster Run/Walk +125-175% Enhanced Defense +15 To Vitality +15 To Energy Magic Damage Reduced By 15 125% Better Chance of Getting Magic Item (1/clvl) +1-100 To Mana +45 Defense Vs. Missile 25% Better Chance of Getting Magic Item
Trip	2 Socket Boots	Ta Hi	40% Faster Run/Walk (1/clvl) +1-100 Defense +50 To Life Heal Stamina Plus +50% All Resistances +40 50% Extra Gold From Monsters 25% Better Chance of Getting Magic Item +8% To Max Poison Resist (1/clvl) +1-100 To Mana
One	3 Socket Helms	Hi To Tsu	+1 To All Skills +100% Enhanced Damage 100% Bonus To Attack Rating +100% Enhanced Defense Poison Length Reduced by 100% 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item (1/clvl) +1-100 To Mana +8% To Max Fire Resist 20% Faster Hit Recovery
The Lovers	4 Socket Weapons	Ko I Hi To	+2 To All Skills +235-275% Enhanced Damage 20% Bonus To Attack Rating Adds 60-180 Fire Damage Adds 60-180 Cold Damage 6 Sec Duration 6% Mana Stolen Per Hit 6% Life Stolen Per Hit +15 To Strength +15% Enhanced Damage (1/clvl) +1-100 To Mana 7% Mana Stolen Per Hit

Airship	5 Socket Bows/Crossbows	Hi Ko U Se N	6% CtC Lvl 14 Inner Sight On Striking +2 To All Skills 15% Increased Attack Speed +160-200% Enhanced Damage (1/clvl) +1-100% Maximum Enhanced Damage +1 To Sacred Piercer +1 To Legendary Arrow (1/clvl) +1-100 To Mana +15 To Strength +75 To Attack Rating Against Undead +75% Damage To Undead Ignores Target's Defense -25% Target Defense
Daylight	3 Socket Body Armor/Shields	Hi Ru Ma	4% CtC Lvl 24 Immolation When Struck +2 To All Skills +150-175% Enhanced Defense Lightning Absorb 20% Fire Absorb 20% Damage Reduced By 10 +4 To Light Radius (1/clvl) +1-100 To Mana 25% Better Chance of Getting Magic Item (1/clvl) +1-100 To Life
Daylight	3 Socket Charms	Hi Ru Ma	3% CtC Lvl 24 Immolation When Struck +1 To All Skills +100 Defense Lightning Absorb 12% Fire Absorb 12% Damage Reduced By 5 +3 To Light Radius (1/clvl) +1-100 To Mana 25% Better Chance of Getting Magic Item (1/clvl) +1-100 To Life
Pattern	3 Socket Maces/Hammers/Clubs	Mo Yo U	20% Increased Attack Speed Adds 50-400 Magic Damage Adds 100-900 Fire Damage Adds 50-750 Lightning Damage Adds 45-545 Cold Damage 4 Sec Duration Adds 200-400 Poison Damage Over 4 Sec All Resistances +36 (0.375/clvl) +0-37 To Strength Adds 75 Poison Damage Over 5 Sec +75 To Attack Rating Against Undead +75% Damage To Undead
Mist	2 Socket Body Armor	Mo Ya	+2 To All Skills 30% Faster Run/Walk 30% Increased Attack Speed 30% Faster Cast Rate +260% Enhanced Defense (1/clvl) Cold Resist +1-100% +6-12 Mana After Each Kill (0.375/clvl) +0-37 To Strength Attacker Takes Damage of 75
Mist	2 Socket Gloves	Mo Ya	+1 To All Skills 30% Increased Attack Speed 20% Faster Cast Rate +130% Enhanced Defense (0.5/clvl) Cold Resist +0-50% +3-6 Mana After Each Kill (0.375/clvl) +0-37 To Strength 7% Life Stolen Per Hit

Mist	2 Socket Boots/Belts/Charms	Mo Ya	+1 To All Skills 30% Faster Run/Walk 20% Faster Cast Rate +130% Enhanced Defense (0.5/clvl) Cold Resist +0-50% +3-6 Mana After Each Kill (0.375/clvl) +0-37 To Strength Attacker Takes Damage of 75
Question	4 Socket Body Armor	Shi Tsu Mo N	7% CtC Lvl 6 Confuse On Striking +3 To All Skills 12% Life Stolen Per Hit Hit Blinds Target 2 +500 Defense Lightning Resist +60% Poison Resist +60% +3 Mana After Each Kill 20% Faster Block Rate (0.375/clvl) +0-37 To Strength Regenerate Mana +20%
Question	4 Socket Helms	Shi Tsu Mo N	5% CtC Lvl 4 Confuse On Striking +2 To All Skills 9% Life Stolen Per Hit Hit Blinds Target 2 +150 Defense Lightning Resist +40% Poison Resist +40% +3 Mana After Each Kill 20% Faster Hit Recovery (0.375/clvl) +0-37 To Strength Regenerate Mana +20%
Silence	4 Socket Weapons	Chi N Mo Ku	50% Increased Attack Speed +170-210% Enhanced Damage (1/clvl) +1-100 To Max Damage +200 To Attack Rating 25% Deadly Strike Hit Blinds Target 4 All Resistances +35 Replenish Life +15 -25% Target Defense (0.375/clvl) +0-37 To Strength +9 To Max Damage
Enlightenment	4 Socket Helms	Ke I Mo U	+2 To All Skills +20 To All Attributes Increase Max Life 20% Increase Max Mana 20% (0.75/clvl) Lightning Resist +0-75% +5% To Experience Gained +5 To Light Radius +15 To Energy +30 Defense (0.375/clvl) +0-37 To Strength 15% Faster Run/Walk
Frostbite	4 Socket Axes	Shi Mo Ya Ke	7% CtC Lvl 24 Frozen Orb On Striking 7% CtC Lvl 24 Blizzard When Struck +240-290% Enhanced Damage Adds 160-180 Cold Damage 20 Sec Duration (4/clvl) +4-400 To Max Cold Damage 25% Chance of Open Wounds Freezes Target 3 +3 Mana After Each Kill (0.375/clvl) +0-37 To Strength 7% Life Stolen Per Hit +15 To Energy

Discipline	3 Socket Swords/Claws/Daggers	Mo To Ko	30% Increased Attack Speed +210-260% Enhanced Damage Adds 200-400 Magic Damage 45% Deadly Strike +400 Defense +50 To Dexterity Magic Resist +50% (0.375/clvl) +0-37 To Strength 7% Mana Stolen Per Hit +15 To Strength
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LoD I U Shi Ka N Ku Yo Ki Ri Mi Ya A Tsu Chi Sa Yu Ke E Ko Ra O Ho Me Ru Ta To Wa Ha Na Ni Se Fu Ma Hi Mo No Te Ro So Mu Ne Re Su
He Nu Wo Kanji

No Te Ro So Mu Ne Re			
Rune Word	Allowed Items	Rune Order	Complete Stats
Prayer	3 Socket Weapons	I No Ri	Lvl 7 Prayer Aura When Equipped +2 To All Skills 40% Increased Attack Speed +230-270% Enhanced Damage +250 To Attack Rating +30 To Dexterity +15% Enhanced Damage (0.375/clvl) +0-37 To Dexterity Adds 1-50 Lightning Damage
Able	4 Socket Body Armor	Yu U No U	+3 To All Skills 20% Faster Run/Walk +200-250% Enhanced Defense +30 To Strength +10% To Max All Resistances All Resistances +30 Requirements -100% +15 To Vitality 7% Increased Chance of Blocking (0.375/clvl) +0-37 To Dexterity 7% Increased Chance of Blocking
Golden Dragon	6 Socket Body Armor	Ki N No Ri Yu U	9% CtC Lvl 22 Chain Lightning On Attack Lvl 18 Holy Shock Aura When Equipped +26 To Lightning Inferno +140-170% Enhanced Defense All Resistances +40 Lightning Absorb 30% Attacker Takes Lightning Damage of 250 Fire Resist +35% Regenerate Mana +20% (0.375/clvl) +0-37 To Dexterity Lightning Resist +35% +15 To Vitality 7% Increased Chance of Blocking
Dark Star	6 Socket Body Armor	Hi Ka Ri No Ke N	10% CtC Lvl 3 Decrepify When Struck +2 To All Skills +5 To Bone Armor +220-280% Enhanced Defense Magic Absorb 15% Lightning Absorb 15% Damage Reduced By 20% (1/clvl) +1-100 To Mana +45 Defense Vs. Missile Lightning Resist +35% (0.375/clvl) +0-37 To Dexterity +15 To Energy Regenerate Mana +20%

Diablo	3 Socket Charms	Ma Mo No	+1 To All Skills Adds 150-300 Cold Damage 4 Sec Duration -10% To Enemy Fire Resistance -10% To Enemy Lightning Resistance +28 To Lightning Inferno +28 To Firestorm +1 To Morphing (Transforms into Diablo) (1/clvl) +1-100 To Life (0.375/clvl) +0-37 To Strength (0.375/clvl) +0-37 To Dexterity
Nature's Kingdom	4 Socket 2H Weapons	Mo No No Ke	Lvl 6 Salvation Aura When Equipped +6 To Summoning (Druid Only) 20% Faster Run/Walk 60% Increased Attack Speed +160-200% Enhanced Damage +6 To Iron Maiden +6 To Summon Dire Wolf (Druid Only) (0.375/clvl) +0-37 To Strength (0.375/clvl) +0-37 To Dexterity (0.375/clvl) +0-37 To Dexterity +15 To Energy
Master Key	3 Socket Claws /Katanas(1H and 2H)	Te N Chi	+4 To Assassin Skill Levels 50% Increased Attack Speed +170-210% Enhanced Damage (1.5/clvl) +1-150 To Max Damage 100% Extra Gold From Monsters 100% Better Chance of Getting Magic Item (2/clvl) 2-200% Better Chance of Getting Magic Item (0.375/clvl) +0-37 To Vitality -25% Target Defense Replenish Life +15
Zenith	5 Socket Body Armor	Te N Chi Yo U	+4 To All Skills +175-225% Enhanced Defense (3/clvl) +3-300 Defense +20 To Strength All Resistances +30 Repairs 1 Durability in 10 Sec Requirements -(20-30)% (0.375/clvl) +0-37 To Vitality Regenerate Mana +20% Replenish Life +15 Poison Resist +35% 7% Increased Chance of Blocking
Lethal	5 Socket Melee Weapons	Chi Me I Te Ki	7% CtC Lvl 7 Static Field On Striking 15% Increased Attack Speed +230-260% Enhanced Damage (1/clvl) +1-100 To Max Damage 30% Chance of Crushing Blow 30% Deadly Strike Replenish Life +15 Prevent Monster Heal +15% Enhanced Damage (0.375/clvl) +0-37 To Vitality Adds 5-30 Fire Damage

Thirst	5 Socket Spears/Polearms	U E Te I Ru	+1 To Cow Balloon 15% Faster Run/Walk 30% Increased Attack Speed +260-300% Enhanced Damage 5% Mana Stolen Per Hit 20% Life Stolen Per Hit Repairs 1 Durability in 1 Sec +75 To Attack Rating Against Undead +75% Damage To Undead +15 To Dexterity (0.375/clvl) +0-37 To Vitality +15% Enhanced Damage 25% Better Chance of Getting Magic Item
Feminine	4 Socket Staves	Na Te Shi Ko	+6 To Sorceress Skill Levels 30% Increased Attack Speed 30% Faster Cast Rate +170-200% Enhanced Damage +100% Enhanced Defense Increase Max Life 15% Increase Max Mana 15% Increase Max Mana 12% (0.375/clvl) +0-37 To Vitality +3 Mana After Each Kill +15 To Strength
Feminine	4 Socket Missile Weapons/Spears	Na Te Shi Ko	+4 To Amazon Skill Levels 30% Increased Attack Speed 30% Faster Cast Rate +255-300% Enhanced Damage +100% Enhanced Defense Increase Max Life 15% Increase Max Mana 15% Slows Target By 12% (0.375/clvl) +0-37 To Vitality +3 Mana After Each Kill +15 To Strength
Feminine	4 Socket Katanas (2H only)	Na Te Shi Ko	+4 To Assassin Skill Levels 30% Increased Attack Speed 30% Faster Cast Rate +255-300% Enhanced Damage +100% Enhanced Defense Increase Max Life 15% Increase Max Mana 15% Slows Target By 12% (0.375/clvl) +0-37 To Vitality +3 Mana After Each Kill +15 To Strength
Heaven's Will	5 Socket Scepters	Te N No I Shi	10% CtC Lvl 40 Fist of the Heavens On Striking +4 To Paladin Skill Levels 20% Increased Attack Speed +240-280% Enhanced Damage +200% Damage To Demons +200% Damage To Undead Adds 50-150 Magic Damage (0.375/clvl) +0-37 To Vitality -25% Target Defense (0.375/clvl) +0-37 To Dexterity +15% Enhanced Damage +3 Mana After Each Kill

White	3 Socket Scepters/Blessed Edges	Shi Ro I	20% CtC Lvl 30 Holy Bolt On Attack +4 To Paladin Skill Levels (3.25/clvl) +3-325% Enhanced Max Damage +300% Damage To Demons +15 To Protection From Evil (Paladin Only) +12 To Blessed Hammer (Paladin Only) +9 To Fist of the Heavens (Paladin Only) +3 Mana After Each Kill (0.375/clvl) +0-37 To Energy +15% Enhanced Damage
Black	3 Socket Maces/Hammers/Clubs	Ku Ro I	+2 To All Skills 20-35% Increased Attack Speed +240-300% Enhanced Damage +200 To Attack Rating 40% Chance of Crushing Blow +4 To Corpse Explosion Magic Damage Reduced By 10-30 +9 To Max Damage (0.375/clvl) +0-37 To Energy +15% Enhanced Damage
Spirit	3 Socket Helms	Ko Ko Ro	+2 To All Skills (0.375/clvl) +0-37 To Vitality Regenerate Mana +20-30% All Resistances +15 Fire Absorb 15% Cold Absorb 15% Lightning Absorb 15% +15 To Strength +15 To Strength (0.375/clvl) +0-37 To Energy
Spirit	3 Socket Charms	Ko Ko Ro	+1 To All Skills (0.25/clvl) +0-25 To Vitality Regenerate Mana +20% All Resistances +9 Fire Absorb 9% Cold Absorb 9% Lightning Absorb 9% +15 To Strength +15 To Strength (0.375/clvl) +0-37 To Energy
Wanderer	4 Socket Helms	Ru Ro U Ni	+2 To All Skills 30% Faster Run/Walk +3 To Melee Mastery +200% Enhanced Defense +10 To Vitality All Resistances +30 +8 Mana After Each Kill 25% Better Chance of Getting Magic Item (0.375/clvl) +0-37 To Energy 15% Faster Run/Walk Damage Reduced By 8%
Fade	5 Socket Maces/Hammers	I Ro A Se Ru	30% Increased Attack Speed +240-280% Enhanced Damage Adds 100-250 Cold Damage 10 Sec Duration 25% Chance of Crushing Blow +1 To Fade Prevent Monster Heal Hit Blinds Target 3 +15% Enhanced Damage (0.375/clvl) +0-37 To Energy +9 To Min Damage Ignores Target's Defense 25% Better Chance of Getting Magic Item

Thought	3 Socket Helms	Shi So U	+3 To All Skills 20% Faster Cast Rate (2/clvl) +2-200 Defense +10 To All Attributes (0.75/clvl) Cold Resist +0-75% (0.75/clvl) Lightning Resist +0-75% (0.75/clvl) Poison Resist +0-75% +3 Mana After Each Kill (0.75/clvl) Fire Resist +0-75% 15% Faster Run/Walk
Fury	4 Socket Melee Weapons	O Ru So N	8% CtC Lvl 6 Amplify Damage On Striking 40% Increased Attack Speed +270-310% Enhanced Damage 20% Chance of Crushing Blow 20% Deadly Strike 40% Chance of Open Wounds Prevent Monster Heal +75 To Attack Rating Against Demons +75% Damage To Demons 25% Better Chance of Getting Magic Item (2.5/clvl) +2-250 To Max Fire Damage -25% Target Defense
War	4 Socket Maces/Hammers	Se N So U	11% CtC Lvl 6 Static Field On Striking 30% Increased Attack Speed +250-300% Enhanced Damage 25% Chance of Crushing Blow +25 To Strength +25 To Vitality Requirements -50% Ignores Target's Defense -25% Target Defense (2.5/clvl) +2-250 To Max Fire Damage +75 To Attack Rating Against Undead +75% Damage To Undead
Smoke	3 Socket Body Armor	Ke Mu Ri	+1 To All Skills +1 To Cloak of Shadows 20% Faster Run/Walk 20% Faster Hit Recovery +160-190% Enhanced Defense All Resistances +60 -3 To Light Radius +15 To Energy (0.75/clvl) Cold Resist +0-75% Lightning Resist +35%
Envy	4 Socket Body Armor	U Ra Ya Mu	Lvl 12-15 Defiance Aura When Equipped +1 To All Skills +180-220% Enhanced Defense +20 To Life Damage Reduced By 20 Magic Damage Reduced By 20 Repairs 1 Durability In 1 Sec 7% Increased Chance of Blocking 40% Extra Gold From Monsters Attacker Takes Damage of 75 (0.75/clvl) Cold Resist +0-75%

Lawless	3 Socket Scepters/Mana Blades	Mu Ho U	8% CtC Lvl 8 Decrepify On Striking 30% Increased Attack Speed 30% Faster Cast Rate +200-250% Enhanced Damage 9% Mana Stolen Per Hit 9% Life Stolen Per Hit +3 To Pierce Poison and Bones (2.5/clvl) +2-250 To Max Cold Damage 25% Chance of Open Wounds +75 To Attack Rating Against Undead +75% Damage To Undead
Lawless	3 Socket Wands/Staves/Orbs	Mu Ho U	8% CtC Lvl 8 Decrepify On Striking 30% Increased Attack Speed 30% Faster Cast Rate +200-250% Enhanced Damage 9% Mana Stolen Per Hit 9% Life Stolen Per Hit +3 To Pierce Poison and Bones (0.75/clvl) Cold Resist +0-75% All Resistances +20 7% Increased Chance of Blocking
Rat	1 Socket Weapons	Ne	20% Faster Run/Walk 30% Increased Attack Speed +260-290% Enhanced Damage +20% To Poison Skill Damage 25% Deadly Strike +8 To Venom (0.5/clvl) +0-50 To Dexterity (2.5/clvl) +2-250 To Max Poison Damage
Hot	2 Socket Body Armor	Ne Tsu	9% CtC Lvl 35 Immolation When Struck +3 To All Skills Adds 75-150 Fire Damage (1.5/clvl) +1-150 To Max Fire Damage +125% Enhanced Defense Increase Max Life 15% Fire Absorb 20% (0.75/clvl) Poison Resist +0-75% 20% Faster Block Rate
Hot	2 Socket Shields/Belts	Ne Tsu	6% CtC Lvl 35 Immolation When Struck +2 To All Skills Adds 50-100 Fire Damage (1/clvl) +1-100 To Max Fire Damage +75% Enhanced Defense Increase Max Life 10% Fire Absorb 15% (0.75/clvl) Poison Resist +0-75% 20% Faster Block Rate
Hot	2 Socket Helms/Boots	Ne Tsu	6% CtC Lvl 35 Immolation When Struck +2 To All Skills Adds 50-100 Fire Damage (1/clvl) +1-100 To Max Fire Damage +75% Enhanced Defense Increase Max Life 10% Fire Absorb 15% (0.75/clvl) Poison Resist +0-75% 20% Faster Hit Recovery

Hot	2 Socket Gloves	Ne Tsu	6% CtC Lvl 35 Immolation When Struck +2 To All Skills Adds 50-100 Fire Damage (1/clvl) +1-100 To Max Fire Damage +75% Enhanced Defense Increase Max Life 10% Fire Absorb 15% (2.5/clvl) +2-250 To Max Poison Damage 20% Increased Attack Speed
Fox	3 Socket Body Armor	Ki Tsu Ne	Lvl 8 Protection From Cold Aura When Equipped 30% Faster Run/Walk 30% Faster Hit Recovery 5% Mana Stolen Per Hit 5% Life Stolen Per Hit +240-300% Enhanced Defense +50 To Dexterity Fire Resist +35% 20% Faster Block Rate (0.75/clvl) Poison Resist +0-75%
Bone	2 Socket Daggers	Ho Ne	+3 To Necromancer Skill Levels +5 To Skeleton Mastery (Necromancer Only) +5 To Raise Skeleton (Necromancer Only) +5 To Bone Wall (Necromancer Only) +5 To Bone Spirit (Necromancer Only) +5 To Bone Armor (Necromancer Only) (1.25/clvl) +1-125 To Mana 25% Chance of Open Wounds (2.5/clvl) +2-250 To Max Poison Damage
Bone	2 Socket Wands	Ho Ne	+3 To Necromancer Skill Levels +5 To Skeleton Mastery (Necromancer Only) +5 To Raise Skeleton (Necromancer Only) +5 To Bone Wall (Necromancer Only) +5 To Bone Spirit (Necromancer Only) +5 To Bone Armor (Necromancer Only) (1.25/clvl) +1-125 To Mana All Resistances +15 (0.75/clvl) Poison Resist +0-75%
Nightgown	3 Socket Body Armor	Ne Ma Ki	+3 To All Skills +1100-1400 Defense +10% To Max All Resistances Fire Resist +40% Cold Resist +75% Lightning Resist +75% Poison Resist +40% (0.75/clvl) Poison Resist +0-75% (1/clvl) +1-100 To Life Fire Resist +35%
Dome	4 Socket Shields	Ma Ru Ya Ne	30% Faster Block Rate 30% Increased Chance of Blocking +175-200% Enhanced Defense All Resistances +35 Damage Reduced By 30% Magic Damage Reduced By 20 Attacker Takes Lightning Damage of 125 (1/clvl) +1-100 To Life 25% Better Chance of Getting Magic Item Attacker Takes Damage of 75 (0.75/clvl) Poison Resist +0-75%

Grand Leon	4 Socket Swords	Ma Sa Mu Ne	Lvl 6-8 Annihilation Aura When Equipped +1 To All Skills +300% Enhanced Damage 20% Chance of Crushing Blow +40 To Strength (1/clvl) +1-100 To Life Requirements -20% (2.5/clvl) +2-250 To Max Cold Damage (2.5/clvl) +2-250 To Max Poison Damage
Rift	3 Socket Shields	Ki Re Tsu	+3 To All Skills 20% Increased Chance of Blocking +100-140% Enhanced Defense Replenish Life +10-20 Regenerate Mana +30-50% Cold Resist +35% Magic Damage Reduced By 8 Fire Resist +35% (0.75/clvl) Lightning Resist +0-75% 20% Faster Block Rate
Obedience	6 Socket Weapons	A Ya Na Mi Re I	+4 To All Skills 50% Increased Attack Speed +275% Enhanced Damage Knockback Increase Max Life 30% Lvl 35 Shadow Master (2 Charges)* Repairs 1 Durability in 10 Sec +9 To Min Damage 7% Life Stolen Per Hit Slows Target By 12% Adds 4-20 Cold Damage 3 Sec Duration (2.5/clvl) +2-250 To Max Lightning Damage +15% Enhanced Damage *The last charge doesn't work
Dread	4 Socket Shields	O So Re Ru	Lvl 24 Thorns Aura When Equipped +2 To All Skills 25% Increased Chance of Blocking +4-6 To Skeleton Mastery (Necromancer Only) +4-6 To Oak Sage (Druid Only) +130-170% Enhanced Defense Attacker Takes Damage of 1000 +35% Enhanced Defense (0.75/clvl) Fire Resist +0-75% (0.75/clvl) Lightning Resist +0-75% 25% Better Chance of Getting Magic Item

LoD I U Shi Ka N Ku Yo Ki Ri Mi Ya A Tsu Chi Sa Yu Ke E Ko Ra O Ho Me Ru Ta To Wa Ha Na Ni Se Fu Ma Hi Mo No Te Ro So Mu Ne Re Su
He Nu Wo Kanji

Su He Nu Wo			
Rune Word	Allowed Items	Rune Order	Complete Stats
Unknown	4 Socket Body Armor	Mi Chi Su U	7% CtC Lvl 1 Teleport When Struck +2 To All Skills +1-2 To Fire Mastery +1-2 To Lightning Mastery +500 Defense +10-15 Life After Each Kill +10-15 Mana After Each Kill Cold Resist +35% Replenish Life +15 (3/clvl) +3-300 Defense 7% Increased Chance of Blocking

Unknown	4 Socket Body Armor	Ri Chi Su U	7% CtC Lvl 1 Teleport When Struck +2 To All Skills +1-2 To Fire Mastery +1-2 To Cold Mastery +500 Defense +10-15 Life After Each Kill +10-15 Mana After Each Kill Lightning Resist +35% Replenish Life +15 (3/clvl) +3-300 Defense 7% Increased Chance of Blocking
Unknown	4 Socket Body Armor	Ki Chi Su U	7% CtC Lvl 1 Teleport When Struck +2 To All Skills +1-2 To Lightning Mastery +1-2 To Cold Mastery +500 Defense +10-15 Life After Each Kill +10-15 Mana After Each Kill Fire Resist +35% Replenish Life +15 (3/clvl) +3-300 Defense 7% Increased Chance of Blocking
Dodge	3 Socket Shields	Ka Wa Su	+2 To All Skills 20% Faster Block Rate 20% Increased Chance of Blocking +3-6 To Dodge +170-220% Enhanced Defense +50 To Dexterity All Resistances +30 +45 Defense Vs. Missile +8% To Max Cold Resist (3/clvl) +3-300 Defense
Admiration	4 Socket Weapons	Su U Ha I	Lvl 9 Might Aura When Equipped +1 To All Skills 30% Increased Attack Speed +240-280% Enhanced Damage 6% Mana Stolen Per Hit 6% Life Stolen Per Hit 25% Deadly Strike (3/clvl) +3-300 To Attack Rating +75 To Attack Rating Against Undead +75% Damage To Undead 20% Deadly Strike +15% Enhanced Damage
Jindujun	5 Socket Body Armor	Su Ha Ra Shi I	Lvl 5 Salvation Aura When Equipped +3 To All Skills +1000-1500 Defense (2.5/clvl) +1-250 To Life Damage Reduced By 15 Magic Damage Reduced By 15 Poison Length Reduced by 100% (3/clvl) +3-300 Defense +8% To Max Lightning Resist 40% Extra Gold From Monsters +3 Mana After Each Kill +30 Defense

Revenge	6 Socket Weapons	Ho U Fu Ku Su Ru	100% CtC Lvl 30 Static Field When Struck +3 To All Skills 30% Faster Cast Rate +240-280% Enhanced Damage +1 To Iron Maiden (1.5/clvl) +1-150 To Life (7.5/clvl) Attacker Takes Damage of 7-750 25% Chance of Open Wounds +75 To Attack Rating Against Undead +75% Damage To Undead Freezes Target 2 +9 To Max Damage (3/clvl) +3-300 To Attack Rating 25% Better Chance of Getting Magic Item
Burn	3 Socket Melee Weapons	Mo Ya Su	8% CtC Lvl 32 Immolation When Struck 10% CtC Lvl 35 Fire Ball On Attack Lvl 5 Conviction Aura When Equipped +3 To Fire Skills +130-150% Enhanced Damage Adds 400-500 Fire Damage Cannot Be Frozen (0.375/clvl) +0-37 To Strength 7% Life Stolen Per Hit (3/clvl) +3-300 To Attack Rating
Shank	2 Socket Boots	Su Ne	6% CtC Lvl 12 Decrepify When Struck +1 To All Skills 20% Faster Run/Walk (5/clvl) +5-500 To Life Poison Length Reduced by 75% 100% Extra Gold From Monsters Repairs 1 Durability in 1 Sec (3/clvl) +3-300 Defense (0.75/clvl) Poison Resist +0-75% *Oskill Vigor of the Ancients on the old version no longer works. Please reactivate if you have any.
Abandon	3 Socket Helms/Shields	Su Te Ru	8% CtC Lvl 17 Fade When Struck +2 To All Skills 40% Faster Run/Walk 20% Faster Block Rate 20% Increased Chance of Blocking +145-185% Enhanced Defense Attacker Takes Damage of 300 (3/clvl) +3-300 Defense (0.375/clvl) +0-37 To Vitality 25% Better Chance of Getting Magic Item
Abandon	3 Socket Charms	Su Te Ru	5% CtC Lvl 17 Fade When Struck +1 To All Skills 30% Faster Run/Walk 15% Faster Block Rate 15% Increased Chance of Blocking +120 Defense Attacker Takes Damage of 200 (3/clvl) +3-300 Defense (0.375/clvl) +0-37 To Vitality 25% Better Chance of Getting Magic Item

Transformation	4 Socket Body Armor	He N Shi N	+2 To All Skills +3 To Shape Shifting (Druid Only) 30% Faster Hit Recovery (0.5/clvl) +0-50 To Max Damage 20% Life Stolen Per Hit +1 To Melee Mastery +190-260% Enhanced Defense (7.5/clvl) Attacker Takes Damage of 7-750 Regenerate Mana +20% +3 Mana After Each Kill Regenerate Mana +20%
Peace	3 Socket Helms	He I Wa	+4 To All Skills +100-140% Enhanced Defense +25 To Vitality +25 To Energy Replenish Life +20-30 Regenerate Mana +75% All Resistances +30 (7.5/clvl) Attacker Takes Damage of 7-750 +30 Defense +8% To Max Cold Resist
Placidity	4 Socket Druid Pelts	He I Se I	+4 To Druid Skill Levels +1 To Elemental Skills (Druid Only) +130-160% Enhanced Defense Replenish Life +30 All Resistances +45 +5% To Experience Gained 75% Better Chance of Getting Magic Item (7.5/clvl) Attacker Takes Damage of 7-750 +30 Defense +60 To Life +30 Defense
Horizon	5 Socket Body Armor	Chi He I Se N	+3 To All Skills +2 To Combat Skills (Barbarian Only) +8-12 To Battle Orders +260-300% Enhanced Defense +50 To Strength (1.25/clvl) Lightning Resist +1-125% Damage Reduced By 20% Replenish Life +15 (7.5/clvl) Attacker Takes Damage of 7-750 +30 Defense +60 To Life Regenerate Mana +20%
Discontent	3 Socket Helms	Fu He I	10% CtC Lvl 20 Static Field When Struck Lvl 4-8 Defiance Aura When Equipped +5-10 To Lower Resist +3-6 To Battle Orders Lvl 20 Shadow Master (2 Charges)* Lvl 20 Summon Elemental (2 Charges)* Lvl 20 Valkyrie (2 Charges)* Cannot Be Frozen (7.5/clvl) Attacker Takes Damage of 7-750 +30 Defense *The last charge doesn't work
Navel	2 Socket Belts	He So	9% CtC Lvl 11 Battle Command When Struck +2 To All Skills 20% Faster Hit Recovery 10% Increased Block Chance +100-150 Defense Damage Reduced by 10-15% Level 15 Revive (20 Charges) (7.5/clvl) Attacker Takes Damage of 7-750 (0.75/clvl) Fire Resist +0-75%

Hound	2 Socket Weapons	I Nu	Lvl 9 Concentration Aura When Equipped +1 To All Skills +255-305% Enhanced Damage -25% Target Defense 7% Life Stolen Per Hit 30% Deadly Strike (0.5/clvl) +0-50 To Life +15% Enhanced Damage +10 To All Attributes
Demon	5 Socket Katanas (2H only)	I Nu Ya Shi Ya	8% CtC Lvl 13 Decrepify On Striking +4 To Assassin Skill Levels 50% Increased Attack Speed +300-350% Enhanced Damage +350 To Attack Rating (10/clvl) +10-1000 To Max Fire Damage Fire Absorb 25% +15% Enhanced Damage +10 To All Attributes 7% Life Stolen Per Hit +3 Mana After Each Kill 7% Life Stolen Per Hit
Insight	6 Socket Body Armor	Mi Nu Ku Chi Ka Ra	Lvl 6 Meditation Aura When Equipped +5 To All Skills 30% Increased Attack Speed 30% Faster Cast Rate +170-210% Enhanced Defense +20 To All Attributes 200% Better Chance of Getting Magic Item Cold Resist +35% +10 To All Attributes 20% Damage Taken Goes to Mana Replenish Life +15 +45 Defense Vs. Missile 40% Extra Gold From Monsters
Cunning	5 Socket Missile Weapons	Nu Ke Me Na I	3% CtC Lvl 10 Burst of Speed On Striking +2 To Bow & Crossbow (Amazon Only) +2 To Amazon Skill Levels Piercing Attack 75% +300-350% Enhanced Damage Adds 250 Magic Damage +50 To Dexterity +10 To All Attributes +15 To Energy Prevent Monster Heal Slows Target By 12% +15% Enhanced Damage
Rage	3 Socket Weapons	Fu N Nu	Lvl 6 Fanaticism Aura When Equipped +3 To Combat Skills (Paladin Only) +3 To Warcries (Barbarian Only) +3 To Martial Arts (Assassin Only) +260-290% Enhanced Damage (0.25/clvl) +0-25% Chance of Crushing Blow (0.25/clvl) +0-25% Deadly Strike Freezes Target 2 -25% Target Defense +10 To All Attributes
Swamp	2 Socket Gloves	Nu Ma	+1 To All Skills +1 To Assassin Skill Levels +1 To Necromancer Skill Levels Increased Attack Speed 60% Slows Target By 33% Drain Life -10 Magic Resist 25% +10 To All Attributes (1/clvl) +1-100 To Life

Thief	4 Socket Helms	Nu Su Tsu To	7% CtC Level 12 Burst of Speed On Striking 8-12% Mana Stolen Per Hit 8-12% Life Stolen Per Hit +10-15 To All Attributes (0.75/clvl) +0-75 To Dexterity 15% Reanimate As: Flying Scimitar (4/clvl) +4-400 Extra Gold From Monsters +10 To All Attributes (3/clvl) +3-300 Defense 20% Faster Hit Recovery +8% To Max Fire Resist
Terminate	6 Socket Melee Weapons	I No Chi Wo Ta Tsu	+3 To All Skills 30% Increased Attack Speed +180-230% Enhanced Damage (1.5/clvl) +1-150% Enhanced Max Damage +12 To Berserk (Barbarian Only) +12 To Berserk (Barbarians gain +15 To Berserk) (Other classes gain +24 To Berserk) (1.25/clvl) +1-125 Defense +15% Enhanced Damage (0.375/clvl) +0-37 To Dexterity Replenish Life +15 Indestructible 20% Bonus To Attack Rating 20% Increased Attack Speed
Eternal Reign	6 Socket Body Armor	Te N Ka Wo To Ru	Lvl 12 Aura of Divinity Aura When Equipped +4 To All Skills 30% Faster Run/Walk +200-240% Enhanced Defense (0.375/clvl) +0-37 To Energy All Resistances +50 +5 To Light Radius (0.375/clvl) +0-37 To Vitality Regenerate Mana +20% +45 Defense Vs. Missile Indestructible +8% To Max Fire Resist 25% Better Chance of Getting Magic Item
Change	6 Socket Weapons	He N Ka Wo Su Ru	10% CtC Lvl 30 Frozen Orb On Striking 10% CtC Lvl 36 Fire Ball On Striking 10% CtC Lvl 30 Chain Lightning On Striking 10% CtC Lvl 30 Bone Spirit On Attack 10% CtC Lvl 35 Poison Nova On Attack 60% Increased Attack Speed (2.5/clvl) +2-250% Enhanced Max Damage (0.625/clvl) +0-62 To Max Damage -25% Target Defense Knockback Indestructible (3/clvl) +3-300 To Attack Rating 25% Better Chance of Getting Magic Item
Soul Stealer	5 Socket Melee Weapons	Ki Wo Nu Su Mu	50% Increased Attack Speed +350-390% Enhanced Damage 50% Mana Stolen Per Hit 50% Chance of Crushing Blow +30 To Energy Shield Freezes Target 3 (6/clvl) +6-600 To Mana Adds 5-30 Fire Damage Indestructible +10 To All Attributes (3/clvl) +3-300 To Attack Rating (2.5/clvl) +2-250 To Max Cold Damage

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[He Nu Wo](#) [Kanji](#)

Kanji Runes			
Rune Word	Allowed Items	Rune Order	Complete Stats
Moonlight (Gekkou)	3 Socket Bows/Crossbows	Moon Ko U	12% CtC Level 20 Inner Sight On Striking +2 To All Skills +1 To Strafe +19 To Strafe (Amazon Only) (All classes gain +20 To Strafe) +230-260% Enhanced Damage (+3/lvl) +3-300% Enhanced Max Damage +1000 Magic Damage +1 To All Skills +6% To Magic Skill Damage +15 To Strength +75 To Attack Rating Against Undead +75% Damage To Undead
Master of Fire (Hi Masu)	3 Socket Charms	Fire Ma Su	20% Faster Cast Rate Adds 200-400 Fire Damage +1-3 To Fire Mastery +16-20 To Fire Wall +16-20 To Hydra (1/clvl) +1-100 To Mana +10-15 Fire Absorb +1 To All Skill Levels +8% To Fire Skill Damage (1/clvl) +1-100 To Life (3/clvl) +3-300 Defense
Master of Water (Mizu Masu)	3 Socket Charms	Water Ma Su	20% Faster Cast Rate Adds 200-400 Cold Damage 2 Sec Duration +1-3 To Cold Mastery +16-20 To Cold Wave +16-20 To Arctic Blast (1/clvl) +1-100 To Mana +10-15 Cold Absorb +1 To All Skill Levels +8% To Cold Skill Damage (1/clvl) +1-100 To Life (3/clvl) +3-300 Defense
Gold Scarab (Kogane Mushi)	4 Socket Body Armor	Ko Metal Mu Shi	Level 14 Protection From Lightning Aura When Equipped +3 To All Skills +12-16 To Holy Shock +12-16 To Luck of the Ancient +3000 Defense +250% Extra Gold From Monsters +15 To Strength +15 To Strength +1 To All Skills +50% Extra Gold From Monsters (0.75/clvl) Cold Resist +0-75% +3 Mana After Each Kill
Sunlight (Nikkou)	3 Socket Shields	Sun Ko U	16% CtC Level 30 Immolation On Striking +2 To All Skills +16-20 To Holy Fire +16-20 To Fire Strike +170-210% Enhanced Defense 18% Increased Chance of Blocking -16% Enemy Fire Resistance +1 To All Skills Replenish Life +40 +15 To Strength 7% Increased Chance of Blocking

Master of Thunder (Kaminari Masu)	3 Charms	Thunder Ma Su	20% Faster Cast Rate Adds 200-400 Lightning Damage +1-3 To Lightning Mastery +16-20 To Nova +16-20 To Fist of the Heavens (1/clvl) +1-100 To Mana +10-15 Lightning Absorb +1 To All Skill Levels +8% To Lightning Skill Damage (1/clvl) +1-100 To Life (3/clvl) +3-300 To Defense
Tourbillion (Tsumuji Kaze)	4 Socket 2H Weapons	Tsu Mu Shi Wind	+24% CtC Level 14 Weaken When Struck +38% CtC Level 34 Twister When Struck +12 To Dance of Death (Amazon Only) +12 To Whirlwind (Barbarian Only) 40% Increased Attack Speed +470-520% Enhanced Damage Damage Reduced by 33% 20% Increased Attack Speed (2.5/clvl) +2-250 To Max Cold Damage +3 Mana After Each Kill +1 To All Skills +6% To Wind Skill Damage
Creature (Ikimono)	4 Socket Helms	Life Ki Mo No	+1 To All Skills +7-9 To Battle Orders +20 To Spirit Wolf +20 To Summon Anointed Bear All Resistances +15 +120-160% Enhanced Defense Lvl 11 Raven (40 Charges) +1 To All Skills Increase Max Life 10% Fire Resist +35% (0.375/clvl) +0-37 To Strength (0.375/clvl) +0-37 To Dexterity
Angel (Tenshi)	2 Socket Charms	Heaven Shi	10% CtC Lvl 24 Fist of the Heavens When Struck +1-2 To Defensive Auras (Paladin Only) +1 To Teleport +16-20 To Holy Bolt Replenish Life +30 All Resistances +30 +27 Mana After Each Kill +1 To All Skill Levels Repairs 1 Durability in 33 Sec +3 Mana After Each Kill
Work of God (Kami no Miwaza)	5 Socket 2H Melee Weapons	God No Mi Wa Sa	Level 16 Conviction Aura When Equipped 20% CtC Level 40 Holy Bolt On Attack +40% To Magic Skill Damage +380-420% Enhanced Damage +400% Damage To Demons +400% Damage To Undead +700-1000 Defense +1 To All Skills +2% Experience Gained (0.375/clvl) +0-37 To Dexterity Adds 4-20 Cold Damage 3 Sec Duration +50% Enhanced Damage Requirements -20%

Work of God (Kami no Miwaza)	5 Socket 1H Weapons	God No Mi Wa Sa	Level 10 Conviction Aura When Equipped 13% CtC Level 40 Holy Bolt On Attack +24% To Magic Skill Damage +380-420% Enhanced Damage +400% Damage To Demons +400% Damage To Undead +450-700 Defense +1 To All Skills +2% Experience Gained (0.375/clvl) +0-37 To Dexterity Adds 4-20 Cold Damage 3 Sec Duration +50% Enhanced Damage Requirements -20%
Shinigami	2 Socket 2H Melee Weapons	Death God	50% CtC Lvl 1 Static Field On Striking +3 To All Skills +30% Increased Attack Speed (+4/lvl) +4-400 To Max Damage (+2.5/lvl) +2-250% Enhanced Max Damage -30% Enemy Poison Resist Lvl 20 Venom (40 Charges) +1 To All Skills 10% Mana Stolen Per Hit +1 To All Skills +2% Experience Gained
Shinigami	2 Socket 1H Melee Weapons	Death God	35% CtC Lvl 1 Static Field On Striking +1 To All Skills +30% Increased Attack Speed (+2/lvl) +2-250 To Max Damage (+2.5/lvl) +2-250% Enhanced Max Damage -20% Enemy Poison Resist Lvl 20 Venom (40 Charges) +1 To All Skills 10% Mana Stolen Per Hit +1 To All Skills +2% Experience Gained

"Armor" includes Body Armor, Helms, Shields, Gloves, Boots and Belts.
"Swords" include Assassin Katanas and Paladin Blessed Edges.
Likewise, other weapon types and armor types include the class specific ones.
Ninja Tos (normal Katana) and Wakizashis (exceptional Katana) are 1-Handed while Katanas (elite Katana) are 2-Handed.
Some recipes accept only 2-Handed Katanas.

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Eastern Sun 3.00 Gemwords

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

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CtC Gemwords

Gem Word	Allowed Items	Gem Order	Complete Stats
Ancient	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Skulls of any same grade	2-18% CtC Level 1-12 Lower Resist On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Skull) 6% Mana Stolen Per Hit 6% Life Stolen Per Hit +6 To Max Damage
Ancient	1-6 Socket Body Armor 1-4 Scket Shields 1-2 Scket Belts	Skulls of any same grade	2-18% CtC Level 1-12 Decrepify When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Skull) Attacker Takes Damage of 160 +120 Defense Damage Reduced By 6%
Ancient	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Skulls of any same grade	2-14% CtC Level 1-10 Decrepify When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Skull) Replenish Life +18 Regenerate Mana 30% 12% Faster Run/Walk
Chilling	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Sapphires of any same grade	2-18% CtC Level 1-12 Glacial Spike On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Sapphire) Adds 18-36 Cold Damage 4.8 Sec Duration +6 Mana After Each Kill 12% Deadly Strike

Chilling	1-6 Socket Body Armor 1-4 Socket Shields 1-2 Socket Belts	Sapphires of any same grade	2-18% CtC Level 1-12 Blizzard When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Sapphire) Cold Resist +60% +5% To Max Cold Resist +6 Cold Absorb
Chilling	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Sapphires of any same grade	2-14% CtC Level 1-10 Blizzard When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Sapphire) +48 To Mana 12% Faster Cast Rate Increase Max Mana 6%
Deadly	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Rubies of any same grade	2-18% CtC Level 1-12 Iron Maiden On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Ruby) Adds 24-42 Fire Damage +6 Life After Each Kill +60% Damage To Demons
Deadly	1-6 Socket Body Armor 1-4 Socket Shields 1-2 Socket Belts	Rubies of any same grade	2-18% CtC Level 1-12 Iron Maiden When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Ruby) Resist Fire +60% +5% To Max Fire Resist +6 Fire Absorb
Deadly	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Rubies of any same grade	2-14% CtC Level 1-10 Iron Maiden When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Ruby) +60 To Life 12% Deadly Strike 12% Faster Hit Recovery

Holy	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Diamonds of any same grade	2-18% CtC Level 1-12 Fist of the Heavens On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Diamond) +12 To Min Damage Adds 18-24 Magic Damage +60% Damage To Undead
Holy	1-6 Socket Body Armor 1-4 Scket Shields 1-2 Scket Belts	Diamonds of any same grade	2-18% CtC Level 1-12 Fist of the Heavens When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Diamond) All Resistances 18% 24% Damage Taken Goes To Mana Damage Reduced by 3
Holy	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Diamonds of any same grade	2-14% CtC Level 1-10 Fist of the Heavens When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Diamond) +120 Defense 12% Chance of Crushing Blow -16% Target Defense
Mighty	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Amethysts of any same grade	2-18% CtC Level 1-12 Amplify Damage On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Amethyst) +180 to Attack Rating 24% Increased Attack Speed Requirements -12%
Mighty	1-6 Socket Body Armor 1-4 Scket Shields 1-2 Scket Belts	Amethysts of any same grade	2-18% CtC Level 1-12 Weaken When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Amethyst) +120 Defense 12% Increased Chance of Blocking 18% Faster Block Rate

Mighty	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Amethysts of any same grade	2-14% CtC Level 1-10 Weaken When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Amethyst) +24 to Strength Damage Reduced by 3 Magic Damage Reduced by 3
Poisonous	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Emeralds of any same grade	2-18% CtC Level 1-12 Poison Nova On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Emerald) Adds 90 Poison Damage Over 2 Sec Prevent Monster Heal 18% Chance of Open Wounds
Poisonous	1-6 Socket Body Armor 1-4 Socket Shields 1-2 Socket Belts	Emeralds of any same grade	2-18% CtC Level 1-12 Poison Nova When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Emerald) Poison Resist +60% +5% To Max Poison Resist Poison Length Reduced by 36%
Poisonous	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Emeralds of any same grade	2-14% CtC Level 1-10 Poison Nova When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Emerald) +24 To Dexterity 12% Bonus To Attack Rating 12% Faster Run/Walk
Ruin	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Obsidians of any same grade	2-18% CtC Level 1-12 Static Field On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Obsidian) +54% Enhanced Damage 6% Deadly Strike

Ruin	1-6 Socket Body Armor 1-4 Socket Shields 1-2 Socket Belts	Obsidians of any same grade	2-18% CtC Level 1-12 Creeping Doom When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Obsidian) Damage Reduced by 6 +42% Enhanced Defense
Ruin	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Obsidians of any same grade	2-14% CtC Level 1-10 Creeping Doom When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Obsidian) 24% Increased Attack Speed All Resistances 6%
Shocking	1-6 Socket Weapons 1-2 Socket Gloves 1 Socket Arrows 1 Socket Bolts	Topazes of any same grade	2-18% CtC Level 1-12 Chain Lightning On Striking Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Topaz) Adds 1-72 Lightning Damage Slows Target by 12% Attacker Takes Lightning Damage of 160
Shocking	1-6 Socket Body Armor 1-4 Socket Shields 1-2 Socket Belts	Topazes of any same grade	2-18% CtC Level 1-12 Chain Lightning When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Topaz) Resist Lightning +60% +5% To Max Lightning Resist +6 Lightning Absorb
Shocking	1-4 Socket Helms 1-3 Socket Charms 1-2 Socket Boots	Topazes of any same grade	2-14% CtC Level 1-10 Chain Lightning When Struck Chance and Level depends on the # and the grade of Gems. (Abilities of a Perfect Topaz) 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters

Rainbow	4 Socket Weapons/Bows	Perf.Emerald Perf.Ruby Perf.Sapphire Perf.Topaz	3% CtC Level 12 Poison Nova On Striking 3% CtC Level 12 Immolation On Striking 3% CtC Level 12 Ice Nova On Striking 3% CtC Level 12 Charged Bolt On Striking Adds 90 Poison Damage Over 2 Sec Prevent Monster Heal 18% Chance of Open Wounds Adds 24-42 Fire Damage +6 Life After Each Kill +60% Damage To Demons Adds 18-36 Cold Damage 4.8 Sec Duration +6 Mana After Each Kill 12% Deadly Strike Adds 1-72 Lightning Damage Slows Target by 12% Attacker Takes Lightning Damage of 160
Rainbow	4 Socket Body Armor/Shields	Perf.Emerald Perf.Ruby Perf.Sapphire Perf.Topaz	3% CtC Level 12 Poison Nova When Struck 3% CtC Level 12 Immolation When Struck 3% CtC Level 12 Ice Nova When Struck 3% CtC Level 12 Charged Bolt When Struck Poison Resist +60% +5% To Max Poison Resist Poison Length Reduced by 36% Resist Fire +60% +5% To Max Fire Resist +6 Fire Absorb Resist Cold +60% +5% To Max Cold Resistance +6 Cold Absorb Resist Lightning +60% +5% To Max Lightning Resist +6 Lightning Absorb

Rainbow	4 Socket Helms	Perf.Emerald Perf.Ruby Perf.Sapphire Perf.Topaz	3% CtC Level 12 Poison Nova When Struck 3% CtC Level 12 Immolation When Struck 3% CtC Level 12 Ice Nova When Struck 3% CtC Level 12 Charged Bolt When Struck +24 To Dexterity 12% Bonus To Attack Rating 12% Faster Run/Walk +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +42 To Mana 10% Faster Cast Rate Increase Max Mana 6% 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters
Other Gemwords			
Gem Word	Allowed Items	Gem Order	Complete Stats
America	4 Socket Helms	Any Jewel Perf.Sapphire Perf.Ruby Perf.Diamond	+10 To Whirlwind +10 To Battle Cry Level 16 Battle Command (40 Charges) +1 To All Skills -12 To Strength -12 To Dexterity -12 To Vitality +48 To Mana 12% Faster Cast Rate Increase Max Mana 6% +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +120 Defense 12% Chance of Crushing Blow -16% Target Defense

ArchDimeron	4 Socket Helms	Perf.Diamond Perf.Skull Perf.Obsidian Perf.Obsidian	+10 To Might +10 To Conviction Level 10 Corpse Explosion (40 Charges) +1 To All Skills -12 To Strength -12 To Dexterity -12 To Vitality +120 Defense 12% Chance of Crushing Blow -16% Target Defense Replenish Life +18 Regenerate Mana 30% 12% Faster Run/Walk 24% Increased Attack Speed All Resistances 6% 24% Increased Attack Speed All Resistances 6%
Austria	3 Socket Helms	Perf.Ruby Perf.Diamond Perf.Ruby	+3 To Throwing Mastery +3 To Penetrate Level 16 Bone Wall (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +120 Defense 12% Chance of Crushing Blow -16% Target Defense +60 To Life 12% Deadly Strike 12% Faster Hit Recovery
Britain	3 Socket Helms	Perf.Ruby Perf.Diamond Perf.Sapphire	+10 To Concentration +10 To Protection From Evil Level 12 Hypno Blast (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +120 Defense 12% Chance of Crushing Blow

			-16% Target Defense +48 To Mana 12% Faster Cast Rate Increase Max Mana 6%
Canada	4 Socket Helms	Perf.Ruby Perf.Diamond Any Jewel Perf.Ruby	+10 To Shout +10 To Stun Level 12 Battle Orders (40 Charges) +1 To All Skills -12 To Strength -12 To Dexterity -12 To Vitality +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +120 Defense 12% Chance of Crushing Blow -16% Target Defense +60 To Life 12% Deadly Strike 12% Faster Hit Recovery
China	3 Socket Helms	Any Jewel Perf.Ruby Perf.Ruby	+10 To Enchant +10 To Blaze Level 12 Fire Armor (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +60 To Life 12% Deadly Strike 12% Faster Hit Recovery
France	3 Socket Helms	Perf.Sapphire Perf.Diamond Perf.Ruby	+10 To Inner Sight +3 To Critical Strike Level 8 Slow Missiles (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +48 To Mana 12% Faster Cast Rate Increase Max Mana 6% +120 Defense 12% Chance of Crushing Blow -16% Target Defense

			+60 To Life 12% Deadly Strike 12% Faster Hit Recovery
Germany	3 Socket Helms	Perf.Obsidian Perf.Ruby Perf.Topaz	+10 To Zeal +10 To Bone Armor Level 16 Iron Maiden (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality 24% Increased Attack Speed All Resistances 6% +60 To Life 12% Deadly Strike 12% Faster Hit Recovery 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters
Japan	3 Socket Helms	Perf.Diamond Perf.Ruby Perf.Diamond	+3 To Melee Mastery +10 To Shuriken Level 12 Blade Shield (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +120 Defense 12% Chance of Crushing Blow -16% Target Defense +60 To Life 12% Deadly Strike 12% Faster Hit Recovery +120 Defense 12% Chance of Crushing Blow -16% Target Defense

Portugal	3 Socket Helms	Perf.Emerald Perf.Topaz Perf.Ruby	+10 To Aura of Divinity +10 To Luck of the Ancients Level 12 Find Treasure (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +24 To Dexterity 12% Bonus To Attack Rating 12% Faster Run/Walk 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters +60 To Life 12% Deadly Strike 12% Faster Hit Recovery
Richesdotcom	3 Socket Helms	Perf.Topaz Ru Perf.Topaz	(1/clvl) 1-100% Better Chance of Getting Magic Item (1.5/clvl) 1-150% Extra Gold From Monsters 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters 25% Better Chance of Getting Magic Item 24% Better Chance of Getting Magic Items 24% Extra Gold From Monsters
Russia	3 Socket Helms	Perf.Diamond Perf.Sapphire Perf.Ruby	+10 To Oak Sage +10 To Spirit of Barbs Level 8 Cow Balloon (40 Charges) +1 To All Skills -8 To Strength -8 To Dexterity -8 To Vitality +120 Defense 12% Chance of Crushing Blow -16% Target Defense +48 To Mana 12% Faster Cast Rate Increase Max Mana 6% +60 To Life 12% Deadly Strike 12% Faster Hit Recovery

The pale blue texts are the abilities of runes/gems themselves. Some weapons have "helm" gem apply type.

If you make a runeword on such item, the abilities of runes themselves will differ. Refer to the base item page for the detail.

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Eastern Sun 3.00 Cube Recipes

ES 3.00 R6D and later

by tsuru (tsurumurasaki)

[\[Top\]](#) [\[Japanese\]](#) [\[Armor\]](#) [\[Weapons\]](#) [\[Prefixes\]](#) [\[Suffixes\]](#) [\[Ilvl\]](#) [\[Uni Armor\]](#) [\[Uni Weapons\]](#) [\[Sets\]](#) [\[Gems/Runes\]](#) [\[Runewords\]](#) [\[Gemwords\]](#)
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[\[Misc\]](#) [\[Gem/Rune\]](#) [\[Relic\]](#) [\[Material\]](#) [\[Nor\]](#) [\[Mag/Rare\]](#) [\[Uni\]](#) [\[Set\]](#) [\[OldCraft\]](#) [\[NewCraft\]](#) [\[Ring/Amu\]](#) [\[Charm\]](#) [\[Jewel\]](#) [\[Quiver\]](#) [\[Forging\]](#) [\[D-Stone\]](#)
[\[Tinker\]](#) [\[BaseUp\]](#) [\[Soc\]](#) [\[Secret\]](#)

Most, but not all, recipes that reroll the input don't work if the input has a Forging.
If you find a recipe doesn't work, please check if the input has a Forging or not.

You can buy Stockers (Gem Can and other special storage items) at Gheed.
Most Stokcers can store up to 6 items of a kind at once. (R2G change)
Rerolling Orb skips quiver outputs if no quiver is stored. (R6 change)

Torso means Body Armor. Armor means all kinds of armor.

Special

Input	Output
Staff of Kings Viper amulet	Horadric Staff
Khalim's Brain Khalim's Eye Khalim's Heart Khalim's Flail	Khalim's Will
Wirt's leg or Any Club Class Weapon Tome of Town Portal	Portal to the Secret Cow Level
Adventurer's Pack	Damage Augmenter Noob's Odd Charm Rogin Oil
Wirt's leg Tome of Identify	Adventurer's Pack
Damage Augmenter	The Same Item Updates Damage Augmenter of R5 Adds/Removes Class Specific Oskill(s)
Noob's/Veteran's Odd Charm	The Same Item Switches the Skill Bonus Noob's: All Level 1 Skills of the Class are available Veteran's: All Skills of the Class are available (To reset Veteran's Charm's Class, reset the sockets)
Old Jewel (Bugged Jewel spawned in old versions)	3 Magic Jewels (ilvl = 99)
2 Old Jewels	2 Rare Jewels (ilvl = 99)
5 Old Jewels	Unique Jewel (ilvl = 99)
Old Morphing Charm	Perfect Gem
Any Item Magic Eraser Marker (See here for details)	The Same Item Removes Unwanted Mod (ex. RIP, Freeze) (Full/Partial Set Bonus can't be removed) Marker

Rare/Crafted Weapon with +1-2 To Amazon Skill Levels Magic Eraser P. 6 1-2 Perfect Gems (See here for details)	The Same Item Converts the Amazon skill bonus for other classes.
Rare/Crafted Weapon with +1-3 To Bow & Crossbow Skills Magic Eraser P. 7/8/9 1-3 Blemished Gems (See here for details)	The Same Item Converts the Bow tab bonus for other tabs.
Any Small Charm Ancient Decipherer 1-4 Stamina Potions	Special Small Charm -(25-100)% Better Chance of Getting Magic Item (0% MF is the best for finding white items. Negative MF also increases the chance of low-quality items)
Any Small Charm Ancient Decipherer 1-4 Any Mana Potions	Special Small Charm Increases Man Mana by -(2/4/8/16)%

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

Misc/Repair	
Input	Output
3 Any Healing Potions 3 Any Mana potions Chipped Gem	Rejuvenation Potion
3 Any Healing Potions 3 Any Mana potions Normal Gem	Full Rejuvenation Potion
3 Rejuvenation Potions	Full Rejuvenation Potion
Heart Soul	Rejuvenation Potion
2 Hearts 2 Souls	2 Rejuvenation Potions
3 Hearts 3 Souls	Full Rejuvenation Potion
3 Minor Healing Poitons	Light Healing Potion (And so for other Healing/Mana Potions)
9 Minor Healing Poitons (A Light Potion counts as 3 Minor Potions)	Healing Potion (And so for other Healing/Mana Potions)
Any Non-ethereal Weapon/Armor Rejuvenation Potion	Fully Repaired Quantity Reset To 255
Any Non-ethereal Weapon/Armor Full Rejuvenation Potion	Fully Repaired Fully Recharged Quantity Reset To 255
Any Ring/Amulet Full Rejuvenation Potion	Fully Recharged
Any Arrow/Bolt/Javelin/Thowing Weapon	Quantity Reset To 500 (Quivers) Quantity Reset To 255 (Others)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

Gems	
Input	Output
3 Gems of the Same Color and Grade	Gem of One Higher Grade (up to Perfect)
2 Flawless Gems of the Same Color Wild Card	Blemished Gem
2 Blemished Gems of the Same Color 3 Wild Cards	Perfect Gem
Perfect Gem Flag Chipped Gem	Perfect Gem of Chipped Gem's Color
Gem Can Any Crafted Item	Gem Can Adds 54 Gem points of selected color (= 2 Flawless Gems)
Gem Can Key	Gem Can Extracts Perfect Gem (6 Pack) of selected color
Runes	
Input	Output
2 Runes/Decals of the Same Grade	Rune/Decal of One Higher Grade (up to Wo or Zod)
Any Rune/Decal Scroll of Town Portal	Rune/Decal of One Lower Grade (down to I or EI) Scroll of Town Portal
Ka Rune (4)	Removes/Adds Knockback (red Ka works only for weapon runewords. you can't remove the Knockback of Nef)
Fu Rune (32)	Removes/Adds Freezes Target +2 (red Fu works only for weapon runewords. you can't remove the Freeze of Cham)
Blackmoor Crushed Gem	Mi Rune (10)
Ancient Decal ES Rune	LoD Rune
LoD Rune	Ancient Decal ES Rune
Wo Rune Full Rejuvenation Potion	Null Rune
Rune/Decal Stocker Scroll of Identify	Rune/Decal Stocker Scroll of Identify Converts selected Rune/Decal's points into a Rune/Decal point of the next grade.
Kanji Runes	
Input	Output
Null Rune 2 Frozen Souls	Moon Rune
Null Rune 2 Bleeding Stones	Fire Rune
Null Rune 2 Dark Azurites	Water Rune

Null Rune 2 Tomb Jades	Wood Rune
Null Rune 2 Solid Mercuries	Metal Rune
Null Rune 2 Bitter Peridots	Earth Rune
Null Rune 2 Enigmatic Cinnabars	Sun Rune
Null Rune 2 Burning Surphurs	Thunder Rune
Null Rune 2 Tainted Tourmarines	Wind Rune
Null Rune 2 Storm Ambers	Dragon Rune
Null Rune 2 Pulsing Opals	Life Rune
Null Rune 2 Shadow Quartz	Death Rune
Null Rune Bleeding Stone Dark Azurite Bitter Peridot Tainted Tourmarine	Heaven Rune
Null Rune Frozen Soul Enigmatic Cinnabar Pulsing Opal Shadow Quartz	God Rune
Crystal Can Kanji Rune	Crystal Can Null Rune (Crystals are stored back in Crystal Can)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Ancient Relics	
Input	Output
Unidentified Ancient Scroll Ancient Decipherer	Identified Ancient Scroll
2 Ancient Scrolls (1-25) Randomize Stone	Ancient Scroll (1-30)
2 Ancient Scrolls (26-50) Randomize Stone	Ancient Scroll (21-50)
Cookbook Randomize Stone	Ancient Scroll (1-30)
Unique Stone (nor) Ancient Scroll One of Rune 1 (I) - 10 (Mi)	Ancient Scroll (1-10) (Rune No. determines Scroll No.)
Unique Stone (exc) Ancient Scroll One of Rune 11 (Ya) - 20 (Ra)	Ancient Scroll (11-20) (Rune No. determines Scroll No.)

Unique Stone (eli) Ancient Scroll One of Rune 21 (O) - 30 (Ni)	Ancient Scroll (21-30) (Rune No. determines Scroll No.)
3 Same Ancient Coupons	LoD Unique Item*
2 Same Ancient Coupons (Normal) Wild Card	LoD Unique Item*
2 Same Ancient Coupons (Exceptional) 2 Wild Cards	LoD Unique Item*
2 Same Ancient Coupons (Elite) 4 Wild Cards	LoD Unique Item*
<p>*Weapons, Helms, Torso and Shields are spawned with 2 sockets. (Multi-socket uniques are spawned with one more socket, if the base item can have) Gloves, Belts and Boots are spawned with 1 socket. Rings and Amulets are spawned with +1 To All Skills. Level requirements are generally reduced, especially for less useful items. Damage +X mods are replaced with Adds +X Damage (Adds Min/Max Damage) mods. +X Life After Each Demon Kill mods are replaced with +X Life After Each Kill. (Life After Each Kill heals double life in ES.) Some skill bonuses can be changed because of the skill changes in ES.</p>	
8 Ancient Coupons (Normal)	Wild Card
4 Ancient Coupons (Exceptional)	Wild Card
2 Ancient Coupons (Elite)	Wild Card
5 Ancient Coupons (Normal) Randomize Stone	Ancient Coupon (Exceptional)
2 Ancient Coupons (Exceptional) Ancient Coupon (Normal) Randomize Stone	Ancient Coupon (Exceptional)
5 Ancient Coupons (Exceptional) Randomize Stone	Ancient Coupon (Elite)
2 Ancient Coupons (Elite) Ancient Coupon (Exceptional) Randomize Stone	Ancient Coupon (Elite)
Multi Stocker (with any coupon selected) Scroll of Identify	Multi Stocker Scroll of Identify Converts selected coupon's points into a Wildcard Point.

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Cubing Materials	
Organs include Hearts, Souls, Brains, Eyes, Scalps, Horns, Fangs, Jawbones, Spleens, Quills and Tails. Steaks, Cookbooks, Flags and Player's Ears are not Organs.	
Input	Output
8 Ancient Decipherers	Dragon Stone
Ancient Scroll Key	Dragon Stone Key
Wild Card Key	3 Ancient Decipherers
6 Hearts	Ancient Decipherer

6 Souls	Ancient Decipherer
2 Same Organs (except Hearts and Souls)	Ancient Decipherer
2 Flags	Ancient Decipherer
2 Steaks	3 Ancient Decipherers
Organ/Flag (except Hearts and Souls) 3 Hearts	2 Organs/Flags
Organ/Flag (except Hearts and Souls) 3 Souls	2 Organs/Flags
Eye Brain Scalp Jawbone Fang	Player's Ear
Wirt's Leg Scroll of Identify 1 Dragon Stones	Steak
Wirt's Leg Scroll of Town Portal 7 Dragon Stones	Cookbook
Unique Charm Any Rejuvenation Potion Key	Maple Leaf Key
4 Dragon Stones Perfect Gem	Anvil Stone
Chipped Skull Key	Randomize Stone Key
Multistocker Set/Unique Weapons/Armor (Elite)	Multistocker Adds 2 Ancient Decipherer points. (4 points for an Ethereal one)
Multistocker Set/Unique Weapons/Armor (Exceptional)	Multistocker Adds 1 Ancient Decipherer point. (2 points for an Ethereal one)
Multistocker Set/Unique Weapons/Armor (Normal)	Multistocker Adds 0.5 Ancient Decipherer point. (1 point for an Ethereal one) (0.5 point isn't shown but is recorded)
Multistocker Unique Quiver	Multistocker Adds 0.5 Ancient Decipherer point. (0.5 point isn't shown but is recorded)
Multi Stocker Unique Charm Any Rejuvenation Potion Key	Multi Stocker Adds 1 Maple Leaf point Key
Multi Stocker Ancient Scroll Key	Multi Stocker Adds 8 Decipherer Points Key
Multi Stocker Perfect Gem Key	Multi Stocker Converts 32 Decipherer points into an Anvil Stone point Key

Multi Stocker (with wildcard or any organ selected) Scroll of Identify	Multi Stocker Scroll of Identify Converts selected item's point(s) into Decipherer point(s)
Multi Stocker (with any organ or flag selected) Any Healing Potion	Multi Stocker Minor Healing Potion Converts 3 Heart points into selected material's point
Multi Stocker (with any organ or flag selected) Any Mana Potion	Multi Stocker Minor Mana Potion Converts 3 Soul points into selected material's point
Rerolling Orb Unique Ring/Amulet	Rerolling Orb Adds 1-7 Devil's Food points
Rerolling Orb (Devil's Food selected) Key	Rerolling Orb Reduces 5 Devil's Food point Devil's Food (Sell to venders to cause World Event) (World Event doesn't occur in Mac version)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Normal Items	
Input	Output
Low Quality/Cracked/Crude/Damaged Weapon U Rune (2) Chipped Gem	Normal Weapon of the Same Type (ilvl=previous ilvl)
Low Quality/Cracked/Crude/Damaged Armor I Rune (1) Chipped Gem	Normal Armor of the Same Type (ilvl=previous ilvl)
3 Ancient Decipherers Chipped Amethyst	Normal Great Helm Gem Socket (3)
3 Ancient Decipherers Chipped Skull	Normal Mask Gem Socket (3)
3 Ancient Decipherers Chipped Diamond	Normal Crown Gem Socket (3)
3 Ancient Decipherers Chipped Topaz	Normal Circlet Gem Socket (3)
2 Any Arrows	Normal Bolt
2 Any Bolts	Normal Arrow

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Magic/Rare Items	
Standard Reroll	
Input	Output
Magic Weapon/Armor (Javelins and Throwing Weapons excluded) Flawed Gem	Magic Item of the Same Type (ilvl = 30) Gem Socket (2) (This recipe is an ES version of LoD 3 C-Gem reroll. A poor man's special)

Magic Weapon/Armor Flawless Gem	Magic Item of the Same Type (ilvl = previous ilvl) (This recipe grants higher ilvl and allows 3 sockets by Socket Donut recipe)
Rare Weapon/Armor (Normal) (Javelins and Throwing Weapons excluded) Normal Gem	Rare Item of the Same Type (ilvl = 50) Gem Socket (1)
Rare Weapon/Armor (Normal or Exceptional) Flawless Gem	Rare Item of the Same Type (ilvl = 70) Gem Socket (1)
Rare Weapon/Armor 2 Flawless Gems	Rare Item of the Same Type (ilvl = previous ilvl) (This recipe grants higher ilvl and allows 2 sockets by Socket Donut recipe)
Starter's Weapon	
Input	Output
Magic Bow Emerald Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Bow & Crossbow (Amazon Only) Gem Socket (1-2)
Magic Spear/Javelin Emerald Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Spear & Javelin (Amazon Only) Gem Socket (1-2)
Magic Claws/Katana Ruby Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Martial Arts (Assassin Only) Gem Socket (1-2)
Magic Throwing Knife Ruby Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Assassin Skills +1-2 To Traps (Assassin Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Axe/Throwing Axe Amethyst Chipped Sapphire Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Combat Skills (Barbarian Only) Gem Socket (1-2)
Magic Polearm Topaz Chipped Diamond Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Shapeshifting (Druid Only) Gem Socket (1-2)

Magic Oak Branch Topaz Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Druid Skills +1-2 To Elemental Skills (Druid Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Oak Branch Topaz Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Druid Skills +1-2 To Summoning Skills (Druid Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Wand Skull Chipped Skull Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Necromancer Skills +1-2 To Summoning Skills (Necromancer Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Wand Skull Chipped Emerald Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Necromancer Skills +1-2 To Poison and Bone Skills (Necromancer Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Scepter Diamond Chipped Obsidian Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +100% Enhanced Damage 15-20% Increased Attack Speed +1-2 To Combat Skills (Paladin Only) Gem Socket (1-2)
Magic Scepter Diamond Chipped Amethyst Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Paladin Skills +1-2 To Offensive Auras (Paladin Only) +20-40 To Mana +4-6 Mana After Each Kill
Magic Orb Sapphire Chipped Ruby Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Sorceress Skills +1-2 To Fire Skills (Sorceress Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
Magic Orb Sapphire Chipped Sapphire Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Sorceress Skills +1-2 To Cold Skills (Sorceress Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)

Magic Orb Sapphire Chipped Topaz Magic Jewel Ancient Decipherer	Magic Item of the Same Type (ilvl = 35) +1 To Sorceress Skills +1-2 To Lightning Skills (Sorceress Only) +20-40 To Mana +4-6 Mana After Each Kill Gem Socket (1-2)
CtC Skill Armor	
Input	Output
Magic Torso 2 Emeralds Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 25% CtC Level 12 Inner Sight When Struck Gem Socket (2)
Magic Torso 2 Rubies Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 20% CtC Level 6 Fade When Struck Gem Socket (2)
Magic Torso 2 Amethysts Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 30% CtC Level 6 Battle Orders Gem Socket (2)
Magic Torso 2 Topazes Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 13% CtC Level 1 Shock Wave When Struck Gem Socket (2)
Magic Torso 2 Skulls Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 25% CtC Level 6 Dim Vision When Struck Gem Socket (2)
Magic Torso 2 Diamonds Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 33% CtC Level 6 Blessed Hammer When Struck Gem Socket (2)
Magic Torso 2 Sapphires Ancient Decipherer	Magic Item of the Same Type (ilvl = previous ilvl) 20% CtC Level 6 Static Field When Struck Gem Socket (2)
[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]	
Unique Items	
Input	Output
3 Set Weapons/Armor of the Same Base Item (ex. 2 Autolycus Belts and 1 Arctic Belt)	Unique Item of the Same Base Item
Unique Reroll	
Base upgraded uniques can't be rerolled. Please reroll before upgrade. Unique Rings, Amulets and Charms can't be rerolled if they have a socket. (As an exception, LoD Unique Rings and Amulets can be rerolled) You can remove the socket from Unique Rings/Amulets (see below). You can't remove the socket from Unique Charms in this version.	
Input	Output
Normal Unique Item Perfect Gem	Unique Item of the Same Name

Exceptional Unique Item 2 Perfect Gems	Unique Item of the Same Name
Elite Unique Item 3 Perfect Gems	Unique Item of the Same Name
Unique Ring/Amulet/Charm/Jewel (Required Level 1-39) Perfect Gem	Unique Item of the Same Name
Unique Ring/Amulet/Charm/Jewel (Required Level 40-59) 2 Perfect Gems	Unique Item of the Same Name
Unique Ring/Amulet/Charm/Jewel (Required Level 60+) 3 Perfect Gems	Unique Item of the Same Name
Unique Ring/Amulet with a Socket Socket Donut Thawing Potion	The Same Item with no Socket Socket Donut

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Set Items	
Input	Output
3 Unique Weapons/Armor of the Same Base Item	Set Item of the Same Base Item (If the base item has 2 set pieces, You can convert unwanted one to the other. ex. Arctic Belt -> Autolycus Belt. See below.)

Mercenary Set Upgrade	
Kashya's Survival Kit and Kashya's Survival Kit N are different sets, for example. If you partially upgrade some of a full set, you lose the full set bonus.	
Input	Output
Normal Mercenary Set Weapon Mi Rune (10) Ya Rune (11) Perfect Gem	Nightmare Mercenary Set Weapon
Normal Mercenary Set Armor Ri Rune (9) A Rune (12) Perfect Gem	Nightmare Mercenary Set Armor
Nightmare Mercenary Set Weapon Ra Rune (20) Ho Rune (22) 3 Perfect Gems	Hell Mercenary Set Weapon
Nightmare Mercenary Set Armor Ko Rune (19) Me Rune (23) 3 Perfect Gems	Hell Mercenary Set Armor

Set Conversion	
Input	Output
Infernal Cranium (Set Cap) Thawing Potion	Berserker's Headgear (Set Cap)
Berserker's Headgear (Set Cap) Thawing Potion	Infernal Cranium (Set Cap)

Autolycus' Thieving Tools (Set Light Belt) Thawing Potion	Arctic Binding (Set Light Belt)
Arctic Binding (Set Light Belt) Thawing Potion	Autolycus' Thieving Tools (Set Light Belt)
Boots of Sneaking (Set Boots) Thawing Potion	Hsarus' Iron Heel (Set Boots)
Hsarus' Iron Heel (Set Boots) Thawing Potion	Boots of Sneaking (Set Boots)
Set Base Conversion Forging, D-Stoning and other ehancements are inherited. You need to convert the base item back to the original before rerolling. All throwing weapons are given Replenishes Quantity. All normal throwing weapons are given Piercing Attack 10%. (R6 change) All exceptional throwing weapons are given Piercing Attack 15%. (R6 change)	
Crook of the Valley (Set Petrified Staff) Thawing Potion	Converts the base item (Petrified Staff <-> Ancient Maul)
Arctic Horn (Set Hunter Bow) Thawing Potion	Converts the base item (Hunter Bow <-> Spear)
Gabrielle's Pointed Staff (Set Maiden Spear) Thawing Potion	Converts the base item (Maiden Spear <-> Stag Bow)
Lixo's Harp (Set Gothic Bow) Thawing Potion	Converts the base item (Gothic Bow <-> Simbilan)
Aanna's Torch (Set Lance) Thawing Potion	Converts the base item (Lance -> Rock Buster -> Barista)
Death's Touch (Set Throwing Knife) Thawing Potion	Converts the base item (Throwing Knife <-> Katar)
Motoko's Power (Set Ninja To) Thawing Potion	Converts the base item (Ninja To -> Battering Arm -> Repeating Crossbow)
Alora's Silent Assault (Set Hand Scythe) Thawing Potion	Converts the base item (Hand Scythe <-> Tekko)
Borik's Nightblade (Set Katana) Thawing Potion	Converts the base item (Katana -> Wrecking Arm -> Assassin Crossbow)
Messerschmidt's Reaver (Set Battle Axe) Thawing Potion	Converts the base item (Battle Axe <-> Scythe)
Blood Baron (Set Great Sword) Thawing Potion	Converts the base item (Great Sword <-> Balanced Axe)
Krakerag's Point (Set Tulwar) Thawing Potion	Converts the base item (Tulwar <-> Twin Axe)
Krakerag's Slay (Set Tusk Sword) Thawing Potion	Converts the base item (Tusk Sword <-> Cleaver)
Darkshade's Skewer (Set Jagged Star) Thawing Potion	Converts the base item (Jagged Star <-> Francisca)
Darkshade's Evisceration (Set Knout) Thawing Potion	Converts the base item (Knout <-> Hurlbat)
Sarevok's Master (Set Death Blade) Thawing Potion	Converts the base item (Slayer Axe -> Titan's Maul -> Death Blade)
Blackwing's Force (Set Giant Sword) Thawing Potion	Converts the base item (Giant Sword <-> Long Battle Bow)

Branch of the Ents (Set Mystic Staff) Thawing Potion	Converts the base item (Mystic Staff -> Urgrosh -> Marksman Bow)
Rathol's Touch (Set Wretched Scythe) Thawing Potion	Converts the base item (Wretched Scythe <-> Light Crossbow)
Wrathamon's Scythe of Doom (Set Soul Hunter) Thawing Potion	Converts the base item (Soul Hunter <-> Long War Bow)
Anduin's Vanquisher (Set War Hammer) Thawing Potion	Converts the base item (War Hammer <-> Heavy Crossbow)
Anduin's Protector (Set Aerin Shield) (No socket is allowed) Thawing Potion	Converts the base item (Aerin Shield -> Ring, can't be converted back)
Griffith's Parry (Set Rapier) Thawing Potion	Converts the base item (Rapier -> Raging Knuckle -> Sharp Bow)
Divada's Focus (Set Mana Blade) Thawing Potion	Converts the base item (Mana Blade <-> Brass Knuckle)
The Staff of the Magius (Set Rune Staff) Thawing Potion	Converts the base item (Rune Staff -> Grim Scythe -> Rune Bow)

Set Reroll	
Input	Output
Normar Set Item Normal Gem	Set Item of the Same Name
Exceptional Set Item 2 Normal Gems	Set Item of the Same Name
Elite Set Item 3 Normal Gems	Set Item of the Same Name
Set Ring/Amulet Normal Gem	Set Item of the Same Name

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Legacy Craft (LoD Craft)
Fixed bonus is doubled or more. Added 1-2 bonus sockets. No limitation for the base item. Blood Glove recipe accepts all gloves, for example. 'Attacker Takes Damage' of Hit Power Craft is changed to 'Replenish Life'. Enhanced Defense of Safety Weapon is changed to Enhanced Damage.
R4A Changes Stat Forging, Rune Forging and Tab Forging are allowed for Crafted items. A junk Crafted item can be turned into 2 Flawless Gems by cubing with a Gem Can. (ilvl = char lvl x 60% + previous ilvl x 60%)

Hit Power Craft	
Input	Output
Magic Helm Class Armor Ku Rune (6) Blemished Sapphire Any Jewel	Hit Power Helm +50-100 Defense vs. Missiles 10% CtC Level 8 Ice Nova When Struck Replenish Life +6-14 Gem Socket (2) 1-4 Random Affixes

<div>Magic Boots Class Armor</div> <div>Ki Rune (8)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Boots</div> <div>+50-120 Defense vs. Melee</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-14</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Gloves</div> <div>Ri Rune (9)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Gloves</div> <div>Knockback</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-14</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Belt Class Armor</div> <div>Yo Rune (7)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Belt</div> <div>10-20% Damage Taken Goes to Mana</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-14</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>N Rune (5)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Shield</div> <div>10-20% Increased Chance of Blocking</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-20</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Torso</div> <div>Ka Rune (4)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Body</div> <div>20-40% Faster Hit Recovery</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-20</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Amulet</div> <div>Mi Rune (10)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Amulet</div> <div>Hit Causes Monster To Flee 10-30%</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-20</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>Ya Rune (11)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Ring</div> <div>+2-10 To Dexterity</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-12</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon</div> <div>Shi Rune (3)</div> <div>Blemished Sapphire</div> <div>Any Jewel</div>	<div>Hit Power Weapon</div> <div>+70-120% Enhanced Damage</div> <div>10% CtC Level 8 Ice Nova When Struck</div> <div>Replenish Life +6-14</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
Blood Craft	
Input	Output
<div>Magic Helm Class Armor</div> <div>Ki Rune (8)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Helm</div> <div>10-20% Deadly Strike</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>

<div>Magic Boots Class Armor</div> <div>N Rune (5)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Boots</div> <div>Replenish Life +10-20</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Gloves</div> <div>Ka Rune (4)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Gloves</div> <div>10-20% Chance Of Crushing Blow</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Belt Class Armor</div> <div>Yo Rune (7)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Belt</div> <div>10-20% Chance Of Open Wounds</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>Ku Rune (6)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Shield</div> <div>Attacker Takes Damage of 8-14</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Torso</div> <div>Mi Rune (10)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Body</div> <div>+2-6 Life After Each Demon Kill</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Amulet</div> <div>Ya Rune (11)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Amulet</div> <div>10-20% Faster Run/Walk</div> <div>2-8% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>A Rune (12)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Ring</div> <div>+2-10 To Strength</div> <div>2-6% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon</div> <div>Ri Rune (9)</div> <div>Blemished Ruby</div> <div>Any Jewel</div>	<div>Blood Weapon</div> <div>+70-120% Enhanced Damage</div> <div>2-8% Life Stolen Per Hit</div> <div>+20-40 To Life</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
Caster Craft	
Input	Output
<div>Magic Helm Class Armor</div> <div>Ka Rune (4)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Helm</div> <div>2-8% Mana Stolen Per Hit</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>

<div>Magic Boots Class Armor</div> <div>Mi Rune (10)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Boots</div> <div>Increase Maximum Mana 4-10%</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Gloves</div> <div>Ri Rune (9)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Gloves</div> <div>+2-6 Mana After Each Kill</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Belt Class Armor</div> <div>Ku Rune (6)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Belt</div> <div>10-20% Faster Cast Rate</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>N Rune (5)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Shield</div> <div>+10-20% Increased Chance Of Blocking</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Torso</div> <div>Yo Rune (7)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Body</div> <div>+2-6 Mana After Each Kill</div> <div>Regenerate Mana 4-10%</div> <div>+20-40 To Mana</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Amulet</div> <div>Ki Rune (8)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Amulet</div> <div>10-20% Faster Cast Rate</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>Ya Rune (11)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Ring</div> <div>+2-10 To Energy</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon</div> <div>Shi Rune (3)</div> <div>Blemished Amethyst</div> <div>Any Jewel</div>	<div>Caster Weapon</div> <div>Increase Maximum Mana 10-20%</div> <div>Regenerate Mana 15-30%</div> <div>+20-40 To Mana</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
Safety Craft	
Input	Output
<div>Magic Helm Class Armor</div> <div>Ku Rune (6)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Helm</div> <div>+20-60% Enhanced Defense</div> <div>Lightning Resist +10-20%</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>

<div>Magic Boots Class Armor</div> <div>Ri Rune (9)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Boots</div> <div>+20-60% Enhanced Defense</div> <div>Fire Resist +10-20%</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Gloves</div> <div>Ki Rune (8)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Gloves</div> <div>+20-60% Enhanced Defense</div> <div>Cold Resist +10-20%</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Belt Class Armor</div> <div>Yo Rune (7)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Belt</div> <div>+20-60% Enhanced Defense</div> <div>Poison Resist +10-20%</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>Ka Rune (4)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Shield</div> <div>+20-60% Enhanced Defense</div> <div>Magic Resistance +10-20%</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Torso</div> <div>N Rune (5)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Body</div> <div>+20-60% Enhanced Defense</div> <div>Half Freeze Duration</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>
<div>Magic Amulet</div> <div>Mi Rune (10)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Amulet</div> <div>+2-20% Increased Chance Of Blocking</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>Ya Rune (11)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Ring</div> <div>+2-10 To Vitality</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (1)</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon</div> <div>A Rune (12)</div> <div>Blemished Emerald</div> <div>Any Jewel</div>	<div>Safety Weapon</div> <div>+70-120% Enhanced Damage</div> <div>Magic Damage Reduced By 2-8</div> <div>Damage Reduced By 2-8</div> <div>Gem Socket (2)</div> <div>1-4 Random Affixes</div>

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone] [Tinker] [BaseUp] [Soc] [Secret]

Class Craft

Crass Crafted items can be used by any classes, unless the base item is class specific.
 For example, if you play a Barbarian, but you need much IAS and Crushing Blow,
 you may like Necro Crafted weapons better than Barbarian Crafted Weapons.

R4A Changes

Stat Forging, Rune Forging and Tab Forging are allowed for Crafted items.
 A junk Crafted item can be turned into 2 Flawless Gems by cubing with a Gem Can.
 (ilvl = char lvl x 60% + previous ilvl x 60%)

Amazon Craft

Input	Output
Magic Helm Class Armor Spider's silk Perfect Emerald Any Jewel	Crafted Helm +1 To Amazon Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes
Magic Boots Class Armor Spider's silk Perfect Emerald Any Jewel	Crafted Boots +1 To Amazon Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes
Magic Gloves Spider's silk Perfect Emerald Any Jewel	Crafted Gloves +1 To Amazon Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Spider's silk Perfect Emerald Any Jewel	Crafted Belt +1 To Amazon Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Spider's silk Perfect Emerald Any Jewel	Crafted Shield +1 To Amazon Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Spider's silk Perfect Emerald Any Jewel	Crafted Torso +1 To Amazon Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes
Magic Amulet Spider's silk Perfect Emerald Any Jewel	Crafted Amulet +1-2 To Amazon Skill Levels +10-20 To Dexterity +10-30 To Mana All Resistances +10-20 1-4 Random Affixes
Magic Ring Spider's silk Perfect Emerald Any Jewel	Crafted Ring +1-2 To Amazon Skill Levels +10-15 To Dexterity +10-30 To Mana +2-8 To Min Damage 1-4 Random Affixes

Magic Amazon Weapon Spider's silk Perfect Emerald Any Jewel	Crafted Weapon +1 To Amazon Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes
Magic Weapon other than Amazon Weapon Spider's silk Perfect Emerald Any Jewel	Crafted Weapon 15-30% Increased Attack Speed +100-150% Enhanced Damage Adds 100-200 Poison Damage Over 2 Sec 1-4 Random Affixes
Assassin Craft	
Input	Output
Magic Helm Class Armor Dragon Stone Perfect Ruby Any Jewel	Crafted Helm +1 To Assassin Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes
Magic Boots Class Armor Dragon Stone Perfect Ruby Any Jewel	Crafted Boots +1 To Assassin Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes
Magic Gloves Dragon Stone Perfect Ruby Any Jewel	Crafted Gloves +1 To Assassin Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Dragon Stone Perfect Ruby Any Jewel	Crafted Belt +1 To Assassin Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Dragon Stone Perfect Ruby Any Jewel	Crafted Shield +1 To Assassin Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Dragon Stone Perfect Ruby Any Jewel	Crafted Torso +1 To Assassin Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes
Magic Amulet Dragon Stone Perfect Ruby Any Jewel	Crafted Amulet +1-2 To Assassin Skill Levels +10-20 To Dexterity +10-30 To Life All Resistances +10-20 1-4 Random Affixes

Magic Ring Dragon Stone Perfect Ruby Any Jewel	Crafted Ring +1-2 To Assassin Skill Levels +10-15 To Dexterity +10-30 To Life +2-8 Mana After Each Kill 1-4 Random Affixes
Magic Assassin Weapon Dragon Stone Perfect Ruby Any Jewel	Crafted Weapon +1 To Assassin Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes
Magic Weapon other than Assassin Weapon Dragon Stone Perfect Ruby Any Jewel	Crafted Weapon 15-30% Increased Attack Speed +100-150% Enhanced Damage Adds 50-100 Fire Damage 1-4 Random Affixes
Barbarian Craft	
Input	Output
Magic Helm Forging Hammer Perfect Amethyst Any Jewel	Crafted Helm +1 To Barbarian Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes
Magic Boots Class Armor Forging Hammer Perfect Amethyst Any Jewel	Crafted Boots +1 To Barbarian Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes
Magic Gloves Forging Hammer Perfect Amethyst Any Jewel	Crafted Gloves +1 To Barbarian Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Class Armor Forging Hammer Perfect Amethyst Any Jewel	Crafted Belt +1 To Barbarian Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Forging Hammer Perfect Amethyst Any Jewel	Crafted Shield +1 To Barbarian Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Forging Hammer Perfect Amethyst Any Jewel	Crafted Torso +1 To Barbarian Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes

<div>Magic Amulet</div> <div>Forging Hammer</div> <div>Perfect Amethyst</div> <div>Any Jewel</div>	<div>Crafted Amulet</div> <div>+1-2 To Barbarian Skill Levels</div> <div>+10-20 To Strength</div> <div>+10-30 To Mana</div> <div>All Resistances +10-20</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>Forging Hammer</div> <div>Perfect Amethyst</div> <div>Any Jewel</div>	<div>Crafted Ring</div> <div>+1-2 To Barbarian Skill Levels</div> <div>+10-15 To Strength</div> <div>+10-30 To Mana</div> <div>+2-8 To Min Damage</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon</div> <div>Forging Hammer</div> <div>Perfect Amethyst</div> <div>Any Jewel</div>	<div>Crafted Weapon</div> <div>+1 To Barbarian Skill Levels</div> <div>25-35% Increased Attack Speed</div> <div>+125-175% Enhanced Damage</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon other than Barbarian Weapon</div> <div>Forging Hammer</div> <div>Perfect Amethyst</div> <div>Any Jewel</div>	<div>Crafted Weapon</div> <div>15-30% Increased Attack Speed</div> <div>+100-150% Enhanced Damage</div> <div>10-30% Deadly Strike</div> <div>1-4 Random Affixes</div>
Druid Craft	
Input	Output
<div>Magic Helm</div> <div>Tyranium Ore</div> <div>Perfect Topaz</div> <div>Any Jewel</div>	<div>Crafted Helm</div> <div>+1 To Druid Skill Levels</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Energy</div> <div>All Resistances +10-15</div> <div>1-4 Random Affixes</div>
<div>Magic Boots Class Armor</div> <div>Tyranium Ore</div> <div>Perfect Topaz</div> <div>Any Jewel</div>	<div>Crafted Boots</div> <div>+1 To Druid Skill Levels</div> <div>+10-20% Faster Run/Walk</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Vitality</div> <div>1-4 Random Affixes</div>
<div>Magic Gloves</div> <div>Tyranium Ore</div> <div>Perfect Topaz</div> <div>Any Jewel</div>	<div>Crafted Gloves</div> <div>+1 To Druid Skill Levels</div> <div>+10-15% Increased Attack Speed</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Dexterity</div> <div>1-4 Random Affixes</div>
<div>Magic Belt Class Armor</div> <div>Tyranium Ore</div> <div>Perfect Topaz</div> <div>Any Jewel</div>	<div>Crafted Belt</div> <div>+1 To Druid Skill Levels</div> <div>+10-20% Faster Hit Recovery</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Strength</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>Tyranium Ore</div> <div>Perfect Topaz</div> <div>Any Jewel</div>	<div>Crafted Shield</div> <div>+1 To Druid Skill Levels</div> <div>+10-20% Faster Block Rate</div> <div>+10-20% Increased Block Chance</div> <div>+20-60% Enhanced Defense</div> <div>1-4 Random Affixes</div>

<div>Magic Torso Tyranium Ore Perfect Topaz Any Jewel</div>	<div>Crafted Torso +1 To Druid Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes</div>
<div>Magic Amulet Tyranium Ore Perfect Topaz Any Jewel</div>	<div>Crafted Amulet +1-2 To Druid Skill Levels +10-20 To Vitality +10-30 To Mana All Resistances +10-20 1-4 Random Affixes</div>
<div>Magic Ring Tyranium Ore Perfect Topaz Any Jewel</div>	<div>Crafted Ring +1-2 To Druid Skill Levels +10-15 To Vitality +10-30 To Mana Replenish Life +5-15 1-4 Random Affixes</div>
<div>Magic Druid Weapon Tyranium Ore Perfect Topaz Any Jewel</div>	<div>Crafted Weapon +1 To Druid Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes</div>
<div>Magic Weapon other than Druid Weapon Tyranium Ore Perfect Topaz Any Jewel</div>	<div>Crafted Weapon 15-30% Increased Attack Speed +100-150% Enhanced Damage Adds 1-160 Lightning Damage 1-4 Random Affixes</div>
Necromancer Craft	
Input	Output
<div>Magic Helm Class Armor Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Helm +1 To Necromancer Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes</div>
<div>Magic Boots Class Armor Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Boots +1 To Necromancer Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes</div>
<div>Magic Gloves Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Gloves +1 To Necromancer Skill Levels +10-15% Faster Cast Rate +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes</div>
<div>Magic Belt Class Armor Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Belt +1 To Necromancer Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes</div>

<div>Magic Shield Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Shield +1 To Necromancer Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes</div>
<div>Magic Torso Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Torso +1 To Necromancer Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes</div>
<div>Magic Amulet Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Amulet +1-2 To Necromancer Skill Levels +10-20 To Energy +10-30 To Life All Resistances +10-20 1-4 Random Affixes</div>
<div>Magic Ring Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Ring +1-2 To Necromancer Skill Levels +10-15 To Energy +10-30 To Life 10-20% Faster Cast Rate 1-4 Random Affixes</div>
<div>Magic Necromancer Weapon Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Weapon +1 To Necromancer Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes</div>
<div>Magic Weapon other than Necromancer Weapon Blackmoor Perfect Skull Any Jewel</div>	<div>Crafted Weapon 15-30% Increased Attack Speed +100-150% Enhanced Damage 10-30% Chance of Crushing Blow 1-4 Random Affixes</div>
Paladin Craft	
Input	Output
<div>Magic Helm Holy Symbol Perfect Diamond Any Jewel</div>	<div>Crafted Helm +1 To Paladin Skill Levels +20-60% Enhanced Defense +10-15 To Energy All Resistances +10-15 1-4 Random Affixes</div>
<div>Magic Boots Class Armor Holy Symbol Perfect Diamond Any Jewel</div>	<div>Crafted Boots +1 To Paladin Skill Levels +10-20% Faster Run/Walk +20-60% Enhanced Defense +10-15 To Vitality 1-4 Random Affixes</div>
<div>Magic Gloves Holy Symbol Perfect Diamond Any Jewel</div>	<div>Crafted Gloves +1 To Paladin Skill Levels +10-15% Increased Attack Speed +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes</div>

<div>Magic Belt Class Armor</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Belt</div> <div>+1 To Paladin Skill Levels</div> <div>+10-20% Faster Hit Recovery</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Strength</div> <div>1-4 Random Affixes</div>
<div>Magic Shield</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Shield</div> <div>+1 To Paladin Skill Levels</div> <div>+10-20% Faster Block Rate</div> <div>+10-20% Increased Block Chance</div> <div>+20-60% Enhanced Defense</div> <div>1-4 Random Affixes</div>
<div>Magic Torso</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Torso</div> <div>+1 To Paladin Skill Levels</div> <div>+20-60% Enhanced Defense</div> <div>+5 To All Attributes</div> <div>Damage Reduced By 7-12%</div> <div>1-4 Random Affixes</div>
<div>Magic Amulet</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Amulet</div> <div>+1-2 To Paladin Skill Levels</div> <div>+10-20 To Strength</div> <div>+10-30 To Life</div> <div>All Resistances +10-20</div> <div>1-4 Random Affixes</div>
<div>Magic Ring</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Ring</div> <div>+1-2 To Paladin Skill Levels</div> <div>+10-15 To Strength</div> <div>+10-30 To Life</div> <div>Replenish Life +5-15</div> <div>1-4 Random Affixes</div>
<div>Magic Paladin Weapon</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Weapon</div> <div>+1 To Paladin Skill Levels</div> <div>25-35% Increased Attack Speed</div> <div>+125-175% Enhanced Damage</div> <div>1-4 Random Affixes</div>
<div>Magic Weapon other than Paladin Weapon</div> <div>Holy Symbol</div> <div>Perfect Diamond</div> <div>Any Jewel</div>	<div>Crafted Weapon</div> <div>15-30% Increased Attack Speed</div> <div>+100-150% Enhanced Damage</div> <div>Adds 70 Magic Damage</div> <div>1-4 Random Affixes</div>
Sorceress Craft	
Input	Output
<div>Magic Helm</div> <div>Crushed Gem</div> <div>Perfect Sapphire</div> <div>Any Jewel</div>	<div>Crafted Helm</div> <div>+1 To Sorceress Skill Levels</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Energy</div> <div>All Resistances +10-15</div> <div>1-4 Random Affixes</div>
<div>Magic Boots Class Armor</div> <div>Crushed Gem</div> <div>Perfect Sapphire</div> <div>Any Jewel</div>	<div>Crafted Boots</div> <div>+1 To Sorceress Skill Levels</div> <div>+10-20% Faster Run/Walk</div> <div>+20-60% Enhanced Defense</div> <div>+10-15 To Vitality</div> <div>1-4 Random Affixes</div>

Magic Gloves Crushed Gem Perfect Sapphire Any Jewel	Crafted Gloves +1 To Sorceress Skill Levels +10-15% Faster Cast Rate +20-60% Enhanced Defense +10-15 To Dexterity 1-4 Random Affixes
Magic Belt Crushed Gem Perfect Sapphire Any Jewel	Crafted Belt +1 To Sorceress Skill Levels +10-20% Faster Hit Recovery +20-60% Enhanced Defense +10-15 To Strength 1-4 Random Affixes
Magic Shield Crushed Gem Perfect Sapphire Any Jewel	Crafted Shield +1 To Sorceress Skill Levels +10-20% Faster Block Rate +10-20% Increased Block Chance +20-60% Enhanced Defense 1-4 Random Affixes
Magic Torso Crushed Gem Perfect Sapphire Any Jewel	Crafted Torso +1 To Sorceress Skill Levels +20-60% Enhanced Defense +5 To All Attributes Damage Reduced By 7-12% 1-4 Random Affixes
Magic Amulet Crushed Gem Perfect Sapphire Any Jewel	Crafted Amulet +1-2 To Sorceress Skill Levels +10-20 To Energy +10-30 To Mana All Resistances +10-20 1-4 Random Affixes
Magic Ring Crushed Gem Perfect Sapphire Any Jewel	Crafted Ring +1-2 To Sorceress Skill Levels +10-15 To Energy +10-30 To Mana 10-20% Faster Cast Rate 1-4 Random Affixes
Magic Sorceress Weapon Crushed Gem Perfect Sapphire Any Jewel	Crafted Weapon +1 To Sorceress Skill Levels 25-35% Increased Attack Speed +125-175% Enhanced Damage 1-4 Random Affixes
Magic Weapon other than Sorceress Weapon Crushed Gem Perfect Sapphire Any Jewel	Crafted Weapon 15-30% Increased Attack Speed +100-150% Enhanced Damage Adds 40-80 Cold Damage 4 Sec Duration 1-4 Random Affixes

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Rings/Amulets	
When you reroll multiple Amulets or Rings, the last one put in the Cube determines the type. For example, if you put a Ring, an Amazon Ring and a Sorc Ring in this order, you'll get a new Sorc Ring. If the output ilvl is lower than the level of the spawned Unique, it turns into a rare.	
Standard Reroll	
Input	Output

3 Magic Rings	Magic Ring (ilvl = char level)
3 Magic Amulets	Magic Amulet (ilvl = char level)
7 Magic Rings	Rare Ring (ilvl = char level)
7 Magic Amulets	Rare Amulet (ilvl = char level)
3 Rare Rings	Rare Ring (ilvl = char level)
3 Rare Amulets	Rare Amulet (ilvl = char level)
7 Rare Rings	Unique Ring (ilvl = char level x 70%) To roll a non-class Unique Ring, your clvl must be higer than 15. To roll a class specific Unique Ring, your clvl must be higer than 65.
7 Rare Amulets	Unique Amulet (ilvl = char level x 70%) To roll a non-class Unique Amulet, your clvl must be higer than 15. To roll a class specific Unique Ring, your clvl must be higer than 65.
3 Set Rings (If the last input has a socket, you'll get a Magic Ring)	Set Ring (ilvl = char level x 80%)
3 Set Amulets (If the last input has a socket, you'll get a Magic Amulet)	Set Amulet (ilvl = char level x 80%)
3 Unique Rings (If the last input has a socket, you'll get a Rare Ring)	Unique Ring (ilvl = char level x 70%) To roll a non-class Unique Ring, your clvl must be higer than 15. To roll a class specific Unique Ring, your clvl must be higer than 65.
3 Unique Amulets (If the last input has a socket, you'll get a Rare Amulet)	Unique Amulet (ilvl = char level x 70%) To roll a non-class Unique Amulet, your clvl must be higer than 15. To roll a class specific Unique Amulet, your clvl must be higer than 65.
3 Brains Key	Rare Amulet (ilvl=char level) Key
3 Eyes Key	Rare Ring (ilvl=char level) Key
Custom Reroll	
Input	Output

3 Magic Amulets (or Rerolling Orb with 3 Magic Amulet pts) Ruby Sapphire Topaz Emerald	Magic Amulet (ilvl = char level) All Resistances +22-28
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Rubies	Magic Ring (ilvl = char level) Fire Resist 44-56%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Sapphires	Magic Ring (ilvl = char level) Cold Resist 44-56%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Topazes	Magic Ring (ilvl = char level) Lightning Resist 44-56%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Emeralds	Magic Ring (ilvl = char level) Posion Resist 44-56%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Diamonds	Magic Ring (ilvl = char level) Magic Resist 22-28%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Obsidians	Magic Ring (ilvl = char level) Damage Reduced By 6-8%
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Skulls	Magic Ring (ilvl = char level) 8-12% Life Stolen Per Hit
3 Magic Rings (or Rerolling Orb with 3 Magic Ring pts) 2 Amethysts	Magic Ring (ilvl = char level) 8-12% Mana Stolen Per Hit
3 Rare Amulets (or Rerolling Orb with 7 Magic Amulet pts) Flawless Ruby Flawless Sapphire Flawless Topaz Flawless Emerald	Rare Amulet (ilvl = char level) All Resistances +11-14
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Rubies	Rare Ring (ilvl = char level) Fire Resist 22-28%
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Sapphires	Rare Ring (ilvl = char level) Cold Resist 22-28%
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Topazes	Rare Ring (ilvl = char level) Lightning Resist 22-28%
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Emeralds	Rare Ring (ilvl = char level) Posion Resist 22-28%
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Diamonds	Rare Ring (ilvl = char level) Magic Resist 11-14%
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Obsidians	Rare Ring (ilvl = char level) Damage Reduced By 3-4%

3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Skulls	Rare Ring (ilvl = char level) 4-6% Life Stolen Per Hit
3 Rare Rings (or Rerolling Orb with 7 Magic Ring pts) 2 Flawless Amethysts	Rare Ring (ilvl = char level) 4-6% Mana Stolen Per Hit
Skill Tab Reroll	
Input	Output
Magic Amazon Amulet/Ring 3 Ancient Decipherers Magic Jewel Ruby	Magic Item of the Same Type (ilvl = char level) +1-3 To Bow & Crossbow (Amazon Only)
Magic Amazon Amulet/Ring 3 Ancient Decipherers Magic Jewel Emerald	Magic Item of the Same Type (ilvl = char level) +1-3 To Passive & Magic (Amazon Only)
Magic Amazon Amulet/Ring 3 Ancient Decipherers Magic Jewel Topaz	Magic Item of the Same Type (ilvl = char level) +1-3 To Spear & Javelin (Amazon Only)
Magic Assassin Amulet/Ring 3 Ancient Decipherers Magic Jewel Topaz	Magic Item of the Same Type (ilvl = char level) +1-3 To Traps (Assassin Only)
Magic Assassin Amulet/Ring 3 Ancient Decipherers Magic Jewel Obsidian	Magic Item of the Same Type (ilvl = char level) +1-3 To Shadow Disciplines (Assassin Only)
Magic Assassin Amulet/Ring 3 Ancient Decipherers Magic Jewel Ruby	Magic Item of the Same Type (ilvl = char level) +1-3 To Martial Arts (Assassin Only)
Magic Barbarian Amulet/Ring 3 Ancient Decipherers Magic Jewel Sapphire	Magic Item of the Same Type (ilvl = char level) +1-3 To Combat Skills (Barbarian Only)
Magic Barbarian Amulet/Ring 3 Ancient Decipherers Magic Jewel Diamond	Magic Item of the Same Type (ilvl = char level) +1-3 To Combat Masteries (Barbarian Only)
Magic Barbarian Amulet/Ring 3 Ancient Decipherers Magic Jewel Amethyst	Magic Item of the Same Type (ilvl = char level) +1-3 To Warcries (Barbarian Only)
Magic Druid Amulet/Ring 3 Ancient Decipherers Magic Jewel Topaz	Magic Item of the Same Type (ilvl = char level) +1-3 To Summoning (Druid Only)
Magic Druid Amulet/Ring 3 Ancient Decipherers Magic Jewel Diamond	Magic Item of the Same Type (ilvl = char level) +1-3 To Shapeshifting (Druid Only)

Magic Druid Amulet/Ring 3 Ancient Decipherers Magic Jewel Ruby	Magic Item of the Same Type (ilvl = char level) +1-3 To Elemental Skills (Druid Only)
Magic Necromancer Amulet/Ring 3 Ancient Decipherers Magic Jewel Obsidian	Magic Item of the Same Type (ilvl = char level) +1-3 To Curses (Necromancer Only)
Magic Necromancer Amulet/Ring 3 Ancient Decipherers Magic Jewel Emerald	Magic Item of the Same Type (ilvl = char level) +1-3 To Poison & Bone (Necromancer Only)
Magic Necromancer Amulet/Ring 3 Ancient Decipherers Magic Jewel Skull	Magic Item of the Same Type (ilvl = char level) +1-3 To Summoning (Necromancer Only)
Magic Paladin Amulet/Ring 3 Ancient Decipherers Magic Jewel Obsidian	Magic Item of the Same Type (ilvl = char level) +1-3 To Combat Skills (Paladin Only)
Magic Paladin Amulet/Ring 3 Ancient Decipherers Magic Jewel Amethyst	Magic Item of the Same Type (ilvl = char level) +1-3 To Offensive Auras (Paladin Only)
Magic Paladin Amulet/Ring 3 Ancient Decipherers Magic Jewel Diamond	Magic Item of the Same Type (ilvl = char level) +1-3 To Defensive Auras (Paladin Only)
Magic Sorceress Amulet/Ring 3 Ancient Decipherers Magic Jewel Ruby	Magic Item of the Same Type (ilvl = char level) +1-3 To Fire Spells (Sorceress Only)
Magic Sorceress Amulet/Ring 3 Ancient Decipherers Magic Jewel Topaz	Magic Item of the Same Type (ilvl = char level) +1-3 To Lightning Spells (Sorceress Only)
Magic Sorceress Amulet/Ring 3 Ancient Decipherers Magic Jewel Sapphire	Magic Item of the Same Type (ilvl = char level) +1-3 To Cold Spells (Sorceress Only)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Charms	
Input	Output
Magic Charm 2 Blemished Gems (You can use a Gem Can instead. The selected Gem Points are used)	Magic Charm of the Same Type (ilvl = char level, any socket remains)
3 Magic Charms of the Same Type	Magic Charm of the Same Type (ilvl = char level)
3 Rare Charms of the Same Type	Rare Charm of the Same Type (ilvl = char level)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Jewels

Rerolling Orb no longer accepts Crafted Rings and Amulets as a Magic Jewel Point,
because a Magic Jewel Point is worth 1.5 Flawless Gems,
and you can convert any Crafted item into 2 Flawless Gems using Gem Can.

Input	Output
Magic Jewel Blemished Gem (You can use a Gem Can instead. The selected Gem Points are used)	Magic Jewel (ilvl = char level)
Rare Jewel Perfect Gem (You can use a Gem Can instead. The selected Gem Points are used)	Rare Jewel (ilvl = char level)
3 Magic Jewels	Magic Jewel (ilvl = char level)
Rare Jewel Scroll of Town Portal	Magic Jewel (ilvl = char level)
7 Magic Jewels	Rare Jewel (ilvl = char level)
3 Rare Jewels	Rare Jewel (ilvl = char level)
Unique Jewel Scroll of Town Portal	Rare Jewel (ilvl = char level)
3 Unique Jewels	Unique Jewel (ilvl = char level)
Unique Jewel 2 Perfect Gems Key	Unique Jewel (ilvl = char level) Key
Unique Jewel 2 Perfect Gems	Unique Jewel of the Same Name (ilvl = char level)
1-6 Set Rings Rerolling Orb	Rerolling Orb Adds 1-6 Jewel Points
1-6 Set Amulets Rerolling Orb	Rerolling Orb Adds 1-6 Jewel Points

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Arrow/Bolt Quivers

Input	Output
Magic Arrow/Bolt Flawed Gem (You can use a Gem Can instead. The selected Gem Points are used)	Magic Arrow/Bolt (ilvl = char level, any socket remains)
Rare Arrow/Bolt Normal Gem (You can use a Gem Can instead. The selected Gem Points are used)	Rare Arrow/Bolt (ilvl = char level)

3 Magic Arrows/Bolts	Magic Arrow/Bolt (ilvl = char level)
7 Magic Arrows/Bolts	Rare Arrow/Bolt (ilvl = char level)
3 Rare Arrows/Bolts	Rare Arrow/Bolt (ilvl = char level)
7 Rare Arrows/Bolts	Unique Arrow/Bolt (ilvl = char level x 70%)
3 Unique Arrows/Bolts	Unique Arrow/Bolt (ilvl = char level x 70%)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Forging	
Forging enhances an item for no penalty, but an item may have only one Forging mod at a time. You can remove any unwanted Forging (except Wo Forging) to apply another Forging. Wo Forging can't be removed because there is no way to remove "Indestructible" property.	
Remove Forging	
Input	Output
Forged Item 3 Thawing Potion	The Same Item <u>Removes Forging</u> Underlined Material(s)
Skill Forging Target Item includes: Unique/Set/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets) Unique Jewels/Charms You can't apply Skill Forging to Jewels with Tab Bonus of that class. Amazon Skill Forging to Larias' Licentious Lament -> N/A Assassin Skill Forging to +1 To Smiiiff Stone -> N/A	
Input	Output
Target Item <u>2 Anvil Stones</u> Chipped Emerald	The Same Item <u>+1 To Amazon Skill Levels</u>
Target Item <u>2 Anvil Stones</u> Chipped Ruby	The Same Item <u>+1 To Assassin Skill Levels</u>
Target Item <u>2 Anvil Stones</u> Chipped Amethyst	The Same Item <u>+1 To Barbarian Skill Levels</u>
Target Item <u>2 Anvil Stones</u> Chipped Topaz	The Same Item <u>+1 To Druid Skill Levels</u>
Target Item <u>2 Anvil Stones</u> Chipped Skull	The Same Item <u>+1 To Necromancer Skill Levels</u>
Target Item <u>2 Anvil Stones</u> Chipped Diamond	The Same Item <u>+1 To Paladin Skill Levels</u>

Target Item 2 Anvil Stones Chipped Sapphire	The Same Item +1 To Sorceress Skill Levels Can't be applied to Vizjeris' Knowledge (Unique Arcane Staff) because it has +7 To Sorceress Skill Levels, and the cap of skill bonus on an item is 7.
All Skill Forging Target Item includes: Unique/Set/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets)	
Input	Output
Target Item Maple Leaf Anvil Stone Chipped Gem	The Same Item +1 To All Skills
Stat Forging Target Item includes: Unique/Set/Crafted/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets) Unique Jewels/Charms	
Input	Output
Target Item Anvil Stone Chipped Emerald	The Same Item 24% Bonus To Attack Rating (for Weapons) 20% Better Chance of Getting Magic Item (for Other Items)
Target Item Anvil Stone Chipped Ruby	The Same Item 20% Increased Attack Speed
Target Item Anvil Stone Chipped Amethyst	The Same Item +48% Enhanced Damage (for Weapons) +32% Enhanced Defense (for Armor) 12% Chance of Crushing Blow (for Other Items)
Target Item Anvil Stone Chipped Topaz	The Same Item Increase Max Life 16%
Target Item Anvil Stone Chipped Skull	The Same Item 20% Faster Cast Rate
Target Item Anvil Stone Chipped Diamond	The Same Item +64% Damage To Undead +64% Damage To Demons (for Weapons) All Resistances +16 (for Other Items)
Target Item Anvil Stone Chipped Sapphire	The Same Item Increase Max Mana 16%
Rune Forging Target Item includes: Unique/Set/Crafted/Rare/Magic Equipment (Weapons, Armor, Rings and Amulets)	
Input	Output

Target Item <u>2 Same Runes</u> Chipped Gem	The Same Item Adds bonus of the Rune
*Added bonus is determined by the item type of the target. (ex. Weapon mods for weapons and gloves) In R4A and later, Rune Forging adds Helm mods to Wands, Staves and Orbs, like socketed runes do. Knockback, ITD, CBF and PMH can't be forged if the target has the same mod already.	
Aura Forging You can't apply Aura Forging to Spellcaster's Aid, because an item can't activate multiple auras.	
Input	Output
Magic/Rare/Set/Unique Amulet <u>Green Aura Stone</u> Chipped Gem	The Same Item Lvl 2-4 Annihilation Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Red Aura Stone</u> Chipped Gem	The Same Item Lvl 3-5 Concentration Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Violet Aura Stone</u> Chipped Gem	The Same Item Lvl 8-10 Defiance Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Yellow Aura Stone</u> Chipped Gem	The Same Item Lvl 4-6 Vigor Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Black Aura Stone</u> Chipped Gem	The Same Item Lvl 10-12 Thorns Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>White Aura Stone</u> Chipped Gem	The Same Item Lvl 6-8 Cleansing Aura When Equipped
Magic/Rare/Set/Unique Amulet <u>Blue Aura Stone</u> Chipped Gem	The Same Item Lvl 5-7 Meditation Aura When Equipped
Tab Forging Target Item includes: Crafted Equipment (Weapons, Armor, Rings and Amulets) Rare/Magic Jewel You can't apply Tab Forging to the Skill Jewels of that class. Please don't try, or the Skill Jewel may lost the skill bonus. Bow Tab Forging to +1 To Ama/All Jewel -> N/A Bow Tab Forging to +1 To Sor Jewel -> OK	
Input	Output
Target Item Anvil Stone Spider's Silk Chipped Ruby	The Same Item Adds +1 To Bow & Crossbow (Amazon Only)
Target Item Anvil Stone Spider's Silk Chipped Emerald	The Same Item Adds +1 To Passive & Magic (Amazon Only)
Target Item Anvil Stone Spider's Silk Chipped Topaz	The Same Item Adds +1 To Spear & Javelin (Amazon Only)

Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Topaz	The Same Item Adds +1 To Traps (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Obsidian	The Same Item Adds +1 To Shadow Disciplines (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Dragon Stone</u> Chipped Ruby	The Same Item Adds +1 To Martial Arts (Assassin Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Sapphire	The Same Item Adds +1 To Combat Skills (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Diamond	The Same Item Adds +1 To Combat Masteries (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Forging Hammer</u> Chipped Amethyst	The Same Item Adds +1 To Warcries Skills (Barbarian Only)
Target Item <u>Anvil Stone</u> <u>Tyranium Ore</u> Chipped Topaz	The Same Item Adds +1 To Summoning (Druid Only)
Target Item <u>Anvil Stone</u> <u>Tyranium Ore</u> Chipped Diamond	The Same Item Adds +1 To Shapeshifting (Druid Only)
Target Item <u>Anvil Stone</u> <u>Tyranium Ore</u> Chipped Ruby	The Same Item Adds +1 To Elemental Skills (Druid Only)
Target Item <u>Anvil Stone</u> <u>Blackmoor</u> Chipped Obsidian	The Same Item Adds +1 To Curses (Necromancer Only)
Target Item <u>Anvil Stone</u> <u>Blackmoor</u> Chipped Emerald	The Same Item Adds +1 To Poison & Bone (Necromancer Only)
Target Item <u>Anvil Stone</u> <u>Blackmoor</u> Chipped Skull	The Same Item Adds +1 To Summoning (Necromancer Only)
Target Item <u>Anvil Stone</u> <u>Holy Symbol</u> Chipped Obsidian	The Same Item Adds +1 To Combat Skills (Paladin Only)
Target Item <u>Anvil Stone</u> <u>Holy Symbol</u> Chipped Amethyst	The Same Item Adds +1 To Offensive Auras (Paladin Only)

Target Item Anvil Stone Holy Symbol Chipped Diamond	The Same Item Adds +1 To Defensive Auras (Paladin Only)
Target Item Anvil Stone Crushed Gem Chipped Ruby	The Same Item Adds +1 To Fire Spells (Sorceress Only)
Target Item Anvil Stone Crushed Gem Chipped Topaz	The Same Item Adds +1 To Lightning Spells (Sorceress Only)
Target Item Anvil Stone Crushed Gem Chipped Sapphire	The Same Item Adds +1 To Cold Spells (Sorceress Only)
Stat Forging (Jewel)	
Input	Output
Magic/Rare Jewel Anvil Stone Chipped Emerald	The Same Item 15% Better Chance of Getting Magic Item
Magic/Rare Jewel Anvil Stone Chipped Ruby	The Same Item 15% Increased Attack Speed
Magic/Rare Jewel Anvil Stone Chipped Amethyst	The Same Item 9% Chance of Crushing Blow
Magic/Rare Jewel Anvil Stone Chipped Topaz	The Same Item Increase Max Life 12%
Magic/Rare Jewel Anvil Stone Chipped Skull	The Same Item 15% Faster Cast Rate
Magic/Rare Jewel Anvil Stone Chipped Diamond	The Same Item All Resistances +12
Magic/Rare Jewel Anvil Stone Chipped Sapphire	The Same Item Increase Max Mana 12%
Rune Forging (Jewel)	
Input	Output
Magic/Rare Jewel 2 Same Runes (up to O rune) Chipped Gem Scroll of Town Portal	The Same Item Adds 2/3 to Full Weapon Mods of the Rune Scroll of Town Portal
Magic/Rare Jewel 2 Same Runes (up to O rune) Chipped Gem Scroll of Identify	The Same Item Adds 2/3 to Full Helm Mods of the Rune Scroll of Identify

Merc Only Conversion

This recipe is added to encourage players to use other items than Mercenary Sets.
Stackable with a Forging, and also accepts unforgeable items (Runeworded items, etc).
Runeworded items must be unsocketed before you apply/remove Merc Only Conversion.
Merc Only Conversion directly applied to a Runeworded item in older versions is lost
when you remove the runes, and the materials aren't refunded. Sorry for the restriction.

Input	Output
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property Anvil Stone Perfect Obsidian	The Same Item +1 To All Skills Damage Reduced by 8% Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property Anvil Stone Perfect Ruby	The Same Item +1 To All Skills +12% To Fire Skill Damage Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property Anvil Stone Perfect Sapphire	The Same Item +1 To All Skills +12% To Cold Skill Damage Adds (merc only) property
Any Bow/Spear/Pole/Sword/Helm/Torso with no (merc only) property Anvil Stone Perfect Topaz	The Same Item +1 To All Skills +12% To Lightning Skill Damage Adds (merc only) property
Any Bow/Helm/Torso with no (merc only) property Anvil Stone Perfect Diamond	The Same Item +1 To All Skills Piercing Attack 12% Adds (merc only) property
Any Shield with no (merc only) property Anvil Stone Perfect Diamond	The Same Item +1 To Fire Mastery +1 To Cold Mastery +1 To Lightning Mastery Adds (merc only) property
Converted Item 3 Antidote Potions	The Same Item Removes Merc Only Converison Underlined Material(s)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

D-Stoning

D-Stoning can also be applied to unforgeable items like Runeworded items.
D-Stoning can't be removed, so please apply it carefully. (Is the input correct? Is the cap ok?)

D-Stoning Runeworded Items

D-Stoning applied to a white item **after making a Runeword is lost** when you remove the Runes.
D-Stoning applied to a white item **before making a Runeword remains** when you remove the Runes.
(Please also see the caution of Secret Recipe 50.)

Fail-Safe Features

D-Stoning doesn't work if the property on the target item has reached the cap.
(Please unsocket the socketbles if the recipe doesn't calculate the cap correctly.)
Enhanced Damage on a weapon can go beyond the cap. Please watch it by yourself!)
D-Stoning doesn't work if the target is elite and has +58 level req penalty or more.
D-Stoning doesn't work if the target is exceptional and has +79 level req penalty or more.
D-Stoning doesn't work if the target is normal or jewelry and has +99 level req penalty or more.

D-Stoning Weapon

Input	Output
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Any Weapon Spider's Silk	The Same Item 6% Bonus To Attack Rating Level Requirement +2 (Capped at 500%)
Any Weapon Spider's Silk Key	The Same Item +2-5% To Poison Skill Damage* Level Requirement +2 (Capped at 400%) Key
Any Weapon Spider's Silk Stamina Potion	The Same Item 3% Picercing Attack Level Requirement +2 (Capped at 100%) Stamina Potion
Any Weapon Dragon Stone	The Same Item 5% Increased Attack Speed Level Requirement +2 (Capped at 120%)
Any Weapon Dragon Stone Key	The Same Item +2-5% To Fire Skill Damage* Level Requirement +2 (Capped at 400%) Key
Any Weapon Dragon Stone Stamina Potion	The Same Item 4% Chance of Open Wounds Level Requirement +2 (Capped at 100%) Stamina Potion
Any Weapon Forging Hammer	The Same Item +12% Enhanced Damage Level Requirement +2 (Capped at 900%)
Any Weapon Forging Hammer Key	The Same Item 3% Chance of Crushing Blow Level Requirement +2 (Capped at 100%) Key
Any Weapon Forging Hammer Stamina Potion	The Same Item +1.5-4% To <u>Wind Skill Damage</u> * Level Requirement +2 (Capped at 300) Stamina Potion
Any Weapon Tyranium Ore	The Same Item Increase Max Life 4% Level Requirement +2 (Capped at 60%)
Any Weapon Tyranium Ore Key	The Same Item +2-5% To Lightning Skill Damage* Level Requirement +2 (Capped at 400%) Key
Any Weapon Tyranium Ore Stamina Potion	The Same Item 2% Life Stolen Per Hit Level Requirement +2 (Capped at 60%) Stamina Potion

Any Weapon Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +2 (Capped at 120%)
Any Weapon Blackmoor Key	The Same Item +3 Mana After Each Kill Level Requirement +2 (Capped at 150%) Key
Any Weapon Blackmoor Stamina Potion	The Same Item +1.5-4% To <u>Magic Skill Damage*</u> Level Requirement +2 (Capped at 300) Stamina Potion
Any Weapon Holy Symbol	The Same Item +16% Damage To Undead +16% Damage To Demons Level Requirement +2 (Capped at 500%)
Any Weapon Holy Symbol Key	The Same Item 3% Deadly Strike Level Requirement +2 (Capped at 100%) Key
Any Weapon Holy Symbol Stamina Potion	The Same Item Requirements -5% Level Requirement +2 (Capped at -100%) Stamina Potion
Any Weapon Crushed Gem	The Same Item Increase Max Mana 4% Level Requirement +2 (Capped at 60%)
Any Weapon Crushed Gem Key	The Same Item +2-5% To Cold Skill Damage* Level Requirement +2 (Capped at 400%) Key
Any Weapon Crushed Gem Stamina Potion	The Same Item 2% Mana Stolen Per Hit Level Requirement +2 (Capped at 60%) Stamina Potion

*Skill Damage per D-Stoning	Fire / Cold/ Lightning / Poison	Magic / Wind
2H Melee Weapons (Elite)	+5	+4
2H Melee Weapons (Exceptional)	+4	+3
2H Melee Weapons (Normal)	+3	+2
Other Weapons (Elite)	+4	+2.5
Other Weapons (Exceptional)	+3	+2
Other Weapons (Normal)	+2	+1.5
(+0.5 isn't displayed and has no effect, but adding +0.5 twice adds +1.)		

D-Stoning Torso/Helm/Shield

Input	Output
Any Torso/Helm/Shield Spider's Silk	The Same Item 6% Better Chance of Getting Magic Item Level Requirement +3 (Capped at 400%)
Any Torso/Helm/Shield Spider's Silk Key	The Same Item +4 To Dexterity Level Requirement +3 (Capped at 200) Key
Any Torso/Helm/Shield Dragon Stone	The Same Item 5% Increased Attack Speed Level Requirement +3 (Capped at 120%)
Any Torso/Helm/Shield Dragon Stone Key	The Same Item 5% Faster Hit Recovery Level Requirement +3 (Capped at 120%) Key
Any Torso/Helm/Shield Forging Hammer	The Same Item +8% Enhanced Defense Level Requirement +3 (Capped at 900%)
Any Torso/Helm/Shield Forging Hammer Key	The Same Item +4 To Strength Level Requirement +3 (Capped at 200) Key
Any Torso/Helm/Shield Tyranium Ore	The Same Item Increase Max Life 4% Level Requirement +3 (Capped at 60%)
Any Torso/Helm/Shield Tyranium Ore Key	The Same Item +16 To Life Level Requirement +3 (Capped at 200) Key
Any Torso/Helm/Shield Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +3 (Capped at 120%)
Any Torso/Helm/Shield Blackmoor Key	The Same Item 6% Damage Taken Goes to Mana Level Requirement +3 (Capped at 150%) Key
Any Torso/Helm/Shield Blackmoor Stamina Potion	The Same Item -2 To Light Radius (You can reduce Light Radius to zero with Magic Eraser for free) Level Requirement +3 (Capped at -5, Also see here) Stamina Potion

Any Torso/Helm/Shield Holy Symbol	The Same Item All Resistances +4 Level Requirement +3 (Capped at 150)
Any Torso/Helm/Shield Holy Symbol Key	The Same Item Requirement -4% Level Requirement +3 (Capped at -100) Key
Any Torso/Helm/Shield Holy Symbol Stamina Potion	The Same Item +2 To Light Radius Level Requirement +3 (Capped at +11, Also see here) Stamina Potion
Any Torso/Helm/Shield Crushed Gem	The Same Item Increase Max Mana 4% Level Requirement +3 (Capped at 60%)
Any Torso/Helm/Shield Crushed Gem Key	The Same Item +16 To Mana Level Requirement +3 (Capped at 200) Key
D-Stoning Gloves/Belt/Boots	
Input	Output
Any Gloves/Belt/Boots Spider's Silk	The Same Item 6% Better Chance of Getting Magic Item Level Requirement +4 (Capped at 400%)
Any Gloves/Belt/Boots Spider's Silk Key	The Same Item +4 To Dexterity Level Requirement +4 (Capped at 200) Key
Any Gloves/Belt/Boots Dragon Stone	The Same Item 5% Increased Attack Speed Level Requirement +4 (Capped at 120%)
Any Gloves/Belt/Boots Dragon Stone Key	The Same Item 5% Faster Hit Recovery Level Requirement +4 (Capped at 120%) Key
Any Gloves/Belt/Boots Forging Hammer	The Same Item +8% Enhanced Defense Level Requirement +4 (Capped at 900%)
Any Gloves/Belt/Boots Forging Hammer Key	The Same Item +4 To Strength Level Requirement +4 (Capped at 200) Key

Any Gloves/Belt/Boots Tyranium Ore	The Same Item Increase Max Life 4% Level Requirement +4 (Capped at 60%)
Any Gloves/Belt/Boots Tyranium Ore Key	The Same Item +16 To Life Level Requirement +4 (Capped at 200) Key
Any Gloves/Belt/Boots Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +4 (Capped at 120%)
Any Gloves/Belt/Boots Blackmoor Key	The Same Item 6% Damage Taken Goes to Mana Level Requirement +4 (Capped at 150%) Key
Any Gloves/Belt/Boots Blackmoor Stamina Potion	The Same Item -2 To Light Radius Level Requirement +4 (Capped at -5, Also see here) Stamina Potion
Any Gloves/Belt/Boots Holy Symbol	The Same Item All Resistances +4 Level Requirement +4 (Capped at 150)
Any Gloves/Belt/Boots Holy Symbol Key	The Same Item Requirement -4% Level Requirement +4 (Capped at -100) Key
Any Gloves/Belt/Boots Holy Symbol Stamina Potion	The Same Item +2 To Light Radius Level Requirement +4 (Capped at 11, Also see here) Stamina Potion
Any Gloves/Belt/Boots Crushed Gem	The Same Item Increase Max Mana 4% Level Requirement +4 (Capped at 60%)
Any Gloves/Belt/Boots Crushed Gem Key	The Same Item +16 To Mana Level Requirement +4 (Capped at 200) Key
D-Stoning Ring/Amulet	
Input	Output
Any Ring/Amulet Spider's Silk	The Same Item 3% Piercing Attack Level Requirement +4 (Capped at 100%)

Any Ring/Amulet Spider's Silk Key	The Same Item 30 To Attack Rating Level Requirement +4 (Capped at 2000) Key
Any Ring/Amulet Spider's Silk Stamina Potion	The Same Item 6% Better Chance of Getting Magic Item Level Requirement +4 Stamina Potion (Capped at 400%)
Any Ring/Amulet Dragon Stone	The Same Item 3% Deadly Strike Level Requirement +4 (Capped at 100%)
Any Ring/Amulet Dragon Stone Key	The Same Item 5% Increased Attack Speed Level Requirement +4 (Capped at 120%) Key
Any Ring/Amulet Dragon Stone Stamina Potion	The Same Item 4% Chance of Open Wounds Level Requirement +4 Stamina Potion (Capped at 100%)
Any Ring/Amulet Forging Hammer	The Same Item 3% Chance of Crushing Blow Level Requirement +4 (Capped at 100%)
Any Ring/Amulet Forging Hammer Key	The Same Item 5% Faster Run/Walk Level Requirement +4 (Capped at 120%) Key
Any Ring/Amulet Forging Hammer Stamina Potion	The Same Item 10% Extra Gold From Monsters Level Requirement +4 Stamina Potion (Capped at 400%)
Any Ring/Amulet Tyranium Ore	The Same Item 2% Life Stolen Per Hit Level Requirement +4 (Capped at 60%)
Any Ring/Amulet Tyranium Ore Key	The Same Item Increase Max Life 4% Level Requirement +4 (Capped at 60%) Key
Any Ring/Amulet Tyranium Ore Stamina Potion	The Same Item Replenish Life +3 Level Requirement +4 Stamina Potion (Capped at 60%)
Any Ring/Amulet Blackmoor	The Same Item 5% Faster Cast Rate Level Requirement +4 (Capped at 120%)

Any Ring/Amulet Blackmoor Key	The Same Item 3 Mana After Each Kill Level Requirement +4 (Capped at 60) Key
Any Ring/Amulet Blackmoor Stamina Potion	The Same Item Magic Damage Reduced By 2 Level Requirement +4 Stamina Potion (Capped at 40)
Any Ring/Amulet Holy Symbol	The Same Item All Resistances +4 Level Requirement +4 (Capped at 150)
Any Ring/Amulet Holy Symbol Key	The Same Item 5% Faster Hit Recovery Level Requirement +4 (Capped at 120%) Key
Any Ring/Amulet Holy Symbol Stamina Potion	The Same Item Damage Reduced By 2 Level Requirement +4 Stamina Potion (Capped at 40)
Any Ring/Amulet Crushed Gem	The Same Item 2% Mana Stolen Per Hit Level Requirement +4 (Capped at 60%)
Any Ring/Amulet Crushed Gem Key	The Same Item Increase Max Mana 4% Level Requirement +4 (Capped at 60%) Key
Any Ring/Amulet Crushed Gem Stamina Potion	The Same Item Regenerate Mana +9% Level Requirement +4 Stamina Potion (Capped at 400%)
Gem Melding	
Input	Output
Any Wand/Staff/Orb Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Helm Bonus (P-Gem determines the color) Level Requirement +2
Any Other Weapon Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Weapon Bonus (P-Gem determines the color) Level Requirement +2
Any Gloves Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Weapon Bonus (P-Gem determines the color) Level Requirement +4

Any Torso/Shield Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Armor Bonus (P-Gem determines the color) Level Requirement +3
Any Belt Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Armor Bonus (P-Gem determines the color) Level Requirement +4
Any Helm Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Helm Bonus (P-Gem determines the color) Level Requirement +3
Any Boots Perfect Gem 3 Ancient Decipherers	The Same Item Adds Chipped Gem's Helm Bonus (P-Gem determines the color) Level Requirement +4

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Tinkering	
All items are generated with invisible 20-30 Tinkering points as an inherit property. Each Tinkering recipe consumes some Tinkering point(s). If an item doesn't accept a Tinkering, it means the remaining Tinkering point is not enough for that recipe.	
Input	Output
Any Weapon/Armor 3 Hearts (1 Tinkering point)	The Same Item +1 To Life (Capped at 479)
Any Weapon/Armor 3 Souls (1 Tinkering point)	The Same Item +1 To Mana (Capped at 223)
Any Weapon/Armor Fang (1 Tinkering point)	The Same Item Adds 1-3 Fire Damage (Capped at 1023)
Any Weapon/Armor Horn (1 Tinkering point)	The Same Item Adds 1-3 Lightning Damage (Capped at 1023)
Any Weapon/Armor Spleen (1 Tinkering point)	The Same Item Adds 1-2 Cold Damage 0.2 Sec Duration (Capped at 1023)
Any Weapon/Armor Tail (1 Tinkering point)	The Same Item Adds 1-2 Magic Damage (Capped at 1023)
Any Weapon/Armor 2 Jawbones (2 Tinkering points)	The Same Item Replenish Life +1 (Capped at 60)
Any Weapon/Armor Scalp (1 Tinkering point)	The Same Item Regenerate Mana 2% (Capped at 400)
Any Weapon/Armor Quill (1 Tinkering point)	The Same Item Attacker Takes Damage of 5 (Capped at 1000)

Any Weapon/Armor Griswold's Hand (3 Tinkering points)	The Same Item +1 To Max Damage (Capped at 50) *When you give +50 Min Damage and +50 Max Damage to an item, the Max Damage disappears due to a bug of D2.
Any Weapon/Armor Treehead Woodfist's Arm (3 Tinkering points)	The Same Item +5% Damage To Demons (Capped at 500)
Any Weapon/Armor Radament's Head (3 Tinkering points)	The Same Item +5% Damage To Undead (Capped at 500)
Any Weapon/Armor Hephasto's Hand (3 Tinkering points)	The Same Item +1 to Min Damage (Capped at 50) *When you give +50 Min Damage and +50 Max Damage to an item, the Max Damage disappears due to a bug of D2.

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

<div>Base Upgrades/Changes</div> <div>You can't reroll Unique/Set Items after base upgrade. You can't convert Convertible Set Items after base upgrade. Because Base Upgrade hardly increases the defense of Ethereal Armor due to the bug of LoD, Base Upgrade recipe no longer accepts Ethereal Armor to avoid spoiling the target item. Use Special Upgrade Recipes for Mercenary Sets, which are cheaper and better.</div>	
Input	Output
Normal Unique/Set Weapon Ki Rune (8) A Rune (12) 3 Blemished Gems	Upgraded To Exceptional
Normal Unique/Set Torso Yo Rune (7) Tsu Rune (13) 3 Blemished Gems	Upgraded To Exceptional
Normal Unique/Set Helm/Shield Yo Rune (7) Tsu Rune (13) 2 Blemished Gems	Upgraded To Exceptional
Normal Unique/Set Gloves/Belt/Boots Yo Rune (7) Tsu Rune (13) Blemished Gem	Upgraded To Exceptional
Exceptional Unique Weapon O Rune (21) Me Rune (23) 3 Perfect Gems	Upgraded To Elite
Exceptional Unique/Set Torso Ra Rune (20) Ru Rune (24) 3 Perfect Gems	Upgraded To Elite
Exceptional Unique/Set Helm/Shield Ra Rune (20) Ru Rune (24) 2 Perfect Gems	Upgraded To Elite

Exceptional Unique/Set Gloves/Belt/Boots Ra Rune (20) Ru Rune (24) Perfect Gem	Upgraded To Elite
Normal Crafted/Rare/Magic Weapon Ri Rune (9) Ya Rune (11) 3 Flawless Gems	Upgraded To Exceptional
Normal Crafted/Rare/Magic Torso Ki Rune (8) Mi Rune (10) 3 Flawless Gems	Upgraded To Exceptional
Normal Crafted/Rare/Magic Helm/Shield Ki Rune (8) Mi Rune (10) 2 Flawless Gems	Upgraded To Exceptional
Normal Crafted/Rare/Magic Gloves/Belt/Boots Ki Rune (8) Mi Rune (10) Flawless Gem	Upgraded To Exceptional
Exceptional Crafted/Rare/Magic Weapon Ko Rune (19) Ho Rune (22) 3 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Torso E Rune (18) O Rune (21) 3 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Helm/Shield E Rune (18) O Rune (21) 2 Blemished Gems	Upgraded To Elite
Exceptional Crafted/Rare/Magic Gloves/Belt/Boots E Rune (18) O Rune (21) Blemished Gem	Upgraded To Elite
Any Sash Stamina Potion	Upgraded To Belt
Any Light Belt Stamina Potion	Upgraded To Belt
Non-White Cap Family Ancient Decipherer Magic Ring	Converted To Hachigane Family
Non-White Skull Cap Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +100%
Non-White Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +140%
Non-White Full Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +170%

Non-White Great Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +200%
Non-White Mask Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +150%
Non-White Crown Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +200%
Non-White Bone Helm Family Ancient Decipherer Magic Ring	Converted To Hachigane Family Requirement +170%

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Socket Recipes	
The number of sockets can't exceed the max sockets of the base item. The items dropped in Normal and NM Act 1 can't have the max sockets in some cases. You can't change the number of existing sockets.	
Input	Output
Yegg's Firedagger* Any Healing Potion (*Unique Dagger. You can get ones by gambling with a low level character)	Socket Donut
Normal/Superior Weapon/Armor (Normal) 1-6 Normal Gems Socket Donut	Normal Item of the Same Type* (ilvl = previous ilvl) Gem Socket (1-6, the # of Gems) (*Ethereality and Superiority are lost. Please also see Secret Recipe 16 and 17)
Normal/Superior Weapon/Armor (Exceptional) 1-6 Flawless Gems Socket Donut	Normal Item of the Same Type* (ilvl = previous ilvl) Gem Socket (1-6, the # of Gems) (*Ethereality and Superiority are lost. Please also see Secret Recipe 16 and 17)
Normal/Superior Weapon/Armor (Elite) 1-6 Blemished Gems Socket Donut	Normal Item of the Same Type* (ilvl = previous ilvl) Gem Socket (1-6, the # of Gems) (*Ethereality and Superiority are lost. Please also see Secret Recipe 16 and 17)
Magic Weapon/Armor (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (3)
Magic Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (3)
Magic Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (3)
Rare Weapon/Torso/Helm/Shield (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (2)
Rare Weapon/Torso/Helm/Shield (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (2)

Rare Weapon/Torso/Helm/Shield (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (2)
Rare Gloves/Belt/Boots (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Rare Gloves/Belt/Boots (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Rare Gloves/Belt/Boots (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Craft Weapon/Torso/Helm/Shield (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (2)
Craft Weapon/Torso/Helm/Shield (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (2)
Craft Weapon/Torso/Helm/Shield (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (2)
Craft Gloves/Belt/Boots (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Craft Gloves/Belt/Boots (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Craft Gloves/Belt/Boots (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Set Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Normal) Flawless Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Exceptional) Blemished Gem Socket Donut	The Same Item Gem Socket (1)
Unique Weapon/Armor (Elite) Perfect Gem Socket Donut	The Same Item Gem Socket (1)
Veteran's Odd Charm 1 Perfect Gem Socket Donut	The Same Item Adds Gem Socket (1)* (*Max Socket is 3. Gem type is Helm. Runewords must be unsocketed first)

3 Socket Veteran's Odd Charm Thawing Potion	Resets the socket number and skill bonus 2 Perfect Gems (Socketables must be unsocketed first)
2 Socket Veteran's Odd Charm Thawing Potion	Resets the socket number and skill bonus Perfect Gem (Socketables must be unsocketed first)
Normal Arrow/Bolt Flawless Gem Socket Donut	The Same Item Gem Socket (1)* Socket Donut (*Gem type is Weapon. Socketed quivers don't show the quantity due to a bug of D2)
Magic Arrow/Bolt Blemished Gem Socket Donut	The Same Item Gem Socket (1)* Socket Donut (*Gem type is Weapon. Socketed quivers don't show the quantity due to a bug of D2)
Any Item with Socketable(s) Key	The Same Item with Empty Socket(s) All Socketable(s) Key (This recipe automatically identifies the target. This isn't an intended behavior but can't be fixed)

[Misc] [Gem/Rune] [Relic] [Material] [Nor] [Mag/Rare] [Uni] [Set] [OldCraft] [NewCraft] [Ring/Amu] [Charm] [Jewel] [Quiver] [Forging] [D-Stone]
[Tinker] [BaseUp] [Soc] [Secret]

Secret Recipes	
All the recipes now requires the Ancient Scroll itself, as one of the input. (After cubing the scroll will be returned) Even if you've read this page, you don't know the recipe in the game until you find the scroll. :)	
Input	Output
Secret Recipe 01	
Cookbook Steak Ancient Scroll 1	Elixir Ancient Scroll 1
Secret Recipe 02	
Magic Weapon 5 Chipped Obsidians Forging Hammer Ancient Scroll 2	Normal Item of the Same Type (ilvl=previous ilvl) Ancient Scroll 2
Secret Recipe 03	
Magic Armor 5 Chipped Diamonds Forging Hammer Ancient Scroll 3	Normal Item of the Same Type (ilvl=previous ilvl) Ancient Scroll 3
Secret Recipe 04	
Crafted Weapon/Armor (Normal) 2 Perfect Gems Dragon Stone Forging Hammer Ancient Scroll 4	Unique Item of the Same Type (ilvl = 99) Ancient Scroll 4
Secret Recipe 05	

Crafted Weapon/Armor (Normal) 2 Perfect Gems Dragon Stone Forging Hammer Ancient Scroll 5	Set Item of the Same Type (ilvl = 99) Ancient Scroll 5
Secret Recipe 06	
Crafted Ring/Amulet 2 Perfect Gems Dragon Stone Forging Hammer Ancient Scroll 6	Unique Item of the Same Type (ilvl = 99) Ancient Scroll 6
Secret Recipe 07	
Crafted Ring/Amulet Perfect Gem* (*Requires 2 Perfect Gems in the current version. This will be fixed in R4G) Dragon Stone Forging Hammer Ancient Scroll 7	Set Item of the Same Type (ilvl = 99) Ancient Scroll 7
Secret Recipe 08	
Magic/Rare/Set/Unique Weapon 5 Player's Ears 10 Souls Ancient Scroll 8	The Same Item +5% to Experience Gained** (**Added as a Forging Mod) Ancient Scroll 8
Secret Recipe 09	
Magic/Rare/Set/Unique Weapon 5 Player's Ears 10 Hearts Ancient Scroll 9	The Same Item 66% Extra Gold From Monsters** (**Added as a Forging Mod) Ancient Scroll 9
Secret Recipe 10	
3 Brains 2 Player's Ears 5 Souls Ancient Scroll 10	Rare Amulet (ilvl=char level) +1-5% to Experience Gained Ancient Scroll 10
Secret Recipe 11	
3 Eyes 2 Player's Ears 5 Hearts Ancient Scroll 11	Rare Ring (ilvl=char level) 1-66% Extra Gold From Monsters Ancient Scroll 11
Secret Recipe 12	
Magic/Rare/Crafted Ring Any Jewel Elixir Eye Ancient Scroll 12	The Same Item Gem Socket (1) Ancient Scroll 12
Secret Recipe 13	
Magic/Rare/Crafted Amulet Any Jewel Elixir Brain Ancient Scroll 13	The Same Item Gem Socket (1) Ancient Scroll 13
Secret Recipe 14	

2 Dragon Stones Ancient Scroll 14	Perfect Ruby Ancient Scroll 14
2 Tyranium Ores Ancient Scroll 14	Perfect Topaz Ancient Scroll 14
2 Crushed Gems Ancient Scroll 14	Perfect Sapphire Ancient Scroll 14
2 Spider's Silks Ancient Scroll 14	Perfect Emerald Ancient Scroll 14
2 Forging Hammers Ancient Scroll 14	Perfect Amethyst Ancient Scroll 14
2 Holy Symbols Ancient Scroll 14	Perfect Diamond Ancient Scroll 14
2 Blacksoors Ancient Scroll 14	Perfect Skull Ancient Scroll 14
Secret Recipe 15	
Tyranium Ore Blackmoor Forging Hammer Ancient Scroll 15	E Rune (18) Ancient Scroll 15
Secret Recipe 16	
Normal/Superior Weapon (Normal) 1-6 Flawless Gems Socket Donut Ancient Scroll 16	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 16
Normal/Superior Weapon (Exceptional) 1-6 Blemished Gems Socket Donut Ancient Scroll 16	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 16
Normal/Superior Weapon(Elite) 1-6 Perfect Gems Socket Donut Ancient Scroll 16	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 16
Secret Recipe 17	
Normal/Superior Armor (Normal) 1-6 Flawless Gems Socket Donut Ancient Scroll 17	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 17
Normal/Superior Armor (Exceptional) 1-6 Blemished Gems Socket Donut Ancient Scroll 17	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 17
Normal/Superior Armor (Elite) 1-6 Perfect Gems Socket Donut Ancient Scroll 17	The Same Item Gem Socket (1-6, the # of Gems) Ancient Scroll 17
Secret Recipe 18	
Magic Boots Forging Hammer Spider's Silk Cookbook Ancient Scroll 18	The Same Item 10% Faster Run/Walk (Capped at 120%) Ancient Scroll 18

Secret Recipe 19	
Magic Shield Forging Hammer Holy Symbol Cookbook Ancient Scroll 19	The Same Item 10% Faster Block Rate (Capped at 120%) Ancient Scroll 19
Secret Recipe 20	
Magic Weapon Forging Hammer Dragon Stone Cookbook Ancient Scroll 20	The Same Item 10% Increased Attack Speed (Capped at 120%) Ancient Scroll 20
Secret Recipe 21	
Magic Gloves Forging Hammer Blackmoor Cookbook Ancient Scroll 21	The Same Item 10% Faster Cast Rate (Capped at 120%) Ancient Scroll 21
Secret Recipe 22	
Ethereal Magic Weapon/Armor (Crystal Sword/Crystal Boots family excluded) 2 Blemished Gems Ancient Scroll 22	Ethereal Magic Item of the Same Type (ilvl = previous ilvl) Ancient Scroll 22
Secret Recipe 23	
Ethereal Rare Weapon/Armor (Crystal Sword/Crystal Boots family excluded) 2 Perfect Gems Ancient Scroll 23	Ethereal Rare Item of the Same Type (ilvl = previous ilvl) Ancient Scroll 23
Secret Recipe 24	
Crafted Weapon/Armor (Exceptional) 4 Perfect Gems 2 Dragon Stones 2 Forging Hammers Ancient Scroll 24	Unique Item of the Same Type (ilvl = 99) Ancient Scroll 24
Secret Recipe 25	
Crafted Weapon/Armor (Exceptional) 4 Perfect Gems 2 Dragon Stoness 2 Forging Hammers Ancient Scroll 25	Set Item of the Same Type (ilvl = 99) Ancient Scroll 25
Secret Recipe 26	
16 Dragon Stones 16 Perfect Gems Ancient Scroll 26	Maple Leaf Ancient Scroll 26
Multi Stocker 12 Perfect Gems Ancient Scroll 26	Multi Stocker Converts 4 Anvil Stone points into a Maple Leaf point Ancient Scroll 26
Secret Recipe 27	

7 Magic Charms of the Same Type Ancient Scroll 27	Rare Charm of the Same Type (ilvl = char level) Ancient Scroll 27
Secret Recipe 28	
Rare Charm 4 Blemished Gems (You can use a Gem Can instead. The selected Gem Points are used) Ancient Scroll 28	Rare Charm of the Same Type (ilvl = char level) Ancient Scroll 28
Secret Recipe 29	
3 Unique Rings/Amulets* (*Can be mixed) Ancient Scroll 29	Rare Jewel (ilvl = char level) Ancient Scroll 29
Secret Recipe 30	
7 Rare Jewels Ancient Scroll 30	Unique Jewel (ilvl = char level) Ancient Scroll 30
Secret Recipe 31	
Rare Belt* (*With no level requirement penalty) Elixir Ancient Scroll 31	Rare Gloves of the Same Mods Ancient Scroll 31
Unique/Set Belt* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 31	Unique/Set Gloves of the Same Mods Ancient Scroll 31
Secret Recipe 32	
Rare Boots* (*With no level requirement penalty) Elixir Ancient Scroll 32	Rare Gloves of the Same Mods Ancient Scroll 32
Unique/Set Boots* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 32	Unique/Set Gloves of the Same Mods Ancient Scroll 32
Secret Recipe 33	
Rare Gloves* (*With no level requirement penalty) Elixir Ancient Scroll 33	Rare Belt of the Same Mods Ancient Scroll 33
Unique/Set Gloves* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 33	Unique/Set Belt of the Same Mods Ancient Scroll 33
Secret Recipe 34	
Rare Boots* (*With no level requirement penalty) Elixir Ancient Scroll 34	Rare Belt of the Same Mods Ancient Scroll 34

Unique/Set Boots* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 34	Unique/Set Belt of the Same Mods Ancient Scroll 34
Secret Recipe 35	
Rare Gloves* (*With no level requirement penalty) Elixir Ancient Scroll 35	Rare Boots of the Same Mods Ancient Scroll 35
Unique/Set Gloves* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 35	Unique/Set Boots of the Same Mods Ancient Scroll 35
Secret Recipe 36	
Rare Belt* (*With no level requirement penalty) Elixir Ancient Scroll 36	Rare Boots of the Same Mods Ancient Scroll 36
Unique/Set Belt* (*With no level requirement penalty) 2 Elixirs Ancient Scroll 36	Unique/Set Boots of the Same Mods Ancient Scroll 36
Secret Recipe 37	
Any Non Ethereal Weapon/Armor Tyranium Ore Elixir Ancient Scroll 37	The Same Item Repairs 1 Durability In 20 Sec Ancient Scroll 37
Secret Recipe 38	
Any Weapon Holy Symbol Elixir Ancient Scroll 38	The Same Item Slain Monsters Rest In Peace Ancient Scroll 38
Secret Recipe 39	
Plague's Last Arrowhead (Unique Amazon Amulet) 3 Holy Symbols Ancient Scroll 39	Green Aura Stone (Annihilation) Ancient Scroll 39
Dweia's Revenge (Unique Assassin Amulet) 3 Holy Symbols Ancient Scroll 39	Red Aura Stone (Concentration) Ancient Scroll 39
Smaqdown's Painful Pride (Unique Barbarian Amulet) 3 Holy Symbols Ancient Scroll 39	Violet Aura Stone (Defiance) Ancient Scroll 39
Yagul's Bloody Rage (Unique Druid Amulet) 3 Holy Symbols Ancient Scroll 39	Yellow Aura Stone (Vigor) Ancient Scroll 39
The Cursed Doughnut (Unique Necromancer Amulet) 3 Holy Symbols Ancient Scroll 39	Black Aura Stone (Thorns) Ancient Scroll 39

BlackKnight's Holy Signet (Unique Paladin Amulet) 3 Holy Symbols Ancient Scroll 39	White Aura Stone (Cleansing) Ancient Scroll 39
The Mistress' Leather Collar (Unique Sorceress Amulet) 3 Holy Symbols Ancient Scroll 39	Blue Aura Stone (Meditation) Ancient Scroll 39
Secret Recipe 40	
14 Devil's Foods (You can use a Rerolling Orb instead. 70 Devil's Food points are used) Ancient Scroll 40	Maple Leaf Ancient Scroll 40
Secret Recipe 41	
Set Ring Unique Jewel Elixir Eye Ancient Scroll 41	The Same Item Gem Socket (1) Ancient Scroll 41
Secret Recipe 42	
Set Amulet Unique Jewel Elixir Brain Ancient Scroll 42	The Same Item Gem Socket (1) Ancient Scroll 42
Secret Recipe 43	
Unique Ring Unique Jewel Elixir Eye Ancient Scroll 43	The Same Item Gem Socket (1) Ancient Scroll 43
Secret Recipe 44	
Unique Amulet Unique Jewel Elixir Brain Ancient Scroll 44	The Same Item Gem Socket (1) Ancient Scroll 44
Secret Recipe 45	
Magic Small Charm 2 Magic Jewels 2 Elixirs 2 Steaks Ancient Scroll 45	Magic Square Charm of the Same Mods Gem Socket (1) Ancient Scroll 45
Secret Recipe 46	
Magic Grand Charm 2 Magic Jewels 2 Elixirs 2 Steaks Ancient Scroll 46	Magic Odd Charm of the Same Mods Gem Socket (1) Ancient Scroll 46
Secret Recipe 47	

Unique Small Charm 2 Unique Jewels 2 Elixirs 2 Steaks Ancient Scroll 47	Unique Square Charm of the Same Mods Gem Socket (1) Ancient Scroll 47
Secret Recipe 48	
Unique Grand/Odd Charm 2 Unique Jewels 2 Elixirs 2 Steaks Ancient Scroll 48	Unique Odd Charm of the Same Mods Gem Socket (1) Ancient Scroll 48
Secret Recipe 49	
Noob's Odd Charm 7 Rare Charms Elixir Maple Leaf Ancient Scroll 49	Veteran's Odd Charm (White Odd Charm that can have up to 3 sockets and +1 Skill Bonus to any skill. You can carry only one of Noob's Odd Charm or Veteran's.) Gem Socket (1) Ancient Scroll 49
Secret Recipe 50	
Any Weapon with Level Req Penalty Maple Leaf Sa Rune (r15) Ancient Scroll 50	The Same Item Removes Level Req Penalty by 1 Ancient Scroll 50
Any Armor/Ring/Amulet with Level Req Penalty Maple Leaf Sa Rune (r15) Ancient Scroll 50	The Same Item Removes Level Req Penalty by 2 Ancient Scroll 50

CAUTION

If you applied D-Stoning before making a Runeword, you need to remove the runes before removing the penalty added by such D-Stoning, or you'll lose the materials for nothing.

If you applied D-Stoning after making a Runeword, you don't need to remove the runes.

D-Stoning applied after making a Runeword is lost when you remove the runes.

The penalty added by that D-Stoning is also removed at that time.

Eastern Sun 3.00 Maps

ES 3.00 R6C and later

by tsuru (tsurumurasaki)

[\[Top\]](#) [\[Japanese\]](#) [\[Armor\]](#) [\[Weapons\]](#) [\[Prefixes\]](#) [\[Suffixes\]](#) [\[Ilvl\]](#) [\[Uni Armor\]](#) [\[Uni Weapons\]](#) [\[Sets\]](#) [\[Gems/Runes\]](#) [\[Runewords\]](#) [\[Gemwords\]](#)
[\[Recipes\]](#) [\[Maps\]](#)

Teleport Restrictions

Forgotten Tower Level 5	No Teleport across the walls
Catacomb Level 4	No Teleport across the walls
Hall of the Dead Level 2	No Teleport across the walls
Durance of Hate Level 3	No Teleport across the walls
Chaos Sanctuary	No Teleport across the walls

Special Dungeons/Areas

These are the special areas like the Secret Cow Level, where grants the best experience and drop. You are basically recomeded to go these areas after you beat that difficulty, but it may be fun and rewarding for experienced players to visit these areas with low level characters. Please note that you can get Viper Amulet without visiting Lost Farm (formely Lost City), and you can visit Bookstore Sarina (formely Ruined Temple) for the book after you beat Baal.

The Secret Cow Level
Open Field
Location: Act 1 The Secret Cow Level

Blood Raven's Workshop
Level 1 and Level 2
Location: Act 1 Tamoe Highland

Dark Magician's Chamber
Level 1 and Level 2
Location: Act 2 Rocky Waste

Andariel's Dressing Room
Level 1
Location: Act 2 Lost City

Lost Farm
Open Field
Location: Act 2 Lost City

Marsh of Pain
Open Field
Location: Act 3 Great Marsh

Bookstore Sarina
Level 1 and Level 2
Location: Act 3 Kurast Bazzar

Harpie's Nest
Level 1 and Level 2
Location: Act 3 Kurast Causeway

Moonshine Distillery
Level 1
Location: Act 5 Frigid Highland

Fake Note Factory
Level 1
Location: Act 5 Arreat Plateau

Poppy Farm
Level 1
Location: Act 5 Frozen Tundra

Naraku
Level 1-3
Location: Act 5 Ancients' Way

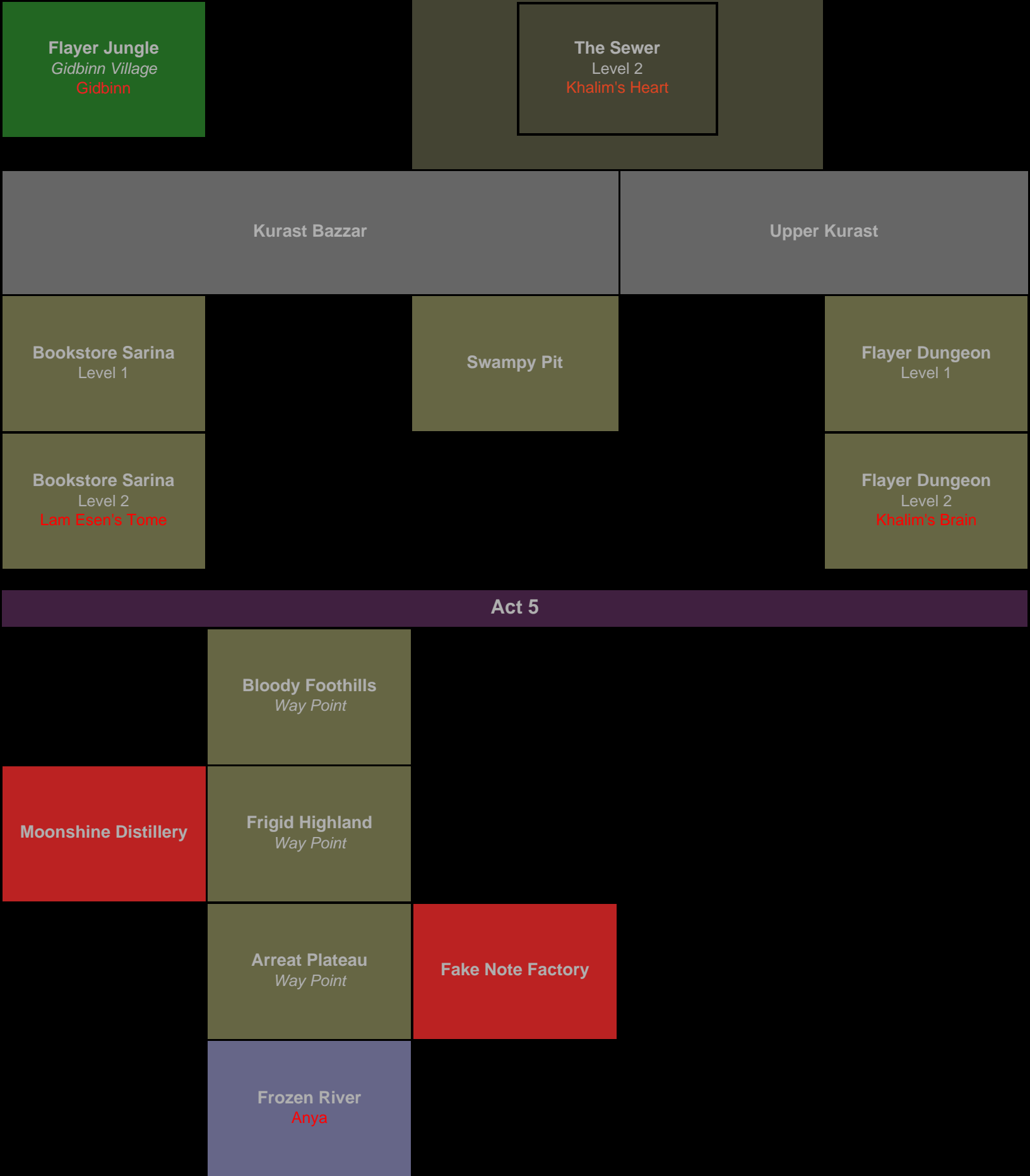
<div>GFraizer Dome</div> <div>Level 1</div> <div>Location: Act 5 Naraku Level 1&2</div>	<div>Bill Roper Memorial Ballpark</div> <div>Level 1</div> <div>Location: Act 5 Naraku Level 3</div>	<div>Dead End</div> <div>Level 1</div> <div>Location: Act 5 Naraku Level 3</div>
<div>Nowhere</div> <div>Level 1</div> <div>Location: Act 5 Dead End</div>	<div>Nihlathak's Domain</div> <div>Level 1</div> <div>Location: Act 5 Nowhere</div>	<div>CAUTION: Naraku and below are extremely difficult areas for super rich experts. Only uber players can stay alive there. You don't need to kill Nihlathak to clear a difficulty, and I belive 99% people don't use personalize. ;)</div>

Act 2

<div>Far Oasis</div>		<div>Lut Gohlein</div> <div>The Sewer</div> <div>South Entrance</div>		<div>Maggot Lair</div> <div>Staff of Kings</div>
<div>Maggot Tunnels</div>	<div>Underground Maze</div>			<div>Maggot Passage</div>
<div>Unholy Alter</div> <div>Viper Amulet</div>	<div>Temple Passage</div> <div>Level 2</div> <div>Way Point</div>	<div>Temple Passage</div> <div>Level 1</div>	<div>Claw Viper Temple</div> <div>Level 1</div>	<div>Valley of Snakes</div>

Act 3

<div>Spider Forest</div> <div>Way Point</div>		<div>Flayer Jungle</div> <div>Way Point</div> <div>You can't come back from The Sewer Level 1</div>	
<div>Flayer Tunnel</div>		<div>The Sewer</div> <div>Level 1</div>	<div>Ruined Fane</div>



	<div>Dimensional Gate</div> <div>Pindleskin</div> <div>Way Point*</div> <div>*Taking this WP makes the Red Potal disappear.</div>		
<div>Poppy Farm</div>	<div>Frozen Tundra</div> <div>Way Point</div>		
	<div>Ancients' Way</div> <div>Way Point</div>	<div>Naraku</div> <div>Level 1</div> <div>Treant King</div> <div>Way Point</div>	<div>GFraizer Dome</div> <div>Reziarfg</div>
	<div>Arreat Summit</div> <div>Ancient Barbarians</div>		<div>Naraku</div> <div>Level 2</div>
	<div>Worldstone Keep</div> <div>Level 1</div> <div>Way Point</div>		
	<div>Worldstone Keep</div> <div>Level 2</div>	<div>Naraku</div> <div>Level 3</div>	<div>Bill Roper Memorial Ball Park</div> <div>Reportb</div>
	<div>Throne of Destruction</div>	<div>The Dead End</div> <div>The downstairs are hidden, but there always exists a landmark. ;)</div> <div>(Hint: Sp***ling C****)</div>	
	<div>Worldstone Chamber</div>	<div>Nowhere</div>	<div>Nihlathak's Domain</div> <div>Nihlathak</div>

Act 2 Sewer Level 1 and Palace Level 1 are removed. Other maps not mentioned here are unchanged.
Khalim's Eye is in Spider Cavern. Khalim's Flail is dropped by a council member in Travincal.

Section 5: Mercenaries

General

- In LoD, hirelings hired in higher difficulties have less stats (life, def, etc.). In ES, the difficulty doesn't matter and hirelings of the same act always have the same stats.
- In addition to that, the level cap of hirelings in Hell is raised to level 85, so you don't have to hesitate to change your hireling. You can test multiple hirelings as many times as you want, or you may like to change the hireling from time to time, which refreshes your play and costs only 50000 gold. (The only exceptions are Act 2 mercenaries in normal and NM. If you need one of their aura, changing hirelings isn't a good idea.)
- In LoD, Act 2 mercenaries are much preferred. In ES, all hirelings are well balanced, so you are recommended to hire multiple mercs to see the difference for yourself.

Hireling	Lvl	HP	HP /Lvl	Def	Def /Lvl	Str	Str /Lvl	Dex	Dex /Lvl	AR	AR /Lvl	Res	Res /Lvl	Life Regen
Rogue Scout	10-39	110	14	90	20	40	1.5	50	2.25	50	12	20	2	4
Rogue Scout	40-84	530	28	690	22	85	1.5	117	2.25	410	24	80	1.5	
Rogue Scout	85	1790	42	1680	24	152	1.5	218	2.25	1490	36	147	1.25	
Desert Mercenary	20-49	170	16	270	24	65	2	45	1.75	180	12	40	2	5
Desert Mercenary	50-84	650	32	990	26	125	2	97	1.75	540	24	100	1.5	
Desert Mercenary	85	1770	48	1900	28	195	2	158	1.75	1380	36	152	1.25	
Eastern Sorcerer	25-54	230	14	180	18	50	1.75	40	2	120	12	45	2	6
Eastern Sorcerer	55-84	650	28	720	20	102	1.75	100	2	480	24	105	1.5	
Eastern Sorcerer	85	1490	42	1320	22	154	1.75	160	2	1200	36	150	1.25	
Barbarian	30-64	260	18	230	26	88	2.25	62	1.5	175	15	77	1.5	10
Barbarian	65-84	890	36	1140	28	167	2.25	115	1.5	700	30	130	1.25	
Barbarian	85	1610	54	1700	30	212	2.25	145	1.5	1300	45	155	1.25	

Act 1 Rogue Scout

- Can't equip Amazon specific items.
- +X To All Skill Levels works.
- +X To Amazon Skills/Tabs doesn't work.
- +X To Each Skill (Magic Arrow, etc.) works.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

Fire Rogue

- Uses Inner Sight, Magic Arrow, Slow Missiles, Immolation Arrow, Exploding Arrow, Poison Arrow and Strafe.

- No aura or warcries, but Inner Sight now reduces monster's Defense by percent, and also reduces monster's Physical Resist (works on top of the curse Amplify Damage, etc.).
- Slow Missile also helps a lot, especially in Act 5 and Andariel's Dressing Room.
- Strafe is also good for triggering CtC Skills.

Cold Rogue

- Uses Inner Sight, Magic Arrow, Slow Missiles, Ice Arrow, Freezing Arrow, Lightning Arrow and Legendary Arrow.
- No aura or warcries, but Inner Sight now reduces monster's Defense by percent, and also reduces monster's Physical Resist (works on top of the curse Amplify Damage, etc.).
- Slow Missiles also helps a lot, especially in Act 5 and Andariel's Dressing Room.
- Ice Arrow chills and Freezing Arrow freezes non CI monsters.
- Once she gets a good amount of Pierce, Lightning Arrow and Legendary Arrow exert an awesome effect.
- Legendary Arrow with a good amount of Pierce is also good for triggering CtC Skills.

Act 2 Desert Mercenary

- Can't equip Paladin specific items.
- +X To All Skill Levels works.
- +X To Paladin Skills/Tabs doesn't work.
- +X To Each Skill (Might, etc.) works.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

All Mercenaries

- Uses Jab, Lightning Strike, Vengeance and an Aura.
- Vengeance and Lightning Strike can kill some PIs and still can leech if the target isn't PI.
- Have less life regeneration than Barbarian hirelings. To make up for this, they need better equipment (more Max Life, Life Leech and DR%).

Auras

- Sometimes it takes several minutes before they activate the Aura.
- I don't say Act 2 Mercenaries are weak, but their aura level is generally nerfed in ES. This is because the aura made them better than the other hirelings in LoD. Auras are not so strong when they are naked, but you can boost the aura level with +Skill items.
- Might and Fanaticism are good for physical attacking characters.
- Conviction is of course the best aura for the casters. Offensive Barbarian is another good option for casters, especially when you can use Conviction by an item.

Act 3 Eastern Sorcerer

- Can't equip Sorceress specific items.
- +X To All Skill Levels works.

- +X To Sorceress Skills/Tabs doesn't work.
- +X To Each Skill (Fire Ball, etc.) works.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

Fire Sorcerer

- Uses Protection From Fire, Meteor Shower, Fire Ball, Flame Wave, Immolation and Creeping Doom.
- Creeping Doom stuns monsters from time to time.
- Perhaps the least characteristic one, but deals the largest damage of the three.

Cold Sorcerer

- Uses Protection From Cold, Tornado, Glacial Spike, Ice Nova, Winter Fury and Frozen Orb.
- Ice Nova, Winter Fury and Frozen Orb chills and Glacial Spike freezes non CI monsters.
- Cannot Be Frozen from Protection From Cold incredibly benefits summoners, even if some corpses are destroyed by Cold Spells.

Lightning Sorcerer

- Uses Protection From Lightning, Static Field, Lightning, Chain Lightning, Lightning Hydra, Bone Spirit and Time Stop.
- Protection From Lightning is the most popular protection aura because of the nasty Black Souls.
- They cast Time Stop only from time to time, but it reduces the threat of monsters like Holy Freeze.
- They don't cast Static Field frequently either, but it's nice gravy.

Act 5 Barbarian

- Can equip Barbarian specific items.
- +X To All Skill Levels works.
- +X To Barbarian Skills/Tabs doesn't work.
- +X To Each Skill (Shout, etc.) works.
- Oskill bonuses of their inherent skills are capped at +3 per character.
- Their inherent skills work as a synergy for an aura item.

Defensive Barbarian

- Uses Stun, Concentrate, Battle Orders, Shout and Battle Command
- Battle Orders and Shout combo is useful for all classes, especially melee characters.
- Not only BO and Shout but also Stun and Concentrate make them the toughest hirelings in the game. They can stay alive with relatively cheap gears.
- Battle Command gives not a single but a few skill boosts. This makes them also good for casters.

Offensive Barbarian

- Uses Bash, Berserk, Waycry, Ancient's Call and Battle Command
- Has no life boost or def boost, but Warcry effectively stuns nearby monsters to attack safely.
- Ancient's Call works like a curse, but it amazingly reduces all kinds of resistance, including Poison and Magic.
- Bash has the highest damage bonus in the game, and Berserk's Magic damage is boosted by Ancient's Call. The total damage can't be bad.
- Battle Command gives not a single but a few skill boosts. This makes them also good for casters.

Hireling Skills

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Rogue (Fire)	10-39	110	Normal Attack	--	--
		10	Inner Sight	3	0.3125
		55	Magic Arrow	3	0.3125
		5	Slow Missiles	3	0.1875
		70	Immolation Arrow	3	0.4375
	40-84	60	Normal Attack	--	--
		10	Inner Sight	12	0.3125
		45	Magic Arrow	12	0.3125
		5	Slow Missiles	8	0.1875
		80	Exploding Arrow	16	0.4375
		25	Poison Arrow	16	0.4375
		25	Strafe	16	0.4375
	85-	10	Normal Attack	--	--
		10	Inner Sight	25	0.3125
		35	Magic Arrow	25	0.3125
		5	Slow Missiles	16	0.1875
		90	Exploding Arrow	35	0.4375
		50	Poison Arrow	35	0.4375
		50	Strafe	35	0.4375
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Rogue (Cold)	10-39	110	Normal Attack	--	--
		10	Inner Sight	3	0.3125
		55	Magic Arrow	3	0.3125
		5	Slow Missiles	3	0.1875
		70	Cold Arrow	3	0.25
	40-84	60	Normal Attack	--	--
		10	Inner Sight	12	0.3125
		45	Magic Arrow	12	0.3125
		5	Slow Missiles	8	0.1875

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
		80	Freezing Arrow	10	0.25
		25	Lightning Arrow	11	0.3125
		25	Legendary Arrow	10	0.25
	85-	10	Normal Attack	--	--
		10	Inner Sight	25	0.3125
		35	Magic Arrow	25	0.3125
		5	Slow Missiles	16	0.1875
		90	Freezing Arrow	21	0.25
		50	Lightning Arrow	25	0.3125
		50	Legendary Arrow	21	0.25
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Normal - Combat)	20-49	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Defiance	5	0.1875
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Defiance	10	0.1875
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Defiance	16	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Normal - Defense)	20-49	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Prayer	2	0.15625
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Prayer	6	0.15625
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Prayer	11	0.15625

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Normal - Offense)	20-49	85	Normal Attack	--	--
		50	Jab	8	0.3125
		20	Holy Fire	5	0.1875
		25	Lightning Strike	3	0.1875
		25	Vengeance	5	0.3125
	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Holy Fire	10	0.1875
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Holy Fire	16	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Nightmare - Combat)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Might	5	0.15625
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Might	10	0.15625
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Nightmare - Defense)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Meditation	5	0.15625
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Meditation	10	0.15625
		75	Lightning Strike	14	0.1875

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Nightmare - Offense)	50-84	50	Normal Attack	--	--
		40	Jab	17	0.3125
		20	Thorns	11	0.1875
		50	Lightning Strike	8	0.1875
		50	Vengeance	14	0.3125
	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Thorns	19	0.25
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Hell - Combat)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Conviction	3	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Hell - Defense)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Salvation	3	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Desert Mercenary (Hell - Offense)	85-	10	Normal Attack	--	--
		30	Jab	27	0.3125
		20	Fanaticism	3	0.1875
		75	Lightning Strike	14	0.1875
		75	Vengeance	24	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Eastern Sorcerer (Fire)	25-54	10	Normal Attack	--	--
		10	Protection From Fire	4	0.1875
		70	Shock Wave	6	0.375
		120	Fire Ball	6	0.375
		40	Fissure	6	0.375
	55-84	10	Normal Attack	--	--
		10	Protection From Fire	9	0.1875

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
		30	Shock Wave	17	0.375
		80	Fire Ball	17	0.375
		40	Fissure	17	0.375
		40	Immolation	19	0.4375
		40	Creeping Doom	19	0.4375
	85-	10	Normal Attack	--	--
		10	Protection From Fire	14	0.1875
		30	Shock Wave	28	0.375
		50	Fire Ball	28	0.375
		50	Fissure	28	0.375
		50	Immolation	32	0.4375
		50	Creeping Doom	32	0.4375
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Eastern Sorcerer (Cold)	25-54	10	Normal Attack	--	--
		10	Protection From Cold	4	0.1875
		100	Tornado	14	0.4375
		100	Glacial Spike	6	0.25
		30	Ice Nova	2	0.375
	55-84	10	Normal Attack	--	--
		10	Protection From Cold	9	0.1875
		75	Tornado	27	0.4375
		75	Glacial Spike	13	0.25
		35	Ice Nova	13	0.375
		10	Winter Fury	6	0.1875
		35	Frozen Orb	11	0.3125
	85-	10	Normal Attack	--	--
		10	Protection From Cold	14	0.1875
		50	Tornado	40	0.4375
		50	Glacial Spike	20	0.25
		60	Ice Nova	24	0.375
		10	Winter Fury	11	0.1875
		60	Frozen Orb	20	0.3125
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Eastern Sorcerer (Lightning)	25-54	10	Normal Attack	--	--
		10	Protection From Lightning	4	0.1875
		30	Static Field	6	0.25
		200	Lightning	9	0.4375
		30	Lightning Hydra	6	0.4375
	55-84	10	Normal Attack	--	--

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
		10	Protection From Lightning	9	0.1875
		40	Static Field	13	0.25
		100	Chain Lightning	17	0.375
		30	Lightning Hydra	19	0.4375
		30	Bone Spirit	23	0.4375
		30	Time Stop	10	0.25
	85-	10	Normal Attack	--	--
		10	Protection From Lightning	14	0.1875
		50	Static Field	20	0.25
		70	Chain Lightning	28	0.375
		30	Lightning Hydra	32	0.4375
		40	Bone Spirit	36	0.4375
		40	Time Stop	17	0.25
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Barbarian (Defense)	30-64	140	Normal Attack	--	--
		25	Stun	8	0.4375
		25	Concentrate	4	0.3125
		20	Battle Orders	1	0.1875
		20	Shout	1	0.1875
		20	Battle Command	1	0.1875
	65-84	105	Normal Attack	--	--
		50	Stun	21	0.4375
		50	Concentrate	13	0.3125
		15	Battle Orders	7	0.1875
		15	Shout	7	0.1875
		15	Battle Command	7	0.1875
	85-	70	Normal Attack	--	--
		75	Stun	29	0.4375
		75	Concentrate	19	0.3125
		10	Battle Orders	10	0.1875
		10	Shout	10	0.1875
		10	Battle Command	10	0.1875
Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
Barbarian (Offense)	30-64	130	Normal Attack	--	--
		25	Bash	4	0.375
		25	Berserk	4	0.3125
		25	Ancient's Call	8	0.25
		25	War Cry	8	0.25
		20	Battle Command	1	0.1875

Hirelings	Level	Freq	Skills	Svl	Svl /Lvl
	65-84	80	Normal Attack	--	--
		50	Bash	15	0.375
		50	Berserk	13	0.3125
		25	Ancient's Call	15	0.25
		25	War Cry	15	0.25
		15	Battle Command	7	0.1875
	85-	30	Normal Attack	--	--
		75	Bash	22	0.375
		75	Berserk	19	0.3125
		25	Ancient's Call	20	0.25
		25	War Cry	20	0.25
		10	Battle Command	10	0.1875

Section 6: Frequently Asked Questions

This information was taken directly from the ES Wiki, linked in section 3.

Version

Question

Can I use a character of LoD or an older version of ES?

Answer

ES 3.00 R series is incompatible with any other version than ES 3.00 R series. You can use the old R series characters, but please note:

- The old jewels may be reset. You can cube those old jewels into new ones.
 - Old Jewel -> 3 Magic Jewels (ilvl=99)
 - 2 Old Jewels -> 2 Rare Jewels (ilvl=99)
 - 5 Old Jewels -> Unique Jewel (ilvl=99)
- The normal (non-upper) wands will get larger (1x2 -> 1x3). Please make 1x1 space below those wands before update, or they will be lost.
- The old morphing charms may not work in the latest version. Please cube it to convert it into a new version.

Question

Why ES runs on LoD 1.10?

Answer

ES 3.00 is based on LoD 1.10, because LoD 1.11b hasn't been fully analyzed, and many useful plugins like fully equippable mercenary don't work on LoD 1.11b. Instead, ES has a smart launcher and runs correctly even if you have LoD 1.11b in your D2 folder, and you can play LoD 1.11b as before.

Question

Are there any restrictions for Mac version?

Answer

Following features are implemented by Windows add-ons or direct edits of Windows executable of D2 and don't work in Mac version.

- **PlugY The Survival Kit**
 - multiple page shared stash
 - multiple page personal stash
 - expanded character stats display
 - gold sharing between characters
 - stat point reassigning
 - skill point reassigning
- **D2Mod System**
 - fully equippable hirelings
 - rearranged gem stats display
- **Preference Menu**
 - map setting (can't enable the map regeneration)
 - aura setting (can't select the old monster figure graphics)
 - life/mana orb setting (can't select the old demon orb graphics)
 - /nopick option (can't make /nopickup the default)
- **Gamble Filter** (limits the items on the gamble screen).
- **Smart Launcher** (supports both LoD 1.10 and 1.11, switches LoD and ES easily).
- **DLL Changes**
 - **Andariel drops better runes and gems at the first kill.**
 - **Hellforge quest drops better runes and gems.**
 - **Qual-Kehk gives a Dragon Stone, a Perfect Obsidian and a Flag for resquing his men.**
 - **Anya gives a unique stone, a rare charm, a rare jewel and many D-Stones as the quest reward for resquing her.**
 - NPC sells 25 items at the gamble screen instead of 15.
 - The limit of gold in the inventory is octupled.
 - The limit of gold in the stash is quadrupled.
 - The bug of LoD that Paladins lose life when they summon Skeletons/Vampires is fixed.

The features in red are added by installing Quest Reward Fix. (Available at the ES download page.)

Install

Question

Nothing happens when I launch ES

Answer

First, please make sure LoD 1.10, 1.11 or 1.11b is installed. A mod isn't a stand-alone game, and needs the original game installed.

Next, please make sure the Expansion disc is in your CD drive. The launcher may suppress the no-cd message in some environment. Please don't use any hacks like no-cd crack or loader.

Question

ES randomly crashes when I directly run ES by a shortcut with "-direct -txt"

Answer

Please make sure to use the shortcut created by the installer. The launcher now handles many things like swapping files according to the preferences you set, and ES doesn't run correctly without the launcher.

Question

D2 says the Expansion disc was not found, but the disc IS in the drive.

Answer

The drive letter may be changed because of connecting or removing some removable devices. In my case, clicking "Ignore" or "Try Again" 10ish times usually makes D2 find the CD.

If your CD-ROM drive is having sporadic problems recognizing your Expansion disk, it could be a sign of age: CD-ROM drives often work intermittently and sporadically when they are wearing out. You can test your drive with a variety of other disks to see whether it is working properly. A drive that is wearing out will often be able to read some disks, but not others. Listening to a variety of un-scratched audio CDs is one good way to check. If you hear the drive stopping and re-starting several times when trying to read a CD or CD-ROM that you've just inserted, either the disk is damaged (test it in another drive/computer), or the drive is wearing out or needs to be cleaned.

Question

My Expansion CD is damage/broken/lost...can I still play ES?

Answer

You cannot play ES without your Diablo II Expansion disk inserted.

If your disk is damaged/broken you have several options:

- You can [get a replacement CD](#) from Blizzard, for a \$10 fee.
- If your CD is unreadable because it is scratched on the bottom, you can get a CD polishing kit from a local computer outlet or audio CD reseller. Kits typically include a tool for buffing out shallow scratches, and often a liquid that can be used to fill deep scratches. Be sure to follow the instructions carefully. Scratches on the top (label side) cannot be repaired: the data of the CD is stored just below the label, so if that side of the disk is damaged, your only option is to get a replacement.
- If your CD is dirty, you can clean it with a cotton cloth, wiping outward from the center. Water and dishwashing liquid may also be used.

Making a backup copy of CD is allowed in most countries. You can make a CD image file instead of a physical copy, and mount it using a virtual CD program like DAEMON tools. d2loader is a hack and isn't supported by ES, but those virtual CD programs are legal (as long as the backup is legal in your country) and run fine with ES. (Please ask any questions to the author or the company of those programs. Please don't ask it in Phrozen Keep.)

Question

ES doesn't run correctly with MH/HM/C3PO etc.

Answer

Please don't use hacks. ES doesn't support any third party programs.

Question

ES crashes when I enter Act 5. (on a Macintosh computer)

Answer

This happens when you try to use Eastern Sun with LoD 1.11. On a Macintosh, you must be using LoD 1.10 or 1.10b (preferably the latter). Please uninstall D2, do a clean new install of D2 and LoD, and then patch it to version 1.10b. You can download the patch from [Blizzard's FTP](#).

Question

ES crashes when I enter Act 5. (on a Windows computer)

Answer

The full version of ES is designed to run correctly with LoD 1.10 or 1.11 installed. The most common cause of this crash in the full PC version is trying to launch ES without using the shortcuts placed in the start menu. ES will only run correctly when launched using "ES_300r_launcher.exe" from the ES folder, or the shortcuts on the start menu.

If problems persist when using the launcher, it usually indicates an install problem, please see the [Install Guide](#).

Question

ES shows an error message "LoD or another MoD is running. Please quit it first.", but no other LoD is running.

Question

ES shows a message "Another ES is running. Are you launching 2nd ES?", but no other ES is running.

Answer

If you open "Diablo II" folder by Windows Explorer or My Computer, the launcher misdetects it as a running Diablo II program. This is because both show the same string "Diablo II" in the title bar. Please close the folder and try again.

Multiplayer Games

Question

Can Mac users play with Windows users in a tcp/ip game?

Answer

Windows version has many different settings (PlugY, etc.), and it is reported that D2 crashes when a Mac user enter Windows user's game or vice versa.

Windows user can turn their ES into "Mac compatible" to play with Mac users, by running "Mac compatible patch" after you install the Windows version ES (R3D change).

"Mac compatible" Windows version can co-exist with LoD 1.10, 1.11 or 1.11b, and you can still use gamblefilter and ES preference menu. But it has other restrictions of Mac version (please see the [Mac restrictions](#)). Also, the map regeneration is always off, and you may have to disable /nopickup option when you play with Mac users.

Question

D2 crashes when I play a TCP/IP game.

Answer

Please only use the original stash page. **Never touch the shared stash and the other pages of personal stash in TCP/IP games.** It can cause not only a crash but also a save data corruption.

Question

D2 crashes when I exit a TCP/IP game.

Answer

Usually too many items in the shared stash cause that error. Please reduce the items in the shared stash, by transferring the items to mule characters. The new feature of R3, stash switch will be useful to switch to an empty stash.

Also make sure all players use the same version of ES, and the same settings of PlugY. If the problem persists, make all players use the default preference setting (/no pickup is off, map regeneration is on).

Question

When one of my characters goes near other players in a multiplayer game, their D2 crashes and they drop from the game.

Answer

There is a limitation (or a bug) of LoD called 27 State Bug that if a player have more than 27 states he crashes nearby players in multiplayer games.

Any effects like auras that gives you a special graphics always gives a stat. In addition to that, all passive skills and carry one items like unique charms also gives a stat.

Barbarians tend to have this problem because they have many passive skills and warcries. Rich players who carry many unique charms, aura equipments and/or oskill passives also tend to have this problem.

To avoid this, please reduce such equipment when you play in multiplayer games. Sorry about giving up good equipment, but you can still use it in solo games. You won't need it much in multiplayer games, because partied players usually enhance each other and become far stronger than monsters.

Effects that count for a stat	Examples
Chilled	
Poisoned	
Slowed	
Stunned	
Friendly Auras that boost you	Might
Friendly Warcries that boost you	Battle Orders
Other Friendly Spells that boost you	Enchant
Armor Spells	Chilling Armor
Assassin Auras	Burst of Speed
Passive Skills	Sword Mastery
Curses	Amplify Damage
Enemy Auras that weaken you	Conviction
Enemy Warcries that weaken you	Battle Cry
Other Enemy Spells that weaken you	Cloak of Shadows, Inner Sight
Carry One Items	Perfect Cell

Your Conviction doesn't boost or weaken you, but gives you a stat because it gives you the aura graphics.

Monster's Holy Shock deals Lightning damage to you, but it doesn't give you a stat because your status isn't changed. Monster's Holy Freeze give you a stat, however, because it gives you the slow effect and the blue color.

The same skills from multiple sources don't stack. For example, Might gives only one stat even if both you and your merc equip a Collar of Minotaur.

Question

Can I have any private server information here?

Answer

No. The large part of this Wiki is maintained by the members of The Frozen Keep ES Forum, and The Phrozen Keep prohibit linking to private servers and private server information.

If you need playing information, please use the search engines.

<http://www.google.com/>

<http://www.yahoo.com/>

If you have any technical questions, please don't ask here but email to the author (the address is in the readme). Any emails asking about playing information will be ignored.

Hardcore

Question

Do I have to kill normal Baal to create a HC character?

Answer (Win)

If you kill normal Baal, that info is saved in the Windows registry. If you have killed Baal in the original LoD, you don't have to kill him in ES to create a HC character, unless the registry is cleared by a clean install of LoD.

If the registry is cleared, run regedit.exe, open

HKEY_CURRENT_USER\Software\Blizzard Entertainment\Diablo II and set AllowHardcore to 1, to enable creating HC characters again.

If you aren't sure how to use regedit.exe, copy and paste the following lines to the notepad, save as "temp.reg" and double click it.

Windows Registry Editor Version 5.00

[HKEY_CURRENT_USER\Software\Blizzard Entertainment\Diablo II]

"AllowHardcore"=dword:00000001

Answer (Mac)

It's unknown how the info you killed Baal is saved in Mac. It's reported it seems that restoring a HC character, or a character who killed normal Baal, into the save folder enable creating HC characters again.

Skills

Question

Putting points into a synergy skill for Masteries/Passives never increases the damage, stats, etc. displayed in the LCS and skill tree.

Answer

The synergies for some Masteries/Passives don't work until you start a new game. This is a restriction of D2.

Question

One of my oskills sometimes disappears from the icon pool and becomes unselectable.

Answer

The reason had been unknown for a long time, but according to the post of Easytough, hovering the mouse cursor over an item with a skill bonus disables the oskill of the same kind you have.

For example, you equip Enigma RW armor and you hover the mouse cursor over a staff with "+1 To Teleport (Sorceress Only)", the oskill Teleport disappear from your icon pool. This occurs only when the target has a class specific skill bonus (xxxxxx only) of that skill, and doesn't occur if the bonus is an oskill or a charged skill.

This seems a bug of D2 itself and can't be fixed. Reequipping the oskill item enables the oskill again. But the lost minions don't come back, and the loss of the materials for Skeletons and Bone Golem will be problematic.

Question

Some or all of my summons sometimes disappear or are destroyed.

Answer

The oskills sometimes disappear, which results the summons granted by oskills being destroyed.

Beside that, even the summons summoned by native skills occasionally disappear. When a summon falls behind you it usually catches up to you by teleporting. But when the distance increases too fast, (ie. you move too fast and/or the minion is blocked by an obstacle), it seems to fail to teleport. Monsters brought back to life using the necromancer Revive skill never teleport to keep up with you...if you run too far ahead, they will disappear.

If you have tons of Faster Run/Walk, consider reducing it or switching to walking (which will also increase your defense). (In R4, a recipe was added to make a negative Faster Run/Walk charm in case you lose your minions even if you walk.) When you come across an area with many obstacles, try to move a bit slowly. Someone reported that using Fade instead of BoS had reduced his Shadow Master's disappearing.

Moving by (Oskill) Teleport gathers all your minions, which prevents the summons (including Revived monsters) from disappearing, too. Going back to town by Town Portal is a cheap alternative to gather the minions.

Question

Why revived monsters are so weak in ES?

Answer

The skill itself is rather improved (longer duration, 250% more damage). But several reasons make revived monsters in early games not so useful.
<http://phrozenkeep.planetdiablo.gamespy.com/forum/viewtopic.php?t=40450>

Question

I hear some oskills are weaker than the native ones in ES.

Answer

Yes they are.

Elemental Masteries grants 5% damage bonus per level. But if you put one or more actual points into the skill it grants another 75% damage bonus. So Sorceresses can receive 80% damage bonus from level 1 Mastery. This is because Elemental Masteries are simply too strong as an oskill.

Even if you play a Sorceress, an Elemental Mastery granted by an item works like an oskill Mastery, because of the lack of actual points.

Oskill Dodge, Avoid and Evade have only 2/3 D/A/E chance of the native ones. This is because other classes than Amazon don't show the D/A/E animation and their D/A/E is very fast.

Oskill Fend have less attack number and ED% than the native ones. This is because Fend attacks very fast with other classes than Amazon and Sorceress. In recent versions, Oskill Fend is no longer spawned and Oskill Killer Scythe is spawned instead. Oskill Killer Scythe has no such penalty because Killer Scythe is a slower version of Fend balanced for Necromancers, and it's well balanced for other 4 classes than Amazons and Sorceresses, too. It's pointless for Amazons and Sorceresses to use Oskill Killer Scythe.

Question

What are the caps of skill points in ES?

Answer

Level 1 and 6 skills: 30 points.
Level 12 and 18 skills: 25 points.
Level 24 and 30 skills: 20 points.

All skills can further be boosted with +skills items till level 100.

Map / Quest

Question

I can't get the Viper Amulet because the Lost City is filled with Ghost Cows.
Some areas are filled with strong monsters and are too difficult to beat.

Answer

In LoD, there are very few areas to play after you beat Hell Baal, say, WSK, Cow Level, Pindle, and maybe The Pit. In ES, many areas you don't have to visit for the quests have been converted into special areas where you can get the best experience and drops like WSK and Cow Level.

Lost City (Lost Farm) is one of those special areas, and you don't have to visit Lost Farm for the quest, because the south entrance of Act 2 Sewer leads to the dungeons with the Viper Amulet and the Horadric Staff in ES.

Many maps other than the Lost City have been changed in ES. Please check the [Map section](#) in ES Database for details.

Question

I can't find Flayer Dungeon anywhere in Flayer Jungle.

Answer

One of the Sewer entrances in Upper Kurast leads to Flayer Dungeon.

Question

I can't the downstairs from The Dead End to Nowhere.

Answer

The downstairs are hidden and not shown until you hover the mouse cursor on them, which is why the area is called "The Dead End". Hint: There always exists a "landmark" near the downstairs.

Question

Do the World Event and Hellfire Torch quests happen in ES?

Answer

The World Event (Diablo Clone) is a feature of Battle Net. But PlugY emulates this event in SP and TCP/IP games, so if PlugY is working, it does happen, even you sell nothing to the NPC. (In Mac version ES, PlugY isn't available and it doesn't happen.)

You can cause the World Event by selling a new item Devil's Food, instead of Stone of Jordan. Devil's Foods can be made from unwanted unique rings and amulets via Rerolling Orb. Now you can cause the World Event very cheaply, and the random encount chance has been improved by 33%. Diablo Clone doesn't always drop a unique charm, but has 10% chance to drop a unique charm, 30% chance to drop a rare charm and 60% chance to drop a magic charm.

Hellfire Torch quest is a feature of LoD 1.11 Battle Net, so it doesn't happen in ES which is based on LoD 1.10.

Question

I constantly see the message that Devil's Foods are sold to the merchants. What is this message?

Answer

That is an emulation of World Event, a feature of Battle Net. On Battle Net, you see that Stones of Jordan are sold, but it doesn't mean any SOJ is actually sold in your game. In ES, a new item Devil's Food is used instead of SOJ to cause the World Event. Please also see the above question.

Question

Readme says Quel-Khek gives the materials for Class Crafting. But he gave me a Perfect Obsidian, a Flag and a Dragon Stone and my character's class is Sorceress. How do you use these materials?

Answer

The trick is the Flag. To make a Perfect Sapphire, please cube the Perfect Obsidian and the Flag with a Chipped Sapphire. To make a Crushed Gem, right click the Dragon Stone several times. Then you are almost ready to do Class Crafting. Sorry but the Chipped Gem and the junk jewel are not included in the kit. Please prepare them for yourself.

Horadric Cube

Question

I threw my cube onto the ground, forgot to pick it up and left the game. How can I get a new one?

Answer

Pass the cube from a new dummy character via PlugY's shared stash. If you can't use PlugY, launch two instances of ES on a PC. Host a TCP/IP game by the character. Join with a new dummy character. Pass the cube.

Question

Why do I sometimes get a rare ring/amulet when I try to make a unique?

Answer

There are three recipes for making a unique ring/amulet...you can re-roll 7 rares or three uniques into a new unique, or you can use secret recipe 6 to create a unique. The secret recipe will always produce a unique, and can produce any ring/amulet, regardless of the character using the recipe.

However, the re-roll recipes are limited by the level of the character re-rolling the rings/amulets. You get a rare when the ring/amulet that came out did not have a high enough lvl to become a unique (that is, if your lvl is below 15, or if you tried to make a class ring/amulet, and your lvl is below 65). Because the lvl of the output is 70% of your lvl (rounded down), you may have to reach a higher lvl than you expect in order to get the ring/amulet you want. Here is a list of rings/amulets, and the character levels required to cube them:

- Lvl 10 Fallen Star or Lovers' Pendant: lvl 15
- Lvl 20 Dragon Eye or Eye of the Witch: lvl 29
- Lvl 30 Ring of Vengeance or Collar of the Minotaur: lvl 43
- Lvl 40 Elemental Jewel or Beads of the Guardian: lvl 58
- Lvl 50 Iron Thimble or Roaring Thunder: lvl 72
- Lvl 60 Zodiac Band or Eye of the Beholder: lvl 86
- Lvl 75 The One Ring or Spellcaster's Aide: cannot be made using unique ring/amulet re-roll

If you put a class ring/amulet in last, you will get a ring/amulet for that class out. The most common reason for getting a rare ring/amulet is accidentally placing a

class ring/amulet in the cube last when your character has not reached level 65.
Required clvls to get class rings/amulets are as follows:

- req lvl 45 class ring/amulet: clvl 65
- req lvl 60 class ring/amulet: clvl 86
- top class ring/amulet: cannot be made using unique ring/amulet re-roll

Question

Is it possible to reroll rings and amulets into a specific one?

Answer

The last one you put into the cube determines the type of jewelry. For example, if the last input is an Amazon ring, the output is an Amazon ring, too.
When you use a Rerolling Orb, use an alternative form of Dragon Stone instead of a Key. Cubing with a Spider Silk rerolls an Amazon ring, for example.

Question

How can I get Spider's Silk, Holy Symbol, Crushed Gem, etc.? I've never seen those items drop.

Answer

A Dragon Stone turns into 7 forms cyclically by right click. All monsters drop only Dragon Stones, and you have to make the ones you need by right-clicking D-Stones. (The only exception is the unique Panther Woman nearby the Horadric Cube Chest, who drops a Forging Hammer.)

Class	D-Stone Form	Gem Color	Related Properties
Amazon	Spider's Silk	Emerald	AR, MF
Assassin	Dragon Stone	Ruby	IAS
Barbarian	Forging Hammer	Amethyst	EDam, EDef
Druid	Tyranium Ore	Topaz	Life
Necromancer	Blackmoor	Skull	FCR
Paladin	Holy Symbol	Diamond	All Res, vsDemon, vsUndead
Sorceress	Crushed Gem	Sapphire	Mana

Question

Why stacked items like quivers and javelins aren't fully replenished by Cube?

Answer

It's because our little Cuby can do math only up to 255. Don't scold him, arrow's maximun stack size used to be 250 in Classic D2, which was the largest number he needed to count.
(R5 Change) With a new method, now quivers are fully replenished by cubing. Throwing Weapons are replenished to 255 as before.

In-Game Troubles

Question

I can't enter the dungeon entrance/stairs.

Answer

In ES, more skills can be assinged to the left mouse button. This makes your key assign more flexible, but some of those skills prevent you from clicking the dungeon entrance/stairs. Please assign Normal Attack to your left mouse button.

Question

Not entirely sure what causes this, but twice now in Act 2 my barb has 'frozen' in place and can't move. Seems to happen when I get knocked back in a certain fashion and it will just keep me there. Can't do skills but I can make a TP but cant go into it. Only fix I have done is to restart the game.

Answer

Try taking off a piece of equipment, or doing a weapon switch by pressing "W". Common in LoD. One reported reason for this is the Str/Dex bug...if you don't have enough base Strength or Dexterity to equip your weapon (that is, if you're relying on Str/Dex from charms or equipment to be able to equip it), and you level in the middle of using certain skills, you can become frozen in place until you un-equip and re-equip your weapon (Whirlwind was implicated as a skill with this problem).

Question

Some monsters leave dead bodies which block my passage/loot.

Answer

Duriels in Marsh of Pain and Siege Beasts in Act 5 leave dead bodies that cannot be walked over. If you don't have Teleport or Leap, please be careful not to be surrounded by them, particularly near the edge of a map or on a bridge. The dead bodies may also make your loot unclickable.

If there aren't no detours, or the loot is too precious to give up, try to move 2 screens away and then go back there. The dead bodies will disappear like the normal dead bodies.

Monster's Drop

Question

How does /playersx command work?

Answer

The virtual players added by the /playersx command are considered as non-partied players. Each player (including non-partied ones) increases the monster's life and experience by 50%. Each additional partied player increases the drop rate, but each non-partied player is only counted as 1/2 player for the drop. Please take note that by setting the number of players that way, the host of a single- or multi-player game is keeping that value from hosted game to hosted game, until he decides to set it back to another one, or until the game is restarted.

See here for a table pertaining to this

question: <http://miyoshino.la.coocan.jp/eswiki/?FAQ#z7cb7b3b>

- A few tough monsters try to drop twice even if they are non-boss monsters.
Double Drop Monsters include:
 - Naraku: Treant, Living Ice, Matagi, Namahage, Evil Eye
 - Dome: Quarterback, Defensive End, Defensive Tackle, Cornerback, Safety
 - Ballpark: Outfielder, Slugger, Manager, Umpire, Knuckleballer
 - Nowhere: Ghastly Horseman, Grimalkin
 - Nihlathak's Domain: Evil Eye, Grimalkin, Tatarashi, Vile Swordman
- Uniques and Champs always drop a potion in addition to the listed random drop.
- Semi Bosses that try to drop 3 times include King Leoric, Black Jade and Lachdanan.
- Semi Bosses that try to drop 5 times include Blood Raven, Griswold, Countess, Radament, Summoner, Sarina, Izual, Hephasto and Cow King.
- Treant King, Reporb, Reziarfg, Nihlathak and the five guardians in his domain drop like an Act Boss (but no 1st Kill bonus).

- Clones that try to drop 3 times include the minions of King Leoric, Black Jade and Lachdanan.
- Clones that try to drop 5 times include cloned Blood Ravens, Summoners, Andariels, Duriels Hephastos, Nihlathaks and Izuals.
- 4 Cloned Act Bosses in Throne of Destruction drop like the original.

According to a discussion thread on Diabloii.net, higher player settings also increase the damage monsters do by a small amount. The figure was something on the order of 5% per extra player.

Question

How does MF work? Does MF increase the drop of XXXX?

Answer

MF doesn't increase the drop amount at all, but improves the quality of items which can be Magic or better. If an item doesn't have its magic version, MF doesn't work at all. MF fully works for Magic (Blue) items, but less effectively for Rares, Sets and Uniques.

See this link for the full answer to this question: <http://miyoshino.la.coocan.jp/eswiki/?FAQ#q1678e33>

Items

Question

I can't make the maximum number of sockets on a white item.

Answer

The socket number is also limited by the ilvl (item level) of the target item.

	MaxSock1	MaxSock25	MaxSock40
Weapons	3	5	6
Helms	3	3	4
Body Armor	3	4	6
Shields	3	3	4
Paladin Shields	3	4	4

Please see the Body Armor line. MaxSock1=3 means, if the ilvl is lower than 25, the socket number is capped at 3. If the ilvl is between 25 and 39, the socket number is capped at 4. If the ilvl is equal to or higher than 40, the socket number isn't capped, because the largest socket number on body armor is 6. The items not listed here can always have the maximum number of sockets.

- If PlugY is available, the ilvl is displayed on the item. If you can't use PlugY, following rules will help to know the ilvl of an item.
- If the item is dropped by a monster, the ilvl is equal to the level of the monster. As a rule of thumb, the items dropped in NM Act 3 and later can have the maximum number of sockets.
- The ilvl of sold items is your clvl (character level) + 5, but is capped at 12 in normal Act 1 and capped at 20 in normal Act 2.
- The white items created by a cube recipe has the same ilvl as the previous item.

Question

Is the level of available affixes equal to the ilvl of item?

If for example, I was to re-roll a Ninja To to have Bloodlust prefix, what clvl would I had to be? And what ilvl the sword had to have?

Answer

The level of available affixes (alvl) is equal to the ilvl only when the level (qlvl) of the target item is 0.

Rings, Amulets and Grand Charms have no level (qlvl=0), so alvl = ilvl for them.

Weapons and armor have the level, so you need to use the [ilvl calculator](#) to know the clvl/ilvl you need.

Example

1. Open the [ilvl calculator](#).
2. Check the [Base Weapon](#) page of the database to see the qlvl of Ninja-to. It's qlvl is 37 (Lvl column).
3. Put 37 in the first text window of the calculator.
4. Leave the second window 0, because Ninja-to isn't listed, so it's magic level is 0.
5. Check the [Prefixes](#) page of the database to see the alvl of Bloodlust. It's alvl is 75 (Lvl column).
6. Put 75 in the third window and push the CALC button. Here is the answer.
Required Item Level of the Target Item 87
Required Monster Level to Drop 87
Required Character Level to Reroll 87
Required Character Level to Gamble (Min Chance) 83
Required Character Level to Gamble (Max Chance) 92

Question

How many affixes can you get on a single item?

Answer

A rare item can get up to 3 prefixes and 3 suffixes.

A crafted item can get up to 3 prefixes and 3 suffixes, too. But the total is capped at 4.

(3 prefixes and a suffix, 2 prefixes and 2 suffixes or a prefix and 3 suffixes)

A magic item has 25% chance to have both prefix and suffix, 25% chance to have only a prefix, and 50% chance to have only a suffix.

[Prefixes](#)

[Suffixes](#)

You will need to look for 3 things for the affix to spawn for you;

1. There must be a 1 in the "rare" column on those pages, for rare and crafted items.
2. It must meet the "Item Type". Either 'weap' or 'mele' for a melee weapon, for example.
3. This isn't really a requirement but more of a reminder; two affixes for the same group will not spawn on the same item. (ie; you can get Cruel and Ferocious on the same item. Or Cruel and Bloodlust, but you can't get Bloodlust on rares anyway...

Question

What would be the best combination of Affixes for weapons?

Answer

For prefixes you want ED.

IF you get perfect Cruel and Grandmaster that 500% ED. On top of that you can get Screaming for 3-300% Max ED (/clvl) or Trump for 2-250 Max Dmg (/clvl). or for a perfect pure ED roll you can get Heavy for another 200% ED. With Cruel/Grandmaster/Heavy you can get up to 700%ED before D-Stoning.

For Suffixes you only have one choice for ED% and that of Grandmastery which grants 20% IAS and 100% ED. Other useful suffixes are;

of Piercing (Ignore Target Defense)

of Quickness (40% IAS)

of Ages (Indestructible)
of Skillmaster (oskills)
of "Skill Name" (CtC)
of Aurora (Aura when Equipped)
Or other useful mods like min or max dmg, leech, stats, or DS/CB/OW. Getting the perfect combination of these is near impossible. Good Luck...

Question

Some skills never appear as a staffmod. Akara never sells a staff with +X To Time Stop, for example.

Some skills never appear as a random skill bonus. Sand Storm never appears on Yagul's Wrath, for example.

Answer

The original D2 has 30 skills per class and 5 new skills are added to each class in ES. The original skills must have the same skill ID as in LoD, so the 5 additional skills have the apart (inconsecutive) skill ID. (The original Sorceress skills have #36~#65 and the additional Sorceress skills have #367~#370, for example) Due to this apart skill ID, the additional skills can't appear as a staffmod, or a random skill bonus.

Class	Additional Skills (ie. can't appear as a staffmod or random skill bonus)
Amazon	Eagle Eye, Legendary Arrow, Dance of Death, Fire Wall, Frost Nova
Sorceress	Time Stop, Fanatic Swing, Aerial Shield, Fissure, Twister
Necromancer	Pierce P&B, Killer Scythe, Hells Gate, Hydra, Blade Fury
Paladin	Aura of Divinity, Arrow of Confession, Sacred Piercer, Holy Ward, Summon Anointed Bear
Barbarian	Ancient's Call, Phantom Hatchets, Berserk Fury, Nova, Thunder Storm
Druid	Sandstorm, Iron Claws, Cow Baloon, Charged Strike, Bone Spear
Assassin	Shade Armor, Shuriken, Iajiri, Teeth, Cold Wave

Question

Staffmods of some high level skills often appear on low level items, and raise their level requirement.

Answer

Yes, it's annoying, but it's a compromise to fix another major problem.

Many skills have different req levels in ES (e.g. Teleport is a lv 1 skill rather than a lv 18 skill). The staffmods are assigned based on the skill ID, so to have the skills appear as staffmods at the proper level, you need to change the skill IDs. In previous ES versions (patch N and before) the skill IDs were changed so that the staffmods work properly.

But then it proved this change makes many skills not working properly. Many skills are hardcoded and related to their specific ID (e.g. the damage synergy from Holy Shield to Smite only works if both skills have the original ID).

Working skills are more important than the staffmods, so the skill IDs were changed back to the LoD values in patch R (This is one of the main reasons for the save game incompatibility).

Question

When I can't pick up the unique charm, what should I do?

Answer

Just like with Annihilus in LoD, you can't pick up a unique charm if you have the same charm already. Perfect Cell Unique SC and Vlad Tepe's Sustenance Unique SC are different charms, for example, so you can carry both.

If you can use PlugY (ie. single play on Windows), go back to town and store the old charm in the shared stash. Then you can pick up the new one. You can check which one is better, and make a Maple Leaf from the bad one. Or you can reserve one of them in the shared stash for another character.

If you can't use PlugY, you can still pick up the new one by dropping the old one onto the ground. But you can't exit the game with both charms, so there is no choice other than making a Maple Leaf.

Question

My "ED + Max/Min Dam" jewel doesn't increase the total damage correctly.

Answer

The ED part of an "ED + Max/Min Dam" jewel doesn't work when socketed into armor. This is a known bug of D2. Fortunately you can pull out the jewel in ES, and can socket it into a weapon.

Minions / Hirelings

Question

My merc loses life every time he/she gains a level.

Answer

D2 has a bug in calculating the life of a merc when he/she levels up. Certain mods that give her bonus life are ignored which is why she ends up with less life. The same effect happens in LoD, only there these mods are quite rare which is why the bug is not seen.

They wrongly believe they are fully healed, so their life regeneration doesn't start until their life is changed. In other words, until they get some damage, they leech some life, or you give a healing pot. This usually doesn't matter much because most mercs have some life leech. But if you hire an act 3 sorcerer you'd better give him a healing pot, because they can't leech.

How much life regeneration ability do minions have?

Minion	Life Regeneration
Act 1 Rogue	4
Act 2 Desert Mercenary	5
Act 3 Eastern Sorcerer	6
Act 5 Barbarian	10
Vaikyrie	12
Decoy	15
Shadow Master	2
Shadow Warrior	3
Golem (All)	3
Skeleton	4
Vampire	4
Cow Balloon	0
Spirit (All)	3
Vine (All)	3

Minion	Life Regeneration
Wolf (All)	4
Water Elemental	5
Anointed Bear	5
Common Monster	2

What equipment do Valkyries and Shadows have in ES?

Minion	slvl	Equipment
Valkyrie	27	Rare Tiara
	25	Rare Amulet
	23	Rare Titan Belt
	21	Rare Titan Boots
	19	Rare Titan Gauntlets
	17	Rare Impaler
	16	Rare Archaic Armor
	14	Magic Circlet
	13	Magic Amulet
	12	Magic War Belt
	11	Magic War Boots
	10	Magic War Gauntlets
	14	Magic
	8	Rare Lance
	7	Rare Chaos Armor
	5	Magic Plated Belt
	4	Magic Greaves
	2	Magic Gauntlets
	1	Rare Spear
	1	Rare Full Plate Mail
Shadow Warrior	16	Magic Piece of Caster's Weapon Type (L)
	16	Magic Piece of Caster's Weapon Type (R)
	8	Magic Piece of Caster's Boots Type
	8	Magic Piece of Caster's Body Armor Type
	8	Magic Piece of Caster's Headgear Type
	1	Normal Piece of Caster's Weapon Type (L)
	1	Normal Piece of Caster's Weapon Type (R)
	1	Normal Piece of Caster's Boots Type
	1	Normal Piece of Caster's Body Armor Type
	1	Normal Piece of Caster's Headgear Type
Shadow Master	17	Rare Amulet
	13	Rare Ring (L)
	11	Rare Swayyah (R) Rare War Fist (R)

Minion	slvl	Equipment
		Rare Scissors Swayyah (R)
	11	Rare Battle Cestus (L) Rare Runic Talons (L) Rare Scissors Swayyah (L)
	11	Rare Spellcaster Gloves Rare Sepulcher Gloves Rare Titan Gauntlets
	11	Rare Rogue Boots Rare Sepulcher Bootss Rare Titan Boots
	11	Rare Ring (R)
	11	Rare Piece of Caster's Body Armor Type
	11	Rare Hood
	6	Magic Swayyah (R) Magic War Fist (R) Magic Scissors Swayyah (R)
	6	Magic Battle Cestus (L) Magic Runic Talons (L) Magic Scissors Swayyah (L)
	6	Magic Spellcaster Gloves Magic Sepulcher Gloves Magic Titan Gauntlets
	6	Magic Rogue Boots Magic Sepulcher Bootss Magic Titan Boots
	6	Magic Ring (R)
	6	Magic Piece of Caster's Body Armor Type
	6	Magic Hood
	5	Normal Spellcaster Gloves Normal Sepulcher Gloves Normal Titan Gauntlets
	5	Normal Rogue Boots Normal Sepulcher Bootss Normal Titan Boots
	1	Normal Swayyah (R) Normal War Fist (R) Normal Scissors Swayyah (R)
	1	Normal Battle Cestus (L) Normal Runic Talons (L) Normal Scissors Swayyah (L)
	1	Normal Piece of Caster's Body Armor Type
	1	Normal Hood

The items in red color are newly added in R3 patch.

Others

Question

What's the Uber build or char in ES?

Answer

None. Or in the other words, all builds or characters can be uber.

You can read many good posts [here](#).

Question

How to backup my shared stash, or start a fresh shared stash?

Answer

Backup the file _LOD_SharedStashSave.sss in the save folder. To start a fresh shared stash, delete the old stash after backup, and PlugY automatically makes a new empty shared stash.

In recent versions, you can use the stash switcher to switch two shared stashes.

Question

How Elemental Masteries works with Enchant type spells?

Answer

Definition

- Elemental Masteries here includes Sorceress Fire/Cold/Lightning Mastery and the mod +XX% To Fire/Cold/Lightning/Poison Skill Damage.
- Enchant type spells include Enchant, Holy Fire/Freeze/Shock and Venom. Charged Strike and Vengeance aren't an Enchant type spell for example, because their elemental damage doesn't work when you attack with another skill like Jab and Zeal.

Does Fire Mastery increase the damage of Enchant twice for melee attack, and once for ranged attack?

- It seems widely believed, like posted [here](#). But the LCS shows Fire Mastery works twice for both melee and ranged attack. And the Arreat Summit only says "Using Enchant on ranged weapons now boosts the damage a variable amount".

How Fire Mastery works with Enchant

- The Fire Mastery of the caster of Enchant increases the listed damage bonus of Enchant.
(This effect is halved for all Enchant type spells in ES.)
- The Fire Mastery of the attacker increases the fire damage enchanted on the weapon.
- So if the caster is the attacker, Fire Mastery works twice, regardless of melee or ranged attack.

Unknown Factor "missile pct"

- Why did they think ranged attacks receive less bonus? I found a column named missile pct in the line of Enchant in skills.txt and it's set to 33. This value looks like the effectiveness of Enchant to ranged weapons.
- I'm not sure if it's actually working, because the LCS shows the full damage for ranged weapons. But the theory "Fire Mastery works only once for ranged attack" may be misled by this column. Also, if this works, it explains the comment of Blizzard, "Using Enchant on ranged weapons now boosts the damage a variable amount" well.
- This value is changed to 50 in ES, because the penalty seems too severe in case it's working.

Conclusion

- All Enchant type skills are affected by Elemental Mastery twice (when the spell is cast and when the character attacks), regardless of melee or ranged attack.
- The missile pct column of Enchant may or may not be working. If it's working, Enchant only boosts ranged weapons by 33% in LoD and by 50% in ES. But the LCS doesn't show any effect of missile pct. Holy Fire/Freeze/Shock and Venom have no such column, so they fully work for ranged weapons.

Question

How is this Gamble Chit working if I buy more than one of same Unit?

Answer

What grade (unique, set, rare, magic) a chit turns into is determined when you buy that chit. If you buy two chits, both may be unique one, for example. Strictly speaking, you should buy and identify the chit one by one, not to get any redundant ones. Though the chance is slim, and buying 5 or 10 chits in a row is less time consuming.

Section 7: Conclusion/Credits

This ends the Eastern Sun Player's Manual. I hope that you, the reader, make good use of this information as you play through the world of Eastern Sun.

I would like to thank several people involved in the creation of this manual.

- easytough, for creating the thread that brought about the idea for this manual.
- Metropolis Man, for suggesting the idea for a player's manual and helping out with information and suggestions.
- Reiyo_oki and tsuru, for creating the Eastern Sun mod, without which this manual wouldn't exist.
- The entire ES community, without whom the mod, forums, and community itself wouldn't exist.

Thank you, the reader, for viewing, and good luck in the world of Diablo II: Eastern Sun.

~ Nightfire, author and editor