

MANALL'S DIABLO

Updated for 1.7

Hi! This guide will show you everything you could ever want to know about this mod! I hope you enjoy my take on added crafting...I felt it was sorely missing in Diablo II. There are lots of new goodies, and I've added more dynamics to the item hunt for adventurers like yourself. Enjoy! ♡

-Manall

<https://manallsmods.net>

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1. WORLD CHANGES

Sounds

- Music volume was raised to better match sound volume

Towns, Zones & Waypoints

- Rogue Encampment has been redesigned
- Starting & Town Portal locations in Lut Gholein have been adjusted
- Kurast Docktown has been redesigned
- Pandemonium Fortress has been redesigned
- Harrogath has been redesigned
- The Jail Level 1 Waypoint has been removed
- Flayer Dungeon Level 3 is now less of a complete pain in the ass
- Evil Urns may now appear in the Worldstone Keep

Shrines

- Shrines may now stack and are **no longer removed by Curses**
- Fire, Exploding and Poison shrines will appear far less frequently (so other shrines appear more)
- Shrines will use some classic Diablo and Hellfire quotes/sounds

Monsters & Bosses

- All zones will spawn more unique monsters (even more in higher difficulties) - including areas and/or on difficulties where they previously did not
- Chance for auras on Unique monsters greatly increased.
- Minions, Champions and Unique monsters have 20% increased life
- Reduced the amount of potions dropped from Champion/Unique monsters.
- Unique suffix “Mana Burn” now also lists “Magic Enchanted” due to the increased Magic Resistance
- Unique suffix “Magic Resistant” now displays “Elemental Resistant” since it does not include Magic
- Baal now casts Lower Resist instead of Decrepify
- Skeletons, Archers and Mages move faster.
- Spiders will now spawn in the Spider Forest
- Super Unique monsters always bestow an aura
- Unique monsters may now appear in the Worldstone Keep and Throne of Destruction on Normal difficulty
- Fallen Shaman have faster attacks and will now use different spells
- Fallen Shaman, Unravelers, Fetish Shaman and Zakarum Priests rapidly regenerate life of nearby monsters
- Some Vampires will now use different spells
- Venom Lords will now use Arctic Blast
- Trapped Souls no longer resist spells
- A couple monsters swapped between Worldstone Keep Levels 1 and 2
- Baal spells altered slightly
- Hell Baal is now level 98, down from 99

Act I Rogue Hireling

- Slightly decreased chance to use normal arrows, chance to use Fire/Cold arrows slightly **increased and now increases further with additional experience levels**
 - Inner Sight skill **removed**
 - Nightmare Rogues use Exploding/Ice Arrow
 - Hell Rogues use Immolation/Freezing Arrow
 - **Now receives an aura** based on difficulty - **Vigor** in Normal / **Fanaticism** in Nightmare / **Salvation** in Hell
- Note: Your rogue hireling will not learn Vigor until level 18, as Vigor requires level 18. Vigor/Fanaticism are capped at level 10, Salvation at level 1*

Act III Eastern Sorceror Hireling

- Skills revised:
 - Fire uses **Fireblast/Enchant**
 - Cold uses **Ice Ball/Frozen Armor**
 - Lightning uses **Lightning Blast/Thunderstorm**
 - Fireblast, Ice Ball and Lightning Blast all utilize **item effects and weapon damage** in addition to their spell damage (find a good sword!)
 - **Now receives an aura** based on difficulty - **Prayer** in Normal / **Meditation** in Nightmare / **Conviction** in Hell
- Note: Prayer is capped at level 18, Meditation at level 5, and Conviction at level 3*

Act V Barbarian Hireling

- Now also casts Battle Orders and Battle Command and will begin using them between levels 28-30
- Both skills are capped at level 10

2. ITEMS, AFFIXES & SKILLS

Potions

- Healing Potions’ effects reduced by 33%
- Mana Potions’ effects reduced by 25%
- Rejuvenation Potion effect reduced to 25%, down from 35
- Reduced the number of potions dropped by Champions & Uniques
- Spelunker Potions may now drop from enemies who are able to drop ‘Super’ level potions

Items

- Dropped gold is now automatically picked up!
- All items with the affix “Freeze Target” now automatically use a +15 modifier
- Thrown Weapons may now spawn with sockets, have higher stack sizes, and you may now add sockets to them
- The chance to win a unique or set item from gambling has been increased
- Some item types may now have an increased amount of maximum sockets
- Color corrections have been made to many item types for inventory/animated graphics
- Some items types have slightly altered level requirements
- Some classic items have been improved
- Some cooldown-based spells no longer trigger their cooldown when cast by an item
- A few armor types have better and/or new combinations for their graphics on your character
- Sorceress Orb weapons deal 50% more damage
- Fire, Cold and Lightning Absorb may now appear on items
- Crystal Swords now receive a magic level bonus (like Circlets)
- Orbs may now receive a bonus to all elemental damage
- Crystal Swords now also receive staffmods similar to orbs
- Some high level unique items have a better drop chance
- Wands will no longer spawn with physical attack-related modifiers
- Scepters may now receive “of the Magus” suffix
- Scepters may now rarely receive Poison damage
- Orbs may now receive “Prevent Monster Heal” suffix
- Orbs may now receive a chance to cast Amplify Damage on striking
- Proc suffixes which appear on randomly generated items have had their chance increased by 50%

Item Affix Changes

- “Attacker Takes Physical/Lightning Damage Of” now also applies to ranged and spell attacks
- Many item affix tooltips have been modified/reworded to save space or clarify function (example: “Fires *Level X* Magic Arrows”)
- Attacker Takes Lightning Damage now goes up to 127, up from 31
- Chance to cast a spell “When Struck” now also works when hit by a missile or spell!
- Chance to cast a spell “On Kill” now also works with spells! Does not work on aura kills
- Open Wounds now has a sound and graphic

Jewels

- Affixes that previously only appeared on Magic jewels may now also appear on Rare jewels
- Rainbow Facets now always use their proper color
- Rainbow Facets have a reduced item level (and thus can be found sooner)

Charms

- Rare charms may now drop - can receive all the same affixes as magic charms
- Charms may now receive magic damage
- Charms now receive Enhanced Defense instead of Defense
- Charms may now receive spell damage reduction
- Minimum damage level requirements for charms have been reduced

Gems

- Magic vendors now sell all variants of perfect gems
- Mid-grade gems are now called “Fair” (as in a Fair Ruby)
- A new Obsidian gem type may now rarely drop
- Amethysts now add critical strike to weapons and add curse length reduction to shields
- Diamonds’ weapon bonus increased, also damages demons in addition to undead
- Diamonds now raise vitality and energy when socketed in armor/helms
- Skulls’ armor/helm/shield bonuses increased

Runes

- Removed the gem requirements from merging high level runes! <3
- El Rune: all bonuses now instead add +10% enhanced damage
- Eld Rune: all bonuses now instead add +10% enhanced defense
- Nef Rune: replaced by a new rune - the Pisc Rune
- Eth Rune: armor/shield bonuses increased, and they now also add +5 mana
- Ith Rune: weapon bonus now adds 5-10 damage, up from 0-9
- Thul Rune: weapon bonus now adds 5-20 cold damage, up from 3-14
- Amn Rune: armor, helm and shield bonuses now instead add Damage Reduced By 7
- Sol Rune: all bonuses now instead add +2 To Life After Each Kill
- Dol Rune: weapon bonus now instead adds 4% Mana Stolen Per Hit, armor/shield bonuses increased
- Pul Rune: weapon bonus now instead adds +10% Faster Cast Rate
- Vex Rune: graphic no longer incorrectly shows the Um Rune graphic
- Cham Rune: weapon bonus now Freezes Target by +5, up from 3
- The drop chance for a Zod Rune is now 3 times greater (1 in -1.3 million as opposed to 1 in -3.7 :D)
- A new Zer Rune has been added, and has the same drop chance as Zod
- Mal Rune, Ist Rune drop chance raised by 6.2%
- Gul Rune, Vex Rune drop chance raised by 7.8%
- Ohm Rune, Lo Rune drop chance raised by 7.8%
- Sur Rune, Ber Rune drop chance raised by 8.2%
- Jah Rune, Cham Rune drop chance raised by 11.6%
- Zod Rune, Zer Rune drop chance raised by 22.6% (in addition to the above boost)

3. CRAFTING

Existing Formula Changes

- You may now also transmute **6 and 9 rejuvenation potions at once** (for faster converting)
- Repair/recharge/replenish recipes have changed. They now only require an Eld Rune, **and now also work on ethereal items!**
- Quality upgrade recipes (i.e. Cap -> War Hat -> Shako) now also work for **White**, **Magic** and **Crafted** items
- Quality upgrade recipes **no longer artificially increase level requirement or reduce item level**

Recipes & Enchanting

- **Bishibosh** will now drop an **Alchemy Manual** that provides a list of new Horadric Cube recipes
 - Additionally, a few classic recipes are listed for convenient reference
- **Dark Elder** will now drop an **Enchanting Scroll** which provides a list of enchanting formulas
 - Requires a Mirror Rod and various runes, as well as materials gathered from disenchanting unique and set items
 - Enchanting only works on weapons and is permanent
 - **Enchanting DOES NOT work on Ethereal weapons**

Shapeforging

- A very powerful form of crafting that is only possible if **Emerelda's Essencer** is obtained
- Transmute this rod with an Angel Statue and any Superior quality weapon/armor, or any Rare quality ring/amulet
- Produces a unique item of the same item type as the item used
- All items made in this fashion will add +1-5% to experience gained
- Only unique items with an item level encompassed by the input's item level can be accessed (higher input ilvl is generally better)
- If there are multiple valid unique items of a used item type, one will be selected at random
- **Jewels and Charms are not compatible**

Dyes

- Purchased from Gambling vendors
 - Each dye will change an item's color when equipped
 - The effect is **permanent** - choose wisely on each of your items
 - Dyes only transmute with **Weapons, Body Armor, Helms and Shields**
 - **Ethereal items are not compatible**
- (Note: Dyes are a great way to finally customize the look of your runewords!)*

Forge Keys

- Purchased from magic vendors or found in Mirror Forest
- Transmutes with an armor or weapon to add a permanent bonus to damage or defense and make it indestructible
- Forge Keys only work on **Weapons, Body Armor, Helms and Shields**
- Forge Keys work only **once** per item
- Forge Keys should be used **after** forming a Rune Word, not before
- **Ethereal items are not compatible**

Lucky Buckles

- Purchased from blacksmith vendors
- Transmutes with a belt to add a permanent bonus increase to defense, gold from monsters and magic find
- As you might expect, you can only attach one to a single belt
- **Ethereal items are not compatible**

Sirens

- Found in Mirror Forest
- Transmutes with a weapon or armor to add non-class skills or powerful triggered spellcasts
- Sirens only work on **Weapons, Body Armor, Helms and Shields**
- A single item may be augmented in this way repeatedly
- **Ethereal items are not compatible**

3a. RECIPES

Crafting














Emptying Item Sockets & Reclaiming Socketed Items <i>Formula:</i> Socketed Equipment + Perfect Diamond Works on Ethereal Items <i>The first 4 sockets in an 8-slot item will be returned</i>	Setting an Item's Number of Sockets to 3 <i>Formula:</i> Socketable Equipment + 4x Rare Jewel No Ethereal Items <i>Beware of item socket limits</i>
Adding +1 Socket to Unsocketed Items <i>Formula:</i> Socketable Equipment + Perfect Skull No Ethereal Items	Upgrading White Rarity Items to Superior Quality <i>Formula:</i> White Equipment + Tal Rune + Ral Rune + Thul Rune No Ethereal Items <i>Also rerolls staffmods</i>
Creating a New Rare Charm <i>Formula:</i> Magic Charm + Tal Rune + Ral Rune + Ort Rune <i>Item level is based on input</i>	Adding Quantity Regeneration to Thrown Weapons <i>Formula:</i> Thrown Weapon + Tir Rune + Amn Rune No Ethereal Items
Creating a New Rare Jewel <i>Formula:</i> Perfect Gem + Eth Rune + Ith Rune <i>Item level is random</i>	Merging Runes <i>Formula I:</i> 3x Any Level 1-43 Rune <i>Formula II:</i> 2x Any Level 45+ Rune <i>Gems are no longer needed</i>
Converting Any Item to White & Removing Ethereal <i>Formula:</i> Any Equipment + El Rune Works on Ethereal Items <i>Also rerolls staffmods</i>	Repairing, Recharging & Replenishing Items <i>Formula:</i> Any Weapon or Armor + Eld Rune Works on Ethereal Items No Jewelry

Enchanting

i. Fiery Weapon <i>Adds a 10% chance to cast a small explosion after each successful attack</i> <i>Fire Damage: 530-580</i> <i>Formula:</i> Mirror Rod + Amn Rune + 3x Small Vibrant Shard	vii. Divinity <i>Adds a 4% chance to call down a Flash of Light after each kill</i> <i>Heals up to 45 Life</i> <i>Formula:</i> Mirror Rod + Fal Rune + Mirror Crystal
ii. Icy Chill <i>Adds a 5% chance to cast a large Ice Ring after each kill</i> <i>Cold Damage: 225-273</i> <i>Freeze Length: 6 seconds</i> <i>Formula:</i> Mirror Rod + Sol Rune + 3x Small Vibrant Shard	viii. Crusader <i>Adds a 2% chance to gain +150 Strength for 10 sec on Striking</i> <i>Formula:</i> Mirror Rod + Lem Rune + 2x Larfge Vibrant Shard + Mirror Crystal
iii. Guardian <i>Reduces Physical Damage Taken by up to 49</i> <i>Increases by 1 every 2 levels</i> <i>Formula:</i> Mirror Rod + Shael Rune + 3x Small Vibrant Shard	ix. Mongoose <i>Adds a 2% chance to gain +25% Attack Speed for 10 sec on Striking</i> <i>Formula:</i> Mirror Rod + Pul Rune + 2x Large Vibrant Shard + Mirror Crystal
iv. Blood Drainer <i>Adds a 25% to inflict Open Wound with attacks</i> <i>Formula:</i> Mirror Rod + Io Rune + 3x Small Vibrant Shard + Large Vibrant Shard	x. Spellsurge <i>Adds +10% to All Elemental Damage</i> <i>Formula:</i> Mirror Rod + Um Rune + 2x Large Vibrant Shard + Mirror Crystal
v. Unholy Weapon <i>Adds a 25% chance to Drain 2 Life from Monsters near the Impact</i> <i>Radius: 12 yards</i> <i>Formula:</i> Mirror Rod + Lum Rune + 3x Small Vibrant Shard + Large Vibrant Shard	xi. Exorcist <i>Blinds enemies with holy wrath on striking for 15 seconds</i> <i>Magic Damage: 746-1029</i> <i>+200% Damage to Demons</i> <i>Formula:</i> Mirror Rod + Ist Rune + 3x Mirror Crystal
vi. Runesage <i>Adds 8% to Maximum Mana</i> <i>Increases Magic Find by 33%</i> <i>Formula:</i> Mirror Rod + Ko Rune + 3x Small Vibrant Shard + Large Vibrant Shard	

4. CLASSES

Amazon

Bow and Crossbow Skills	Passive and Magic Skills	Spear and Javelin Skills
<div><div>General</div><ul style="list-style-type: none">Arrow skills no longer use ammo (but still require it for skill usage)Fire, Cold, Exploding and Freezing Arrow's damage increased<div></div><div><div>Cold Arrow</div><ul style="list-style-type: none">Missile duration raised by 100%</div><div></div><div><div>Exploding Arrow</div><ul style="list-style-type: none">Synergy from Fire Arrow decreased to 10%, down from 12Mana cost per level decreased to 0.25, down from 0.5</div><div></div><div><div>Ice Arrow</div><ul style="list-style-type: none">Synergy bonus raised to 10%, up from 8</div><div></div><div><div>Guided Arrow (now called Holy Arrow)</div><ul style="list-style-type: none">Now starts with a +20% bonus to damageDamage bonus per level raised to 10%, up from 5Now deals an extra source of magic damageNow synergizes with Magic Arrow and Critical Strike: +10% magic damage per level</div><div></div><div><div>Immolation Arrow</div><ul style="list-style-type: none">Cooldown removedFire duration reduced to 2 seconds, down from 4Base mana cost reduced to 10, down from 12Exploding Arrow synergy reduced to 5%, down from 10</div><div></div><div><div>Freezing Arrow</div><ul style="list-style-type: none">Now receives synergy from both Cold Arrow and Ice ArrowMana cost reduced to 8, down from 9Synergy bonus reduced to 10%, down from 12</div></div>	<div><div></div><div><div>Inner Sight (Redesigned)</div><ul style="list-style-type: none">Overlay and sound improvedNow increases physical damage taken instead of reducing defenseInner Sight initial mana cost reduced to 4, mana cost per level increased to 2.Inner Sight now synergizes with Valkyrie: +1 second duration per levelDuration is now a static 8 secondsNo longer draws threat from enemiesCan now be used behind walls and doors</div><div></div><div><div>Slow Missiles</div><ul style="list-style-type: none">Overlay and sound improvedBase duration reduced to 10 seconds, down from 12Duration per level reduced to 1 second, down from 3Can now be used behind walls and doors</div><div></div><div><div>Valkyrie</div><ul style="list-style-type: none">AI improved and should now make decisions much fasterBase health raised to 500, up from 400-480No longer requires Evade</div></div>	<div><div>General</div><ul style="list-style-type: none">Javelin skills no longer use ammo (but still require it for skill usage)<div></div><div><div>Poison Javelin</div><ul style="list-style-type: none">Poison length is now a static 4 secondsCooldown removed</div><div></div><div><div>Lightning Bolt</div><ul style="list-style-type: none">Now synergizes with Poison Javelin, Plague Javelin and Lightning FurySynergy bonus raised to 7%, up from 3Collision size halvedNo longer converts physical damage into lightning (you can have your lifesteal back, you're welcome)</div><div></div><div><div>Plague Javelin</div><ul style="list-style-type: none">Poison length is now a static 4 secondsCooldown removed</div><div></div><div><div>Lightning Fury</div><ul style="list-style-type: none">Now synergizes with Poison Javelin, Lightning Bolt and Plague JavelinSynergy bonus raised to 2%, up from 1Collision size halved</div></div>

Assassin

Traps

General

- All traps will now display on the minimap



Fire Blast (now called Frost Grenade)

- Now deals cold damage instead of fire damage, base length is 3 seconds, length increases by 0.4 seconds per level
- Now synergizes with Burst of Speed instead of Death Sentry
- Radius reduced to 2.6 yards, down from 3.3
- Synergy bonus raised to 15%, up from 9
- Missile explodes much faster after landing (60%)
- Missile speed raised by 85%
- Visual delay has been removed



Blade Sentinel

- Cooldown removed
- Mana cost now increases - by 0.5 per level
- Now properly displays max number of active blades



Blade Shield

- Duration is now a static 10 minutes

Shadow Disciplines

General

- Psychic Hammer and Mind Blast have been removed. I'll let you guess why



Claw Mastery (now called Lethality)

- Now affects all types of weapons
- Base damage bonus reduced to 25%, down from 35



Ghost Flame (New!)

- Learned at level 1
- Summons a magical white flame that crawls outward
- Deals both magic and cold damage



Cloak of Shadows

- Base defense bonus raised to 15%, up from 10
- Defense bonus and monster defense penalty per level raised to 5%, up from 3



Fade

- No longer reduces curse duration
- Now properly displays passive physical resistance



Elemental Assassin (New!)

- Learned at level 24
- Increases your elemental damage bonuses
- Counts as a Magic elemental skill, thus benefitting from +to Magic Elemental Skills from items

Note: Phoenix Strike does not benefit from elemental damage affixes. Don't worry, I have already addressed this! Please see Phoenix Strike for more info

Martial Arts

General

- Charges from charge-up skills now last for 10 minutes, up from 15 seconds
- Fists of Fire, Claws of Thunder and Blades of Ice no longer require claw-class weapons to execute



Dragon Claw

- No longer requires claw type weapons (or dual wielding)

Note: This skill is now well suited for builds based around melee hits rather than kicking



Phoenix Strike

- Meteors now land 3 times faster
- Chaos Ice Bolts damage increased
- Now synergizes with Elemental Assassin: +4% elemental damage per level*

Note: I went the extra mile for you magic assassins! Since Phoenix Strike is technically incapable of benefitting from elemental damage bonuses, and Elemental Assassin adds extra spell damage for hard and soft points, Phoenix Strike's new elemental synergy is also added for soft skill points :)

Barbarian

Combat Skills



Double Swing

- Base attack rating bonus raised to 30%, up from 15
- Bonus attack rating per level raised to 15%, up from 5
- Now receives a bonus from Frenzy in addition to Bash
- Synergy bonus raised to 15%, up from 10



Double Throw

- Now starts with a +5% damage bonus, increases by 5% per level
- Synergy bonus raised to 10%, up from 8
- Now also synergizes with Bash



Stun

- Base attack rating bonus raised to 150%, up from 15
- Bonus attack rating per level raised to 15%, up from 5
- Bonus damage from Bash raised to 10%, up from 8
- The bonus to duration is now received from Berserk instead of War Cry



Frenzy

- Duration increased to 8 seconds, up from 6
- Now synergizes with Bash instead of Taunt
- Bonus damage from Bash and Double Swing raised to 10%, up from 8



Concentrate

- Now synergizes with Stun instead of Battle Orders



Berserk

- Now synergizes with Stun and Concentrate instead of Howl and Shout

Combat Masteries



Iron Skin

- The amount of bonus defense now increases by 20% per level, up from 10



Increased Speed

- Maximum bonus raised to 90%, up from 50

War Cries

General















- Base duration of Shout, Battle Orders and Battle Command has been raised to 50 seconds



War Cry

- Now synergizes with Shout, Battle Orders and Battle Command
- Damage bonus from synergies raised to 15%, up from 6
- Damage increased
- Area of effect has been roughly tripled
- Base mana cost reduced to 6, down from 10, now increases by 0.5 per level, down from 1








Druid

Summoning & Shape Shifting	Elemental (Fire)	Elemental (Cold)
<div><div><div>General</div><div><ul style="list-style-type: none">Spirits and vines have received a health increase in all 3 difficultiesRaven, Poison Creeper and Spirit of Barbs have been removed. I'll let you guess whySynergy tooltips for wolf/bear summons have been improvedWerewolf and Werebear duration increased to a static 10 minutes, health bonus is now increased at a rate of 5% per levelCarrion Vine and Solar Creeper move 100% faster</div></div><div><div></div><div><div>Serpent Sting (New!)</div><div><ul style="list-style-type: none">Available at level 1Fires a poisonous arrowDeals weapon damage + additional poison damage over 4 seconds</div></div></div><div><div></div><div><div>Pulsar (New!)</div><div><ul style="list-style-type: none">Available at level 1Summons a willowisp that fires prismatic bolts of random elemental damage (fire, cold, lightning or poison) at enemiesPoison damage is instantCold length starts at 1 second and increases by .2 per levelImmune to physical damagePulsars can be used alongside vines, as a wisp ≠ a vine</div></div></div><div><div><i>Note: Benefits from elemental mastery, but not pierce bonuses</i></div><div><div></div><div><div>Lycanthropy</div><div><ul style="list-style-type: none">Now learned at level 18 instead of level 1No longer increases shape shift durationBase life bonus reduced to 5%, down from 20</div></div></div><div><div></div><div><div>Heart of Wolverine</div><div><ul style="list-style-type: none">Damage bonus per level raised to 10%, up from 7</div></div></div><div><div></div><div><div>Power Soul (New!)</div><div><ul style="list-style-type: none">Learned at level 30A viridian spirit pet which periodically deals out random elemental damage (fire, cold, lightning or poison) to nearby monstersCold and poison damage are instant (no length)</div></div></div><div><div><i>Note: Benefits from elemental mastery, but not pierce bonuses</i></div><div><div></div><div><div>Solar Creeper</div><div><ul style="list-style-type: none">Max mana steal % has been raised to 10%, up from 8</div></div></div></div></div></div>	<div><div><div>General</div><div><ul style="list-style-type: none">This tree has been heavily reworkedMolten Boulder, Fissure, Volcano and Armageddon all sucked and have been removed</div></div><div><div></div><div><div>Firestorm</div><div><ul style="list-style-type: none">Can now pass through objectsMana cost reduced to 3.5, now increases by 0.5 per levelCooldown removedDamage increasedMissile count decreased to 2, down from 3Missile speed raised by 100%, duration raised by 25%Now synergizes with Magneon Sphere and Phoenix Wing: +8% fire damage per level</div></div></div><div><div></div><div><div>Dreamstate (New!)</div><div><ul style="list-style-type: none">Learned at level 6Passive: Constantly regenerates lifeCounts as a Fire elemental skill, thus benefiting from +to Fire Elemental Skills from items</div></div></div><div><div></div><div><div>Magneon Sphere (New!)</div><div><ul style="list-style-type: none">Learned at level 12An expensive specialist spell that gains momentum the further it travelsDeals very minor magic damage, but steals 100% as lifeCounts as a Magic elemental skill, thus benefiting from +to Magic Elemental Skills from items</div></div></div><div><div></div><div><div>Phoenix Wing (New!)</div><div><ul style="list-style-type: none">Learned at level 24Summons a burning entity that gains momentum as it crashes into its target, dealing fire damage and briefly stunning for 0.2 secondsThe flame's wings deal extra fire damage to surrounding enemies as it travels</div></div></div><div><div></div><div><div>Burning Harmony (New!)</div><div><ul style="list-style-type: none">Learned at level 30Passive: Increases fire skill damage</div></div><div><div><i>Note: This affects Fire Claws!</i></div></div></div></div>	<div><div><div>General</div><div><ul style="list-style-type: none">This tree has been heavily reworkedTwister and Tornado were terrible, and have been removed</div></div><div><div></div><div><div>Hurricane</div><div><ul style="list-style-type: none">Now learned at level 1, cooldown removedDuration now increases by +3 seconds per levelMana cost reduced to 10, now increases by 2 per levelDamage reduced, increased time between hits by 25%Cold length removedNow instead synergizes with Arctic Blast and Ice LanceSynergy bonus reduced to 8%, down from 9</div></div></div><div><div></div><div><div>Arctic Blast</div><div><ul style="list-style-type: none">Can now be cast at full rangeRadius is now static at roughly 10 yardsNow properly uses a cold impact soundDamage increasedBlast speed raised by 75%Now requires HurricaneBase mana cost raised by 8%, mana cost per level doubledNow also synergizes with Ice Lance</div></div></div><div><div></div><div><div>Cyclone Armor</div><div><ul style="list-style-type: none">Now synergizes with Hurricane and Frozen HarmonySynergy raised to 10%, up from 7Graphic has been improved</div></div></div><div><div></div><div><div>Ice Lance (New!)</div><div><ul style="list-style-type: none">Learned at level 24Fires a wave of cold energy that freezes enemies it passes through</div></div></div><div><div></div><div><div>Frozen Harmony (New!)</div><div><ul style="list-style-type: none">Learned at level 30Passive: Increases the damage dealt by your cold skills</div></div></div></div>

Necromancer

Poison and Bone Spells	Summoning	Curses
<div><div><div><div><div><div></div><div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></div></div></div><div><div><div><div></div><div></d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Paladin

Defensive & Offensive Auras	Combat Skills (Melee)	Combat Skills (Magic)
<div><div>General</div><div><ul style="list-style-type: none">Holy Fire, Holy Freeze, Holy Shock, Sanctuary, Conviction, Fanaticism and Salvation now all have a static radius of 14 yardsResist Fire, Cold and Lightning, and Defiance now also benefit from PrayerResist Auras’ passive maximum resistance bonuses have been removedAll damaging auras deal increased damageFixed the synergy tooltips for Cleansing and Meditation</div></div> <div><div></div><div><div>Prayer</div><div><ul style="list-style-type: none">Mana cost removedInitial healing decreased, progression has been increasedNow synergizes with Sacrifice, Holy Bolt, Zeal and Meditation: +5% healing per level</div></div></div> <div><div></div><div><div>Holy Fire</div><div><ul style="list-style-type: none">Synergy from Salvation raised to 9%, up from 6Damage added to attack slightly decreased, periodic damage increased</div></div></div> <div><div></div><div><div>Defiance</div><div><ul style="list-style-type: none">Base defense bonus reduced to 50%, down from 70</div></div></div> <div><div></div><div><div>Cleansing</div><div><ul style="list-style-type: none">No longer lowers curse, poison or shrine durationThis aura now simply improves poison resistance</div></div></div> <div><div></div><div><div>Blessed Aim</div><div><ul style="list-style-type: none">Now displays the passive bonus to attack ratingPassive attack rating bonus is now also increased by soft points</div></div></div> <div><div></div><div><div>Holy Freeze</div><div><ul style="list-style-type: none">Synergy from Salvation raised to 10%, up from 7Periodic damage is now equal to added attack damage</div></div></div> <div><div></div><div><div>Meditation</div><div><ul style="list-style-type: none">Now correctly works on hirelingsBase mana recovery rate reduced to 150%, down from 300</div></div></div> <div><div></div><div><div>Holy Shock</div><div><ul style="list-style-type: none">Synergy from Salvation raised to 7%, up from 4Damage added to attack slightly decreased, periodic damage increased</div></div></div> <div><div></div><div><div>Sanctuary</div><div><ul style="list-style-type: none">Now hits ALL types of enemiesKnockback and hidden mana cost removedBase damage bonus to undead reduced to 100%, down from 150Damage bonus to undead per level reduced to 5%, down from 30</div></div></div> <div><div></div><div><div>Conviction</div><div><ul style="list-style-type: none">Now also reduces poison resistance and can break associated immunitiesBase pierce reduced to 20%, down from 30Pierce bonus per level reduced to 2%, down from 5The max pierce is now 50%, down from 150</div></div></div>	<div><div>General</div><div><ul style="list-style-type: none">Conversion was useless and has been removedSmite has been removed</div></div> <div><div></div><div><div>Fortitude (New!)</div><div><ul style="list-style-type: none">Learned at level 1Passive - increases strength, dexterity, vitality and energy</div></div></div> <div><div></div><div><div>Zeal</div><div><ul style="list-style-type: none">Base attack rating and attack rating per level raised to 15%, up from 10Now synergizes with Prayer instead of Sacrifice: +15% damage per level, up from 12Now receives bonus from Concentration: +5% attack rating per level</div></div></div> <div><div></div><div><div>Breath of Heaven (New!)</div><div><ul style="list-style-type: none">Learned at level 24Summon a wave of holy energy that deals magic damage in a lineBenefits from attack speed, not cast rateCan be used in melee or ranged combatIf used in melee range, it will include weapon damage and trigger effects such as lifesteal on your primary target</div></div></div> <div><div><p><i>Note: This skill behaves differently based on how you use it. If used to attack from range, the weapon damage and item affix effects do NOT apply</i></p></div></div> <div><div></div><div><div>Holy Shield</div><div><ul style="list-style-type: none">Duration is now set to a static 10 minutesNo longer requires Blessed Hammer (which is now Empower)</div></div></div>	<div><div>General</div><div><ul style="list-style-type: none">Charge has been removedBlessed Hammer has been removed, but is still used by items and is much stronger</div></div> <div><div></div><div><div>Holy Bolt</div><div><ul style="list-style-type: none">Damage decreasedHealing removed, but now hits all types of enemiesNow deals +50% damage to undead targets!Speed increased by 25%Base mana cost increased to 4, increases by 0.25 per levelDamage synergy lowered to 9%, down from 50Prayer now works as a damage synergy instead of healing synergyNow also synergizes with RedemptionCounts as a Magic elemental skill, thus benefiting from +to Magic Elemental Skills from items</div></div></div> <div><div></div><div><div>Flash of Light (New!)</div><div><ul style="list-style-type: none">Learned at level 12A healing spell that instantly recovers life of any friendly targetCounts as a Magic elemental skill, thus benefiting from +to Magic Elemental Skills from items</div></div></div> <div><div></div><div><div>Empower (New!)</div><div><ul style="list-style-type: none">Learned at level 18Infuses a target with holy power, increasing their spell damage and EnergyCounts as a Magic elemental skill, thus benefiting from +to Magic Elemental Skills from items</div></div></div> <div><div><p><i>Note: Increases Vengeance/Fires of Heaven damage, as well as any other fire, cold, lightning, poison or magic elemental spell. An invaluable tool for any caster</i></p></div></div> <div><div></div><div><div>Fist of the Heavens</div><div><ul style="list-style-type: none">No longer requires Conversion (which is now Breath of Heaven)Holy Bolts now damage all types of enemies, but deal less damageBonus damage from levels reducedDamage synergy for lightning damage increased to 8%Holy Bolt damage synergy increased to 10%</div></div></div>

Sorceress

Fire Spells

General

- Blaze and Fire Wall have been removed, I'll let you guess why



Inferno

- Can now be cast at full range
- Base range increased to 4 yards, up from 3.3



Blue Blaze (New!)

- Learned at level 12
- Summons a living blue flame that crawls toward your enemies
- The range slowly increases with each level



Fire Shield (New!)

- Learned at level 18
- Creates a wreath of flame around you that damages enemies who attack or get too close with fire damage
- Increases health regeneration while active



Enchant

- No longer requires Fire Ball
- Now lasts for 10 minutes
- Duration is now increased by level - 10 seconds per level
- Now also synergizes with Fire Mastery: +5% attack rating per level
- Synergy with Warmth increased to 10%, up from 9



Meteor

- Tooltip now shows the duration of fire after impact



Hydra

- Cooldown removed
- Base damage increased
- Duration decreased to 5 seconds, down from 10
- Synergy damage bonuses raised to 5%, up from 3

Lightning Spells

General

- Thunderstorm and Energy Shield now last for 10 minutes
- Chain Lightning has been removed
- Lightning and Seeker Lightning have increased animation speed



Telekinesis (Redesigned)

- Changes your attack into a spell that can instantly hit an enemy from afar while adding bonus lightning damage
- This skill will work with most item affixes such as Life Steal, Skill on Striking and Crushing Blow. However, it does not work with "Skill on Attack"
- Now synergizes with Static Field, Shiver Armor, Enchant, Thunder Storm and Energy Shield: +10% lightning damage per level



Nova

- Base mana cost reduced to 10, down from 15
- Now synergizes with Static Field and Thunder Storm: +6% lightning damage per level



Seeker Lightning (New!)

- Learned at level 18
- Channels bolts of lightning in the direction of any nearby enemies
- Effective at finding hidden enemies or mopping up monsters who run away
- Functions exactly like Diablo 1's "Chain" Lightning



Teleport

- Now usable in towns



Thunder Storm

- Now usable in towns
- Now synergizes with Static Field and Nova: +6% lightning damage per level
- Now strikes enemies at a static 2 second interval
- No longer requires Chain Lightning (now called Seeker Lightning)



Energy Shield

- New graphical animations
- Max level is now 15 instead of the normal 20
- No longer requires Seeker Lightning
- Now displays damage reduction and Telekinesis synergy
- Now absorbs 25% at level 1, up from 20
- Amount absorbed now increases by 5% per level for all levels
- The cap is still 95% absorbed

Cold Spells

General

- Armor spells now last for 10 minutes, deal increased damage
- Base defense bonus of armor spells raised to 45%, increases by 15% per level
- Armor spells now synergize with Frost Nova
- Frozen Orb has been removed



Frozen Armor

- Bonus freeze length raised to 10% per level, up from 5
- While active you cannot be frozen



Ice Blast

- Missile speed raised by 17%
- Synergy damage raised to 12%, up from 8
- Mana cost per level increased to 0.75, up from 0.5
- Glacial Spike synergy now adds damage instead of freeze length
- Synergy with Blizzard and Frozen Orb (Comet) removed
- Base freeze length increased to 5 seconds, up from 3



Frost Nova

- Base mana cost reduced to 6, now increases by 0.5 per level, down from 1
- Damage increased
- Base cold length reduced to 2 seconds, per level bonus reduced to 0.2 seconds
- Now instead synergizes with Frozen, Shiver and Chilling Armor



Shiver Armor (Redesigned)

- No longer requires Ice Blast
- In addition to adding defense, augments your weapon with extra cold damage and causes your weapon attacks to freeze enemies



Glacial Spike

- Now synergizes with Frost Nova instead of Comet - for freeze length
- Freeze length synergy raised to 10%, up from 3



Chilling Armor

- Now also retaliates against all melee attacks
- A static cold length of 2 seconds has been added to both forms of retaliation
- Range and speed of ice bolts increased



Blizzard

- Now instead synergizes with Frost Nova and Comet



Comet (New!)







- Learned at level 30
- Functions like Meteor, Comet falls very quickly in comparison



Cold Mastery

- No longer pierces resistance, functions like Fire and Lightning Mastery
- Base bonus raised to -30%, up from 20

5. UNIQUE WEAPONS

Item	Attributes	Notes
<div></div> <div><u>Phantom Blade</u> Crystal Sword</div>	Two-Hand Damage: (11-13) To (33-41) Required Level: 18 Required Strength: 43 Durability: 20 Base Weapon Speed: [0] 1% Chance To Cast Level 15 Shiver Armor On Striking 20% Chance To Counter With Level 7 Lightning Blast +1 To All Skills +120-175% Enhanced Damage (varies) 20% Mana Stolen Per Hit Spell Damage Taken Reduced By 10 Cannot Be Frozen	
<div></div> <div><u>Mirrorsong Mageblade</u> Crystal Sword</div>	One-Hand Damage: 5 To 15 Required Level: 20 Required Strength: 43 Base Weapon Speed: [0] Indestructible +10% Faster Cast Rate +9-15% To All Elemental Damage (varies) +100 Defense +38 To Life +56 To Mana All Maximum Resistances +5 Spell Damage Taken Reduced By 10 25-40% Better Chance Of Getting Magic Items (varies)	
<div></div> <div><u>Destiny</u> Tusk Sword</div>	One-Hand Damage: 25 To 92 Two-Hand Damage: 47 To 145 Required Level: 28 Required Strength: 104 Required Dexterity: 71 Durability: 50 Base Weapon Speed: [0] 4% Chance To Cast Level 1 Shout On Striking +1 To All Skills +30% Increased Attack Speed +150% Enhanced Damage +50 To Strength Socketed (3)	
<div></div> <div><u>Mind Reaper</u> Battle Scythe</div>	Two-Hand Damage: 55 To 139 Required Level: 31 Required Strength: 72 Required Dexterity: 72 Durability: 65 Base Weapon Speed: [-10] 25% Chance To Cast Level 20 Telekinesis On Striking +2 To All Skills +210% Enhanced Damage 20% Bonus To Attack Rating Lightning Resist +25% Repairs 1 Durability In 10 Seconds	
<div></div> <div><u>The Atma Weapon</u> Crystal Sword</div>	One-Hand Damage: (75-99) To (175-249) Required Level: 35 Required Strength: 43 Base Weapon Speed: [0] Indestructible 15% Chance To Cast Level 20 Telekinesis On Striking +2 To All Skills +50% Increased Attack Speed +400% Enhanced Damage + (5 Per Level) 5-495% Enhanced Damage (Based On Level) Adds 50-100 Damage Ignore Target's Defense + (3 Per Level) 3-297% Bonus To Attack Rating (Based On Level) + (4.49 Per Level) 4-445 To Life (Based On Level) +10 To Mana After Each Kill	
<div></div> <div><u>Rock Candy</u> Jared's Stone</div>	One-Hand Damage: 12 To 27 Required Level: 38 Durability: 50 Base Weapon Speed: [10] (Sorceress Only) 100% Chance To Cast Level 1 Teleport On Striking +25% Faster Run/Walk Ignore Target's Defense +3 To Comet (Sorceress Only) +3 To Meteor (Sorceress Only) + (3 Per Level) 3-297% Better Chance Of Getting Magic Items (Based On Lvl)	



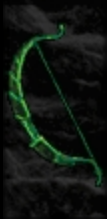
Venomsaber
Shamshir

One-Hand Damage: 25 To 60
Required Level: 39
Required Strength: 58
Required Dexterity: 58
Durability: 32
Base Weapon Speed: [-10]
+2 To Poison Elemental Skills
+20% Increased Attack Speed
+15% Faster Cast Rate
15% Increased Chance Of Blocking
+150% Enhanced Damage
+1 To Venom Scarab (Necromancer Only)
+2 To Deadly Poison (Necromancer Only)
+50 To Mana



Black Angel
Flail

One-Hand Damage: 2 To 52
Required Level: 42
Required Strength: 41
Required Dexterity: 35
Durability: 30
Base Weapon Speed: [-10]
3% Chance To Counter With Level 40 Bone Armor
+1 To All Skills
+40% Faster Cast Rate
+120% Enhanced Damage
+15-20% To Magic Elemental Damage (varies)
Increase Maximum Mana 10%
+10 To Mana After Each Kill
+50% Damage To Undead



Mandokir's Sting
Spider Bow

Two-Hand Damage: 74 To 162
Required Level: 44
Required Strength: 64
Required Dexterity: 143
Base Weapon Speed: [5]
+35% Increased Attack Speed
+225% Enhanced Damage
+293 Poison Damage Over 3 Seconds
10% Mana Stolen Per Hit
+15% To Poison Elemental Damage
+4 To Serpent Sting (Druid Only)
+2 To Pulsar (Druid Only)
+5 To All Attributes



Voidslinger
Small Crescent

One-Hand Damage: 152 To 240
Required Level: 45
Required Strength: 105
Required Dexterity: 73
Base Weapon Speed: [10]
15% Chance To Cast Level 20 Teeth After Each Kill
Indestructible
+1 To All Skills
+60% Increased Attack Speed
+300% Enhanced Damage
Ignore Target's Defense
Adds 90-145 Magic Damage
40% Chance For Crushing Blow
Slows Target By 50%
Socketed (4)



Hailstorm Rod
Walking Stick

Two-Hand Damage: 69 To 85
Required Level: 45
Required Strength: 25
Durability: 20
Base Weapon Speed: [-10]
100% Chance To Cast Level 55 Ice Bolt After Each Kill
100% Chance To Cast Level 40 Ice Bolt On Striking
100% Chance To Counter With Level 31 Ice Bolt
+1 To All Skills
+ (0.375 Per Level) 0-37% Faster Cast Rate (Based On Level)
+150% Enhanced Damage
8% Life Stolen Per Hit
+110-195 Defense
+8 To All Attributes
+50% Damage To Undead



Cane of Byrna
Stalagmite

Two-Hand Damage: 131 To 187
Required Level: 49
Required Strength: 63
Required Dexterity: 35
Durability: 30
Base Weapon Speed: [10]
Level 1 Ice Ring Aura When Equipped
+30% Faster Cast Rate
+75% Enhanced Damage
8% Mana Stolen Per Hit
5% Life Stolen Per Hit
35% Chance For Crushing Blow
+3 To Cold Mastery (Sorceress Only)
+3 To Lightning Mastery (Sorceress Only)
+50% Damage To Undead
Socketed (4)



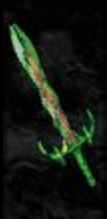
Lamp of Mending
Divine Scepter

One-Hand Damage: 16 to 38
Required Level: 49
Required Strength: 103
Durability: 70
Base Weapon Speed: [-10]
2% Chance To Cast Level 5 Flash of Light After Each Kill
9% Chance To Counter With Level 3 Flash of Light
+2 To All Skills
30% Faster Cast Rate
Adds 200-300 Magic Damage
+2 To Flash of Light (Paladin Only)
+8 To All Attributes
Regenerate Mana 50-80% (varies)
Physical Damage Taken Reduced By 12
+50% Damage To Undead



Sul'thraise the Lasher
Executioner Sword

One-Hand Damage: 78 To 130
Two-Hand Damage: 152 To 260
Required Level: 50
Required Strength: 128
Required Dexterity: 83
Durability: 50
Base Weapon Speed: [10]
50% Chance To Cast Level 20 Bone Spear On Striking
20% Chance To Cast Level 3 Weaken On Striking
+3 To All Skills
+100% Increased Attack Speed
+425% Enhanced Damage
50% Bonus To Attack Rating
Absorb All +10%
Requirements -25%
Socketed (6)



Chlorosabre
Dimensional Blade

One-Hand Damage: (13-77) To (36-208)
Required Level: 50
Required Strength: 85
Required Dexterity: 60
Durability: 20
Base Weapon Speed: [0]
100% Chance To Cast Level 5 Venom Scarab On Striking
+1 To All Skills
+ (5 Per Level) 5-495% Enhanced Damage (Based On Level)
+ (2 Per Level) 2-198 To Life (Based On Level)
Restores 30 Life Per 10 Sec
+ (1 Per Level) 1-99 To Mana (Based On Level)
+7 To Life And Mana After Each Kill
100% Better Chance Of Getting Magic Items
Socketed (3)



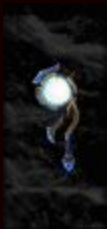
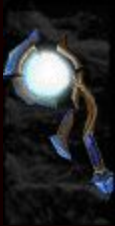



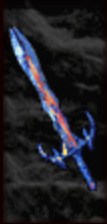
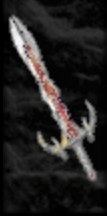
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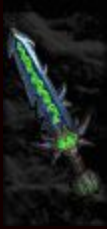




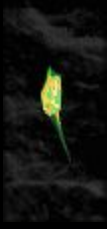
Throw Damage: (24-119) To (35-168)
One-Hand Damage: (13-64) To (28-133)
Required Level: 50
Required Strength: 25
Required Dexterity: 106
Base Weapon Speed: [-10]
Max Stack: 270
11% Chance To Cast Level 18 War Cry On Striking
+2 To All Skills
+ (4 Per Level) 4-396% Enhanced Damage (Based On Level)
+300% Damage To Demons
Adds 80-135 Magic Damage
+ (1 Per Level) 1-99% Chance Of Crushing Blow (Based On Level)
Restores 30 Life Per 10 Sec
200% Extra Gold From Monsters
Increased Stack Size By 100
+1 Self Repair Every 5 Seconds
Socketed (3)










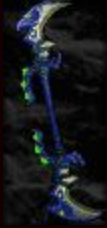



Briarsage
Cedar Staff






Two-Hand Damage: 11 To 32
Required Level: 50
Required Strength: 25
Durability: 35
Base Weapon Speed: [10]
+2 To All Skills
+30% Faster Cast Rate
+ (0.5 Per Level) 0-49 To All Attributes (Based On Level)
Absorb All +5%
+15% To Experience Gained
+50% Damage To Undead

<div></div> <div><u>Honed Resonator</u> Ghost Wand</div> <div></div> <div><u>Honed Resonator</u> Divine Scepter</div> <div></div> <div><u>Honed Resonator</u> Gothic Axe</div> <div></div> <div><u>Honed Resonator</u> Shadow Bow</div>	<div><p>One-Hand Damage: 98 To 196 Required Level: 50 Durability: 14 Base Weapon Speed: [10] +50% Faster Cast Rate +50 To Energy</p><p>One-Hand Damage: 64 To 152 Required Level: 50 Required Strength: 73 Durability: 70 Base Weapon Speed: [-10] +50% Faster Cast Rate +50 To Energy Requirements -30%</p><p>Two-Hand Damage: 72 To 280 Required Level: 50 Required Strength: 81 Required Dexterity: 56 Durability: 50 Base Weapon Speed: [-10] +50% Increased Attack Speed +50 To Strength Requirements -30%</p><p>Two-Hand Damage: 60 To 236 Required Level: 50 Required Strength: 37 Required Dexterity: 132 Base Weapon Speed: [0] +50% Increased Attack Speed +50 To Dexterity Requirements -30%</p></div> <div><p><u>All Items</u> Transmutes Between Weapon Types 6% Chance To Cast Level 10 Flash of Light After Each Kill +3 To All Skills +300% Enhanced Damage Adds 100-300 Magic Damage Absorb All +15% Physical Damage Taken Reduced By 20</p></div>	<p>These items can be swapped out for each other at any time. They share similar stats and have a few weapon-specific attributes Any item upgrades you add will be removed when transmuted to a different item</p>
<div></div> <div><u>Spear of Revenance</u> Wrist Sword</div>	<p>One-Hand Damage: 34 To 45 Required Level: 51 Required Strength: 95 Required Dexterity: 95 Base Weapon Speed: [-10] (Assassin Only) Indestructible 35% Chance To Cast Level 1 Cobra Strike On Striking +3 To Shadow Disciplines (Assassin Only) + (0.375 Per Level) 0-37% Increased Attack Speed (Based On Level) + (0.375 Per Level) 0-37% Faster Cast Rate (Based On Level) 20% Increased Chance Of Blocking Ignore Target's Defense +20% To Magic Elemental Damage +3 To Ice Bomb (Assassin Only) +10% To Experience Gained</p>	
<div></div> <div><u>Blue Giant</u> Phase Blade</div>	<p>Two-Hand Damage: 93 To 105 Required Level: 54 Base Weapon Speed: [-30] 100% Chance To Cast Level 40 Archflame On Striking +200% Enhanced Damage Ignore Target's Defense Fire Resist +65% Absorb All +25% <u>Enchants Have Increased Effect*</u> Can Be Enchanted Twice Requirements -100% Socketed (6)</p>	<p><u>*Enchants Have Increased Effect:</u> All weapon enchants are stronger than normal on this item, e.g. higher proc chances, higher skill levels, greater stat boosts</p> <p>Note: Stacking the same enchant twice is possible, but not recommended due to max stat values curbing the potential for improvement</p>
<div></div> <div><u>Angel Ice</u> Phase Blade</div>	<p>One-Hand Damage: 139 To 157 Required Level: 55 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] 2% Chance To Cast Level 2 Amplify Magic On Striking +1 To Paladin Skill Levels +350% Enhanced Damage 120% Bonus To Attack Rating +200% Damage To Undead Adds 213-302 Magic Damage Adds 125-250 Fire Damage +3 To Breath of Heaven (Paladin Only) +50 To Strength Socketed (5)</p>	

<div></div> <div>Spirit Tide Rune Sword</div>	<p>One-Hand Damage: 10 To 42 Required Level: 56 Required Strength: 103 Required Dexterity: 79 Durability: 44 Base Weapon Speed: [-10] 11% Chance To Cast Level 12 Spirit Lance After Each Kill 50% Chance To Counter With Level 8 Bone Spirit +2 To All Skills +2 To Cold Elemental Skills All Resistances +15-20% (varies) 3% Chance To Reanimate As: Horror Mage 5% Chance To Reanimate Kills As: The Banished 4% Chance To Reanimate Kills As: Night Lord +4-7 To Life After Each Kill (varies)</p>	
<div></div> <div>Umaro's Marrow War Club</div>	<p>Two-Hand Damage: 185 To 273 Required Level: 57 Required Strength: 124 Durability: 60 Base Weapon Speed: [10] 4% Chance To Cast Level 10 Amplify Damage On Striking +2 To All Skills +250% Enhanced Damage Ignore Target's Defense Adds 60-100 Magic Damage 100% Chance Of Crushing Blow Freezes Target +15 Cannot Be Frozen +50% Damage To Undead Socketed (6)</p>	
<div></div> <div>Angelic Skylance Rune Sword</div>	<p>One-Hand Damage: 10 To 42 Required Level: 58 Required Strength: 103 Required Dexterity: 79 Durability: 44 Base Weapon Speed: [-10] 11% Chance To Cast Level 25 <u>Blessed Hammer</u>* After Each Kill +3 To All Skills +15-20% To Lightning Elemental Damage (varies) +35-70 To Life (varies) +15 Lightning Absorb +5% To Experience Gained 60-80% Better Chance Of Getting Magic Items (varies) Socketed (5)</p>	<p>*Blessed Hammer: Much stronger than the original, and has greatly improved collision</p>
<div></div> <div>Cyandral's Nature Shadow Bow</div>	<p>One-Hand Damage: (75-149) To (179-469) Required Level: 58 Required Strength: 52 Required Dexterity: 188 Base Weapon Speed: [0] Level 1 Conviction Aura When Equipped +4 To All Skills +200% Enhanced Damage + (5 Per Level) 3-495% Enhanced Damage (Based On Level) +30 To Minimum Damage 5% Mana Stolen Per Hit 100% Chance of Open Wounds Hit Blinds Target Slows Target By 50% Knockback Socketed (5)</p>	
<div></div> <div>Roland's Sweep Scourge</div>	<p>One-Hand Damage: (51-53) To (300-360) Required Level: 59 Required Strength: 125 Required Dexterity: 77 Durability: 65 Base Weapon Speed: [-10] +2 To All Skills +275-350% Enhanced Damage (varies) +40 To Minimum Damage 8-12% Mana Stolen Per Hit (varies) +300 Defense +20 To Strength +20 To Dexterity Poison Length Reduced By 75% +50% Damage To Undead Socketed (5)</p>	
<div></div> <div>Spectralight Lich Wand</div>	<p>One-Hand Damage: 10 To 31 Required Level: 60 Required Strength: 25 Durability: 17 Base Weapon Speed: [-20] 12% Chance To Cast Level 24 Ghost Flame After Each Kill 30% Chance To Cast Level 5 Teeth After Each Kill +4 To Poison And Bone Skills (Necromancer Only) +2 To Necromancer Skill Levels +30% Faster Cast Rate All Resistances +5-10% (varies) +20% To Experience Gained 150-175% Better Chance Of Getting Magic Items (varies) +50% Damage To Undead Socketed (2)</p>	

 <p><u>Golden Flense</u> Scourge</p>	<p>One-Hand Damage: (63-71) To (162-397) Required Level: 60 Required Strength: 125 Required Dexterity: 77 Base Weapon Speed: [-10] Indestructible 100% Chance To Cast Level 3 <u>Frenzy</u>* On Striking +2 To All Skills + (3 Per Level) 3-297% Enhanced Damage (Based On Level) Adds 60-80 Damage Adds 167-233 Fire Damage 10% Life Stolen Per Hit Slows Target By 40% 200-300% Extra Gold From Monsters (varies) +50% Damage To Undead</p>	<p>*<u>Frenzy</u>: Works for all classes. Also works while wearing a shield</p>
 <p><u>Arctic Screamer</u> Phase Blade</p>	<p>One-Hand Damage: 124 To 140 Required Level: 60 Required Strength: 7 Required Dexterity: 34 Durability: 32 Base Weapon Speed: [-30] 8% Chance To Cast Level 30 Comet After Each Kill 10% Chance To Counter With Level 30 Comet +3 To Cold Elemental Skills +30% Increased Attack Speed +40% Faster Cast Rate +300% Enhanced Damage +30% To Cold Elemental Damage +20% To Maximum Cold Resist Cold Resist +50% Requirements -75%</p>	
 <p><u>The Bonecaster</u> Cryptic Axe</p>	<p>Two-Hand Damage: 46 To 127 Required Level: 63 Required Strength: 179 Required Dexterity: 99 Durability: 65 Base Weapon Speed: [10] Level 1 Illumination Aura When Equipped 1% Chance To Cast Level 1 Empower After Each Kill +2 To Poison And Bone Skills (Necromancer Only) +3 To Necromancer Skill Levels +50% Faster Cast Rate +70% To Magic Elemental Damage + (1.5 Per Level) 1-148% Better Chance Of Getting Magic Items (Based On Level) Socketed (6)</p>	
 <p><u>Nightfire</u> Gothic Bow</p>	<p>Two-Hand Damage: 37 To 187 Required Level: 63 Required Strength: 95 Required Dexterity: 118 Base Weapon Speed: [10] <u>Fade</u>* 10% Chance To Cast Level 3 Inner Sight On Striking +2 To All Skills +30% Faster Run/Walk +40% Increased Attack Speed +275% Enhanced Damage All Resistances +50% 20% Of Damage Taken Recovers Mana Socketed (6)</p>	<p>*<u>Fade</u>: Makes your character transparent</p>
 <p><u>Zin'Rokh, Destroyer of Worlds</u> Colossus Blade</p>	<p>Two-Hand Damage: (217-261) To (431-517) Required Level: 65 Required Strength: 189 Required Dexterity: 110 Durability: 50 Base Weapon Speed: [5] 2% Chance To Cast Level 29 Godfrost on Striking +3 To All Skills +275-350% Enhanced Damage (varies) 100% Chance For Critical Strike +800 Defense + (0.375 Per Level) 0-37 To All Attributes (Based On Level) All Maximum Resistances +10% Physical Damage Taken Reduced By 8-11% (varies) Physcial Damage Taken Reduced By 15-22 (varies)</p>	
 <p><u>Pillar of Venom</u> Rune Staff</p>	<p>Two-Hand Damage: 24 To 58 Required Level: 65 Required Strength: 25 Durability: 50 Base Weapon Speed: [20] 10% Chance To Counter With Level 11 Bane Star +2 To Poison Elemental Skills +25-30% Faster Cast Rate (varies) 20% Life Stolen Per Hit +25-40% To Poison Elemental Damage (varies) +30-40 To Vitality (varies) Regenerate Mana 100% All Maximum Resistances +5-10% (varies) +50% Damage To Undead Socketed (4)</p>	

<div></div> <div><u>Griffinstrike</u> Great Poleaxe</div> <div></div> <div><u>Griffinspire</u> Great Poleaxe</div>	<p>Two-Hand Damage: 161 To 444 Required Level: 65 Required Strength: 135 Required Dexterity: 75 Durability: 55 Base Weapon Speed: [0] Transmutes Into Griffinspire 7% Chance To Cast Level 21 Seeker Lightning On Striking +3 To All Skills + (0.5 Per Level) 0-49% Increased Attack Speed (Based On Level) +250% Enhanced Damage 12% Life Stolen Per Hit +20 To All Attributes Increase Maximum Life 24% Restores 20 Life Per 10 Sec 100% Better Chance Of Getting Magic Items Requirements -25%</p> <p>Two-Hand Damage: 46 To 127 Required Level: 65 Required Strength: 135 Required Dexterity: 75 Durability: 55 Base Weapon Speed: [0] Transmutes Into Griffinstrike 7% Chance To Cast Level 26 Frost Nova After Each Kill +3 To All Skills + (0.5 Per Level) 0-49% Faster Cast Rate (Based On Level) 12% Mana Stolen Per Hit +100% Enhanced Defense +20 To All Attributes Increase Maximum Mana 24% Regenerate Mana 40% 100% Better Chance Of Getting Magic Items Requirements -25%</p>	<p>Any item upgrades you add will be removed when transmuted to the opposite item</p>
<div></div> <div><u>King's Cleansing</u> Caduceus</div>	<p>One-Hand Damage: 37 To 43 Required Level: 66 Required Strength: 97 Required Dexterity: 70 Durability: 70 Base Weapon Speed: [-10] 25% Chance To Cast Level 19 <u>Blessed Hammer</u>* After Each Kill +3 To Magic Elemental Skills +2 To Paladin Skill Levels +10% Faster Cast Rate Restores 10-20 Life Per 10 Sec (varies) +10-15 To Life After Each Kill (varies) 40% Of Damage Taken Recovers Mana +50% Damage To Undead Socketed (2)</p>	<p>*Blessed Hammer: Much stronger than the original, and has greatly improved collision</p>
<div></div> <div><u>Pendulum of Doom</u> Glorious Axe</div>	<p>Two-Hand Damage: 300 To 620 Required Level: 66 Required Strength: None Required Dexterity: None Base Weapon Speed: [10] 20% Chance To Cast Level 60 Shock Web On Striking 20% Chance To Cast Level 40 Firestorm On Striking 20% Chance To Cast Level 20 Comet On Striking Indestructible -20% Increased Attack Speed +400% Enhanced Damage 100% Chance Of Crushing Blow Slows Target By 50% +100 To Life Requirements -100%</p>	
<div></div> <div><u>Priestcore</u> Lich Wand</div>	<p>One-Hand Damage: 34 To 105 Required Level: 66 Required Strength: 25 Durability: 17 Base Weapon Speed: [-20] +2 To All Skills <u>25% Chance For Piercing Attack</u>* (varies) +240% Enhanced Damage Adds 100-200 Magic Damage Adds 100-200 Fire Damage Adds 100-200 Cold Damage +500-600 Defense (varies) 4% Chance to Reanmate As: Undead Stygian Doll +10 To Life After Each Kill +50% Damage To Undead</p>	<p>*Chance For Piercing Attack: Combines effectively with the Necromancer's Spirit Lance ability</p>

<div></div> <div><u>Ghost Harp</u> Shadow Bow</div>	<p>Two-Hand Damage: (15-78) To (61-306) Required Level: 67 Required Strength: 42 Required Dexterity: 151 Base Weapon Speed: [0] 100% Chance To Cast Level 10 Ghoul Spike On Striking 15% Chance To Cast Level 10 Decrepify On Striking +3 To All Skills + (4.25 Per Level) 4-420% Enhanced Damage (Based On Level) 10% Mana Stolen Per Hit 100% Chance Of Crushing Blow +90 To Life Physical Damage Taken Reduced By 15% Requirements -20%</p>	
<div></div> <div><u>The Dark Tyrant</u> Archon Staff</div>	<p>Two-Hand Damage: (207-249) To (247-297) Required Level: 68 Required Strength: 34 Durability: 26 Base Weapon Speed: [10] 100% Chance To Cast Level 1 Attract On Striking 100% Chance To Cast Level 4 Teeth On Striking 100% Chance To Cast Level 20 Blue Blaze On Striking +4 To All Skills +30% Increased Attack Speed +20% Faster Cast Rate +150-200% Enhanced Damage (varies) Ignore Target's Defense Adds 50-100 Magic Damage Adds 50-100 Fire Damage Adds 50-100 Lightning Damage Adds 50-100 Cold Damage +50% Damage To Undead</p>	
<div></div> <div><u>Golden Ice</u> Phase Blade</div>	<p>One-Hand Damage: 117 To 133 Required Level: 68 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] 100% Chance To Cast Level 60 Arctic Blast On Striking +2 To All Skills 25% Increased Chance Of Blocking +280% Enhanced Damage +60 Lightning Damage + (3 Per Level) 3-297 To Maximum Lightning Damage (Based On Level) +115 Cold Damage + (2 Per Level) 2-198 To Maximum Cold Damage (Based On Level) +15% To Lightning Elemental Damage +15% To Cold Elemental Damage +5 To Life After Each Kill</p>	
<div></div> <div><u>Voidcoil Channeler</u> Elder Staff</div>	<p>Two-Hand Damage: 80 To 93 Required Level: 70 Required Strength: 44 Required Dexterity: 37 Durability: 35 Base Weapon Speed: [0] Level 1 Voidcoil Aura When Equipped 20% Chance To Counter With Level 5 Dim Vision +3 To All Skills +20% Faster Cast Rate +30% To Magic Elemental Damage +700 Defense Regenerate Mana 200% All Resistances +30% +50% Damage To Undead Socketed (4)</p>	
<div></div> <div><u>Cecil's Radiance</u> Scourge</div>	<p>One-Hand Damage: (12-17) To (341-498) Required Level: 70 Required Strength: 125 Required Dexterity: 77 Durability: 65 Base Weapon Speed: [-10] 50% Chance To Cast Level 27 <u>Blessed Hammer</u>* On Striking +4 To All Skills +325% Enhanced Damage + (2 Per Level) 2-198% Enhanced Damage (Based On Level) +400% Damage To Undead 75% Chance Of Open Wounds +25 To All Attributes Lightning Absorb 20% Fire Absorb 20% Socketed (5)</p>	<p>*Blessed Hammer:. Much stronger than the original, and has greatly improved collision</p>



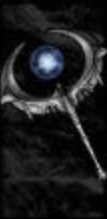
Starbolt
Flying Knife

Throw Damage: 98 To 232
One-Hand Damage: 98 To 232
Required Level: 70
Required Strength: 48
Required Dexterity: 141
Base Weapon Speed: [0]
Max Stack: 350
8% Chance To Cast Level 5 Life Tap On Striking
+3 To Barbarian Skill Levels
+40% Increased Attack Speed
+330% Enhanced Damage
Adds 1-200 Lightning Damage
Adds 125-250 Cold Damage
+ (1 Per Level) 1-99% Chance For Critical Strike (Based On Level)
Freezes Target +15
Increased Stack Size By 150
+1 Self Repair Every 5 Seconds



Tsunamic Charger
Ogre Maul

Two-Hand Damage: (129-412) To (209-599)
Required Level: 71
Required Strength: 180
Durability: 60
Base Weapon Speed: [10]
7% Chance To Cast Level 11 Flash of Light After Each Kill
16% Chance To Cast Level 19 Ice Wave On Striking
+5 To Offensive Auras (Paladin Only)
+2 To Paladin Skill Levels
+20% Increased Attack Speed
+ (3.75 Per Level) 3-371% Enhanced Damage (Based On Level)
Adds 50-100 Damage
Adds 163-237 Fire Damage
Adds 12-279 Lightning Damage
Adds 82-171 Cold Damage
+50% Damage To Undead



Tempest Cannon
Caduceus

One-Hand Damage: 37 To 43
Required Level: 77
Required Strength: 97
Required Dexterity: 70
Durability: 70
Base Weapon Speed: [-10]
+4 To All Skills
+20% Faster Hit Recovery
+3 To Fist of the Heavens
+97-118 To Life (varies)
+75-100 To Mana (varies)
Regenerate Mana 100-120% (varies)
All Resistances +20%
Spell Damage Taken Reduced By 15
25% Of Damage Taken Recovers Mana
+50% Damage To Undead



Unpowered Starforge
Caduceus

One-Hand Damage: 37 To 43
Required Level: 80
Required Strength: 97
Required Dexterity: 70
Durability: 70
Base Weapon Speed: [-10]
Requires 5 Mirror Crystals To Restore Power
+50% Damage To Undead







Starforge
Caduceus


One-Hand Damage: 185 To 215
Required Level: 80
Required Strength: 97
Required Dexterity: 70
Durability: 70
Base Weapon Speed: [-10]
+5 To All Skills
+40% Increased Attack Speed
+40% Faster Cast Rate
+400% Enhanced Damage
+25% To All Elemental Damage
+30-40 To All Attributes (varies)
All Resistances +30-40% (varies)
+12 To Life And Mana After Each Kill
+20% To Experience Gained
+50% Damage To Undead

6. UNIQUE ARMOR

Item	Attributes	Notes
<div></div> <div><u>Thinking Cap</u> Cap</div>	Defense: 3-5 Required Level: 10 Durability: 1 +1-2 To Magic Elemental Skills (varies) +1-2 To Fire Elemental Skills (varies) +1-2 To Lightning Elemental Skills (varies) +1-2 To Poison Elemental Skills (varies) +1-2 To Cold Elemental Skills (varies) +30 To Mana All Resistances +20% Altered Durability	
<div></div> <div><u>Chance Greaves</u> Chain Boots</div>	Defense: 60 (Base Defense: 8-9) Required Level: 18 Required Strength: 30 Durability: 16 Assassin Kick Damage: 6-12 +25% Faster Run/Walk +100% Enhanced Defense +40 Defense +75 Maximum Stamina 150% Extra Gold From Monsters 35-50% Better Chance Of Getting Magic Items (varies)	
<div></div> <div><u>Sultan Crown</u> War Hat</div>	Defense: 81 (Base Defense: 45-53) Required Level: 27 Required Strength: 20 Durability: 12 +20% Faster Hit Recovery +50% Enhanced Defense +50 To Life +15% To Maximum Fire Resist Fire Resist +50% Attacker Takes Fire Damage Of 50 +5% To Experience Gained	
<div></div> <div><u>The Merchant's Oath</u> Quilted Armor</div>	Defense: 158-161 (varies) (Base Defense: 8-11) Required Level: 30 Required Strength: 12 Durability: 20 +1 To All Skills +10% Faster Run/Walk +150 Defense Physical Damage Taken Reduced By 5-10 (varies) Spell Damage Taken Reduced By 5-10 (varies) 60-120% Extra Gold From Monsters (varies) 20-40% Better Chance Of Getting Magic Items (varies) Reduced All Vendor Prices 15-20% (varies)	
<div></div> <div><u>Wizlock</u> Chain Mail</div>	Defense: 152 (Base Defense: 72-75) Required Level: 31 Required Strength: 48 Durability: 45 20% Chance To Counter With Level 1 Telekinesis +20% Faster Cast Rate 5% Life Stolen Per Hit +100% Enhanced Defense +5 To All Attributes Restores 10 Life Per 10 Sec All Resistances +5% +25-32 To Mana (varies) +5 To Mana After Each Kill	
<div></div> <div><u>Corona of Alia</u> Circlet</div>	Defense: 105 (Base Defense: 20-30) Required Level: 34 Durability: 35 +1 To All Skills +20% Faster Cast Rate +80% Enhanced Defense +50 Defense +5 To All Attributes +40-60 To Life (varies) Restores 20 Life Per 10 Sec Regenerate Mana 30-50% (varies) +20% To Maximum Poison Resist Poison Resist +75% +4-6 To Life And Mana After Each Kill (varies)	Shows a unique green halo effect when worn
<div></div> <div><u>Sporeclutch</u> Sharkskin Gloves</div>	Defense: 88 (Base Defense: 33-39) Required Level: 37 Required Strength: 20 Durability: 14 10% Chance To Counter With Level 26 Venom Scarab +400 Poison Damage Over 5 Seconds +120% Enhanced Defense Restores 24 Life Per 10 Sec Poison Resist +30% Physical Damage Taken Reduced By 6 Spell Damage Taken Reduced By 5	









<div></div> <div><u>Matchbox</u> Light Plate</div>	<p>Defense: 205-248 (varies) (Base Defense: 90-107) Required Level: 43 Required Strength: 41 Durability: 60 10% Chance To Counter With Level 14 Firestorm 10% Chance To Counter With Level 13 Fire Ball 10% Chance To Counter With Level 10 Blue Blaze +20% To Fire Elemental Damage +90-130% Enhanced Defense (varies) Fire Resist +60% Fire Absorb +10% Cannot Be Frozen</p>	
<div></div> <div><u>Fuzzy Pink Slippers</u> Demonhide Boots</div>	<p>Defense: 108-143 (varies) (Base Defense: 28-35) Required Level: 45 Required Strength: 20 Durability: 12 Assassin Kick Damage: 26-46 +30% Faster Run/Walk +60-90% Enhanced Damage (varies) +30% Chance For Critical Strike +200-300% Enhanced Defense (varies) +10 To All Attributes Physical Damage Taken Reduced By 10-20 (varies)</p>	
<div></div> <div><u>Valigarmanda's Vallation</u> Dragon Shield</div>	<p>Defense: 153 (Base Defense: 59-67) Required Level: 45 Required Strength: 69 Chance To Block: Pal: 48%, Ama/Asn/Bar: 43%, Dru/Nec/Sor: 38% Durability: 76 Paladin Smite Damage: 15 To 24 Adds 28-81 Cold Damage +15% To Cold Elemental Damage +125% Enhanced Defense Cannot Be Frozen Attacker Takes Cold Damage Of 30-45 (varies) 50% Better Chance Of Getting Magic Items Requirements -25%</p>	
<div></div> <div><u>Sparklefrost</u> Battle Gauntlets</div>	<p>Defense: 99-122 (varies) (Base Defense: 39-47) Required Level: 46 Required Strength: 88 Durability: 18 6% Chance To Cast Level 8 Cyclone Armor After Each Kill +8-15% To Magic Elemental Damage (varies) +8-15% To Cold Elemental Damage (varies) +60-75 Defense (varies) +10-15 To Strength (varies) Absorb All +10% + (0.75 Per Level) 0-74% Better Chance Of Getting Magic Items (Based On Level)</p>	
<div></div> <div><u>Aegis of the Blood God</u> Grim Shield</div>	<p>Defense: 339 (Base Defense: 50-150) Required Level: 46 Required Strength: 58 Chance to Block: Pal: 50%, Ama/Asn/Bar: 45%, Dru/Nec/Sor: 40% Durability: 70 Paladin Smite Damage: 14 To 20 +10% Increased Attack Speed 5-7% Life Stolen Per Hit (varies) 75% Chance Of Open Wounds +175% Enhanced Defense Lightning Resist +30% Fire Resist +45% +7-8 To Life After Each Kill (varies) Socketed (2)</p>	
<div></div> <div><u>Crown of Destruction</u> Coronet</div>	<p>Defense: 143 (Base Defense: 30-40) Required Level: 51 Durability: 30 +1 To All Skills + (1 Per Level) 1-99% Enhanced Damage (Based On Level) Adds 60-100 Fire Damage +5% To Fire Elemental Damage -15% To Enemy Fire Resistance +250% Enhanced Defense +20 To Strength +20 To Dexterity All Resistances +10%</p>	Shows a unique red halo effect when worn
<div></div> <div><u>Pendragon's Matter</u> Vampirebone Gloves</div>	<p>Defense: 125-138 (varies) (Base Defense: 56-65) Required Level: 52 Required Strength: 50 Durability: 14 +1 To All Skills 20% Increased Chance Of Blocking +18 To Maximum Damage +90-110% Enhanced Defense (varies) +25-40 To Energy (varies) Increase Maximum Life 12-15% (varies)</p>	

<div></div> <div><u>Mask of Penance</u> Armet</div>	<div>Defense: 187-225 (varies) (Base Defense: 105-149) Required Level: 52 Required Strength: 109 Durability: 24 +8% To Cold Elemental Damage +8% To Fire Elemental Damage +8% To Lightning Elemental Damage +25-50% Enhanced Defense (varies) +37 To Vitality +30 To Energy Increase Maximum Mana 10% Regenerate Mana 70% Socketed (1)</div>	
<div></div> <div><u>Legionnaire's Peace</u> Wire Fleece</div>	<div>Defense: 723 (Base Defense: 375-481) Required Level: 55 Required Strength: None Durability: 32 +50% Enhanced Defense +40 To Strength +40 To Dexterity All Resistances +15% Physical Damage Taken Reduced By 10% Requirements -100% Socketed (3)</div>	
<div></div> <div><u>Gandling's Study</u> Cantor Trophy</div>	<div>Defense: 227 (Base Defense: 50-64) Required Level: 57 Required Strength: 50 Durability: 20 Chance to Block: 60% (Necromancer Only) 100% Chance To Cast Level 21 Godfrost When You Die 100% Chance To Cast Level 1 Spirit Lance On Striking +3 To Necromancer Skill Levels 30% Increased Chance Of Blocking +100% Enhanced Damage Adds 60-110 Damage Adds 138-172 Cold Damage +250% Enhanced Defense +120 To Life</div>	
<div></div> <div><u>Death's Bargain</u> Pavise</div>	<div>Defense: 217 (Base Defense: 68-78) Required Level: 60 Required Strength: 133 Chance to Block: Pal: 54%, Ama/Asn/Bar: 49%, Dru/Nec/Sor: 44% Durability: 72 Paladin Smite Damage: 10 To 17 +2 To All Skills -10% Faster Run/Walk +10% To Cold Elemental Damage +10% To Magic Elemental Damage +175% Enhanced Defense All Resistances +25% Cannot Be Frozen <u>Curse Length Reduced By 20-40%*</u> (varies) Poison Length Reduced By 75%</div>	<div>*<u>Curse Length Reduction:</u> This does not reduce shrine duration</div>
<div></div> <div><u>Scales of the Basilisk</u> Chaos Armor</div>	<div>Defense: 856-1029 (varies) (Base Defense: 315-342) Required Level: 60 Required Strength: 105 Durability: 70 10% Chance To Counter With Level 11 Decrepify +1 To All Skills +3 To A Random Druid Skill (Druid Only) +3 To A Random Paladin Skill (Paladin Only) +3 To A Random Necromancer Skill (Necromancer Only) +150-200% Enhanced Defense (varies) +40 To Dexterity Increase Maximum Mana 10% All Resistances +50% Requirements -25% Socketed (4)</div>	
<div></div> <div><u>Jinx Belt</u> Mithril Coil</div>	<div>Defense: 358-365 (varies) (Base Defense: 58-65) Required Level: 61 Required Strength: 106 Durability: 16 16 Boxes 1% Chance To Cast Level 25 Fire Nova On Striking +1 To All Skills +20% Increased Attack Speed +20% Faster Hit Recovery +300 Defense +5 To All Attributes Level 5 Shout (4 Charges) 'Jinx's emblem of power!'</div>	





 <div><u>Onyx Ram</u> Earth Spirit</div>	<div>Defense: 506-544 (varies) (Base Defense: 107-152) Required Level: 63 Required Strength: 104 Durability: 20 (Druid Only) +2 To Druid Skill Levels +20-30% To Cold Elemental Damage (varies) +100-125% Enhanced Defense (varies) +200 Defense +15 To All Attributes +20 Magic Absorb Spell Damage Taken Reduced By 30 Cannot Be Frozen +5 To Life After Each Kill +10% To Experience Gained</div>	
 <div><u>Mantle of Eternity</u> Archon Plate</div>	<div>Defense: (416-530) - (1090-1204) (varies) (Base Defense: 410-524) Required Level: 64 Required Strength: 103 Indestructible 3% Chance To Counter With Level 5 Empower +2 To All Skills +20% Faster Cast Rate + (6.86 Per Level) 6-680 Defense (Based On Level) Physical Damage Taken Reduced By 20% Cannot Be Frozen Socketed (3)</div>	
 <div><u>Nethramus's Guardian</u> Aegis</div>	<div>Defense: 486 (Base Defense: 145-161) Required Level: 70 Required Strength: 153 Chance to Block: Pal: 74%, Ama/Asn/Bar: 69%, Dru/Nec/Sor: 64% Durability: 92 Paladin Smite Damage: 18 To 28 +2 To All Skills +20-30% Faster Block Rate (varies) 20% Increased Chance Of Blocking Adds 125-200 Magic Damage +9-12% To All Elemental Damage (varies) +200% Enhanced Defense Absorb All +10-15% (varies) 80% Better Chance Of Getting Magic Items Requirements -30%</div>	
 <div><u>Holy Form</u> Sacred Armor</div>	<div>Defense: 1352 (Base Defense: 487-600) Required Level: 71 Required Strength: 232 <u>Holy Aura</u>* Indestructible +2 To All Skills +15% To Lightning Elemental Damage +15% To Magic Elemental Damage +1 To Redemption +10 To Fist of the Heavens +125% Enhanced Defense Restores 30 Life Per 10 Sec Absorb All +15% Physical Damage Taken Reduced By 15%</div>	<div>*<u>Holy Aura</u>: This is an exclusive, unique graphical effect around your character that also reduces their transparency</div>

7. UNIQUE MISC

Item	Attributes	Notes
 <u>Master Key</u>	Quantity: 500	Random World Drop
 <u>Spelunker Potion</u>	250% Better Chance Of Getting Magic Items Duration: 5 Minutes	Random World Drop Also raises light radius to max
 <u>Gift of Ramaladni</u>	Transmutable Grants an item its maximum number of sockets No Ethereal Items	Random World Drop
 <u>Gift of Emerelda</u>	Transmutable Randomly transforms a White item into a Set item of the same type Does not work on item types that have no sets Works on Rare Jewelry	Random World Drop If you transmute an item type that is used by multiple sets, one will be chosen at random An item type with no sets will simply become a magical item
 <u>Gift of Elzen</u>	Transmutable Creates a copy of a rune	Random World Drop
 <u>Emerelda's Essencer</u> Shapecaster	Uses Angel Statues to turn superior equipment and rare jewelry into Shapeforged Unique items of the same type if there is a unique version Shapeforged items add experience gain Input requires item level sufficient to create desired unique item	Random World Drop This item unlocks Shapeforging - a new form of crafting. Read more about it in the Crafting section. Does not work on Jewels
 <u>Emerelda's Etherealizer</u> Shapecaster	Uses Gifts of Emerelda to etherealize equipment to greatly increase base damage and defense Blacksmiths cannot repair/recharge ethereal items No Jewelry No Indestructible	This item does not retain the Shapecaster's abilities - it is a completely different tool
 <u>Nerxexces</u> Grand Charm	Cursed Eats Rare Charms To Increase Powers And Penalties Penalties Are Removed When Purified 0/100% Purified Reduces Maximum Life -0/99% Drains -30 Life Per 10 Sec +0/100% To Experience Gained 0/400% Extra Gold From Monsters 0/150% Better Chance Of Getting Magic Items	Use the Horadric Cube to feed charms to Nerxexces. When purified, its penalties are removed, and the combination of bonuses you chose will be retained Limit 1 per character
 <u>Manald Seed</u> Small Charm	Required Level: 8 1% Chance To Counter With Level 6 Flash Of Light Physical Damage Taken Reduced By 2-3 (varies) Spell Damage Taken Reduced By 2-3 (varies)	
 <u>Cold Basilisk Eye</u> Small Charm	Required Level: 15 +10% Faster Run/Walk +50 Cold Damage Slows Target By 15%	
 <u>Scourge Bone Chimes</u> Large Charm	Required Level: 42 3-6% Life Stolen Per Hit (varies) Restores 10 Life Per 10 Sec 4% Chance To Reanimate As: Bone Mage 6% Chance To Reanimate As: Bone Warrior	Limit 1 per character
 <u>Emerelda's Kindle</u> Small Charm	Required Level: 46 Combines with Emerelda's Essencer +10 To All Attributes +2 To Light Radius	
 <u>Coin Trick</u> Ring	Required Level: 46 <u>Riches Abound When Least Expected*</u> +20% Faster Run/Walk +15% Increased Attack Speed Adds 20-50 Damage 200-300% Extra Gold From Monsters (varies)	*Riches Abound When Least Expected: There is a 20% chance each time you kill an enemy to get a pile of coins! Higher difficulties award more gold. Auras / Poison damage will not award coins
 <u>Peri Pearl</u> Amulet	Required Level: 47 Transmutes To Create Rejuvenation Potions +10 To All Attributes Restores 30 Life Per 10 Sec +7 To Life And Mana After Each Kill 50-100% Extra Gold From Monsters (varies) 40-60% Better Chance Of Getting Magic Items (varies)	

 <u>Rainbow Facet</u> Jewel	Required Level: 49 100% Chance To Cast Level 41 Empower When You Level-Up Adds 24-41 Magic Damage +6-10% To Magic Elemental Damage (varies)	
 <u>Rainbow Facet</u> Jewel	Required Level: 49 100% Chance To Cast Level 53 Holy Nova When You Die Adds 24-41 Magic Damage +6-10% To Magic Elemental Damage (varies)	
 <u>Six Demon Bag</u> Grand Charm	Required Level: 50 1% Chance To Cast Level 22 Fire Nova After Each Kill 1% Chance To Cast Level 25 Holy Nova After Each Kill 1% Chance To Cast Level 17 War Cry After Each Kill 1% Chance To Cast Level 13 Poison Nova After Each Kill 1% Chance To Cast Level 20 Nova After Each Kill 1% Chance To Cast Level 25 Frost Nova After Each Kill	The chances are cumulative. These spells may also trigger the chances Limit 1 per character
 <u>Mana Battery</u> Ring	Required Level: 50 Transmutes To Create Super Mana Potions 5% Mana Stolen Per Hit Increase Maximum Mana 4-8% (varies) Regenerate Mana 100% +3-6 To Mana After Each Kill (varies) 50% Of Damage Taken Recovers Mana	
 <u>Obsidian Ring of the Zodiac</u> Ring	Required Level: 59 +16-20 To All Attributes (varies) All Resistances +30-40 (varies)	
 <u>The Ultimate Siphon</u> Ring	Required Level: 60 +6-8% Mana Stolen Per Hit (varies) +2-4% To All Elemental Damage (varies) 8-10% Life Stolen Per Hit (varies) All Resistances +10-15 (varies) Magic Absorb 20%	
 Rings Small Charm	Required Level: 60 Merges With Up To 4 Io, Lum, Ko or Fal Runes Use A Perfect Diamond To Reset Curse Length Reduced By 50%*	This charm absorbs the runes’ bonuses *Curse Length Reduction: This does not reduce shrine duration Limit 1 per character
 <u>Hallow of Hand</u> Amulet	Required Level: 60 15% Chance To Cast Level 19 Fist of the Heavens After Each Kill +2 To All Skills +25% Increased Attack Speed +25% Faster Cast Rate +150% Enhanced Damage +10-15% To Magic Elemental Damage (varies) +10-15 Magic Absorb (varies)	
 <u>Mirror Bark</u> Grand Charm	Required Level: 60 +1 To All Skills +10% Faster Cast Rate +30-50% Enhanced Defense (varies) Absorb All +10-20% (varies) 20-25% Of Damage Taken Recovers Mana (varies)	Limit 1 per character
 <u>Orb of Vulnerability</u> Small Charm	Required Level: 65 -10% To Enemy Lightning Resistance -10% To Enemy Fire Resistance -10% To Enemy Poison Resistance -10% To Enemy Cold Resistance Reduces All Resistances By -35%	Limit 1 per character
 <u>Emerelda's Secret</u> Ring	Required Level: 70 1% Chance To Find A Lost Artifact* +2 To All Skills +10% To Experience Gained 20-40% Better Chance Of Getting Magic Items (varies)	*Chance To Find A Lost Artifact: A chance to find an additional item after each kill. The probability for a set item is ~64 times greater than normal. Higher difficulties yield better items. Auras / Poison damage will not trigger this effect Limit 1 per character



8. SET ITEMS

The Lightbringer		
Item	Attributes	Set Bonuses Notes
<div></div> <div>Lightbringer Edge Dimensional Blade</div>	One-Hand Damage: 52 To 140 Required Level: 56 Required Strength: 85 Required Dexterity: 60 Durability: 20 Base Weapon Speed: [0] +1 To All Skills +40-50% Faster Cast Rate (varies) +300% Enhanced Damage +300% Damage To Demons +300% Damage To Undead +20% To Cold Elemental Damage +20% To Magic Elemental Damage + (0.375 Per Level) 0-37 To All Attributes (Based On Level) Socketed (4)	<div>Partial Set Bonus</div> <div>Restores 30 Life Per 10 Sec (2 Items) +50 To Vitality (3 Items) Cannot Be Frozen (3 Items)</div> <div>Complete Set Bonus</div> <div>Level 25 Prayer Aura When Equipped</div> <div>+3 To All Skills +30% Increased Attack Speed +30% Faster Cast Rate +200% Enhanced Damage +50 To Vitality Restores 30 Life Per 10 Sec 150% Better Chance Of Getting Magic Items Gold Skin (except Glide users) Full Set Aura</div>
<div></div> <div>Lightbringer Faith Ornate Plate</div>	Defense: 1127 (Base Defense: 417-450) Required Level: 51 Required Strength: 170 Durability: 60 +1 To All Skills +20% Faster Run/Walk +100% Damage To Demons +100% Damage To Undead +150% Enhanced Defense Restores 30 Life Per 10 Sec All Maximum Resistances +10% All Resistances +15% Socketed (4)	
<div></div> <div>Lightbringer Crown Tiara</div>	Defense: 153 (Base Defense: 40-50) Required Level: 52 Durability: 25 +1 To All Skills +200% Enhanced Defense Increase Maximum Life 10% Restores 20 Life Per 10 Sec +35-70 Mana (varies) All Resistances +20% +4 To Light Radius Socketed (3)	Shows a unique gold halo effect when worn
<div></div> <div>Lightbringer Wall Monarch</div>	Defense: 521 (Base Defense: 133-148) Required Level: 54 Required Strength: 78 Durability: 86 Chance to Block: Pal: 75%, Ama/Asn/Bar: 75%, Dru/Nec/Sor: 72% Smite Damage: 12 To 34 +1 To All Skills +40% Faster Block Rate 30% Increased Chance Of Blocking +125% Damage To Demons +100% Damage To Undead +250% Enhanced Defense +75-125 To Life (varies) Requirements -50% Socketed (3)	

Midna's Hope


Item	Attributes	Set Bonuses Notes
<div></div> <div>Midna's Twilight Spired Helm</div>	Defense: 280 (Base Defense: 85-98) Required Level: 62 Required Strength: None Durability: 40 +1 To All Skills + (0.5 Per Level) 0-49% Faster Run/Walk (Based On Level) +10% To All Elemental Damage +75% Enhanced Defense +10-15 To All Attributes (varies) Physical Damage Taken Reduced By 8% + (0.75 Per Level) 0-74% Better Chance Of Getting Magic Items (Based On Lvl) -4 To Light Radius Requirements -100% +1 To All Skills (2 Items)	<div>Partial Set Bonus</div> <div>+10% To All Elemental Damage (2 Items)</div> <div>Complete Set Bonus</div> <div>+3 To All Skills</div> <div>+20% To All Elemental Damage</div> <div>+1 To Teleport</div> <div>+30 To All Attributes</div> <div>50% Better Chance Of Getting Magic Items</div> <div>Full Set Aura</div>
<div></div> <div>Midna's Beauty Archon Plate</div>	Defense: 787 (Base Defense: 410-524) Required Level: 63 Required Strength: None Durability: 60 + (0.5 Per Level) 0-49% Faster Hit Recovery (Based On Level) +12% To All Elemental Damage +50% Enhanced Defense Physical Damage Taken Reduced By 12% Attacker Takes Cold Damage Of 80-100 (varies) 30% Of Damage Taken Recovers Mana + (1 Per Level) 1-99% Better Chance Of Getting Magic Items (Based On Level) -4 To Light Radius Requirements -100% +1 To All Skills (2 Items)	
<div></div> <div>Midna's Locket Amulet</div>	Required Level: 61 8% Chance To Cast Level 1 Inner Sight After Each Kill +2 To All Skills + (0.5 Per Level) 0-49% Faster Cast Rate (Based On Level) +125% Enhanced Damage +20% To All Elemental Damage <u>Curse Length Reduced By 50%*</u> + (1.25 Per Level) 1-123% Better Chance Of Getting Magic Items (Based On Lvl) +1 To All Skills (2 Items)	<div>*Curse Length Reduction: This does not reduce shrine duration</div>


Wraith Master


Item	Attributes	Set Bonuses Notes
<div></div> <div>Wraithmaster's Wing War Fork</div>	Two-Hand Damage: 72 To 180 Required Level: 45 Required Strength: 60 Required Dexterity: 72 Durability: 28 Base Weapon Speed: [-20] 100% Chance To Cast Level 60 Arctic Blast On Striking +50% Increased Attack Speed +350% Enhanced Damage Ignore Target's Defense +10 To Vengeance +3 To Nether Wraith (Necromancer Only) Requirements -25% Socketed (4) +1 To Nether Wraith (Necromancer Only) (2 Items) Adds 250-487 Cold Damage (3 Items)	<div>Partial Set Bonus</div> <div>+3 To Golem Mastery (2 Items)</div> <div>+500 To Attack Rating (2 Items)</div> <div>Complete Set Bonus</div> <div>Level 3 Illumination Aura When Equipped</div> <div>+20% Increased Attack Speed</div> <div>+200% Enhanced Damage</div> <div>Adds 200-500 Cold Damage</div> <div>15% Life Stolen Per Hit</div> <div>+3 To Golem Mastery</div> <div>+10 To All Attributes</div> <div>All Resistances +10%</div> <div>100% Better Chance Of Getting Magic Items</div> <div>Full Set Aura</div>
<div></div> <div>Wraithmaster's Ice Plate Plate Mail</div>	Defense: 351 (Base Defense: 108-116) Required Level: 33 Required Strength: 65 Durability: 60 +1 To Summoning Skills (Necromancer Only) +2 To Nether Wraith (Necromancer) +200% Enhanced Defense +10 To All Attributes +80 To Life Cannot Be Frozen Socketed (2) +5 To Vengeance (2 Items) +1 To Necromancer Skill Levels (3 Items)	
<div></div> <div>Wraithmaster's Connection Coronet</div>	Defense: 380-390 (varies)(Base Defense: 30-40) Required Level: 42 Durability: 30 +1 To All Skills +20% Faster Run/Walk +250% Damage To Undead Adds 119-322 Cold Damage +2 To Nether Wraith (Necromancer Only) +350 Defense All Resistances 10-15% (varies) +5-10% To Experience Gained (varies) Socketed (2) Adds 250-310 Cold Damage (2 Items) +1 To Curses (Necromancer Only) (3 Items)	

Terra's Wrath

Item	Attributes	Set Bonuses Notes
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 <div>Terra's Eye Elder Staff</div>	Two-Hand Damage: 80 To 93 Required Level: 55 Required Strength: 44 Required Dexterity: 37 Durability: 35 Base Weapon Speed: [0] +3 To Elemental Skills (Druid Only) +30% Faster Cast Rate +50 To Energy Regenerate Mana 100% Spell Damage Taken Reduced By 20 +100% Extra Gold From Monsters +50% Better Chance Of Getting Magic Items +50% Damage To Undead Socketed (3) +10% To Cold Elemental Damage (2 Items) +5 To Serpent Sting (Druid Only) (3 Items)	<div>Partial Set Bonus +35% Faster Hit Recovery (2 Items) Restores 30 Life Per 10 Sec (2 Items)</div> <div>Complete Set Bonus Level 3 Cleansing Aura When Equipped +2 To Druid Skill Levels +20% Faster Run/Walk +35% Faster Hit Recovery +3 To Cyclone Armor (Druid Only) +500 Defense +15 To All Attributes Restores 30 Life Per 10 Sec Full Set Aura</div>
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 <div>Terra's Law Full Plate Mail</div>	Defense: 486 (Base Defense: 150-161) Required Level: 39 Required Strength: 65 Durability: 60 25% Chance To Counter With Level 20 Fire Ball +1 To All Skills +200% Enhanced Defense +100 To Life +20% To Maximum Poison Resist +20% To Maximum Cold Resist Cannot Be Frozen Poison Length Reduced By 75% Socketed (4) Physical Damage Taken Reduced By 15% (2 Items) +1 To Druid Skill Levels (3 Items)	
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 <div>Terra's Vigor Totemic Mask</div>	Defense: 297 (Base Defense: 73-98) Required Level: 50 Required Strength: 65 Durability: 20 (Druid Only) +3 To Pulsar (Druid Only) +200% Enhanced Defense Increase Maximum Life 10% Restores 30 Life Per 10 Sec Increase Maximum Mana 10% 60% Better Chance Of Getting Magic Items Socketed (3) +10% To Fire Elemental Damage (2 Items) +40 To Vitality (3 Items)	
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Item	Attributes	Set Bonuses Notes
 <p>Force Helm Spired Helm</p>	Defense: 114-159 Required Level: 59 Required Strength: 96 Durability: 40 +3 To Defensive Auras (Paladin Only) +3 To Combat Skills (Paladin Only) +60 To Mana Regenerate Mana 25-50% (varies) All Resistances +10% Spell Damage Taken Reduced By 10 Requirements -50% Socketed (3) Regenerate Mana 75% (2 Items) All Resistances +20% (3 Items)	Partial Set Bonus +100 To Energy (2 Items) 20% Of Damage Taken Recovers Mana (2 Items) Complete Set Bonus Level 1 Force Aura When Equipped +3 To Paladin Skill Levels +100 To Energy -200 To Life Absorb All +15% Spell Damage Taken Reduced By 15 20% Of Damage Taken Recovers Mana Full Set Aura
 <p>Force Armor Chaos Armor</p>	Defense: 315-342 Required Level: 40 Required Strength: 98 Durability: 70 10% Chance To Counter With Level 20 Blessed Hammer * +2 To Combat Skills (Paladin Only) +50% Faster Hit Recovery +10-15% To Lightning Elemental Damage (varies) +120 To Mana All Resistances +10% Spell Damage Taken Reduced By 10 Socketed (4) Requirements -30% +1 To Combat Skills (Paladin Only) (2 Items) +2 To Fist of the Heavens (Paladin Only) (3 Items)	* Blessed Hammer: Much stronger than the original, and has greatly improved collision
 <p>Force Shield Protector Shield</p>	Defense: 231 (Base Defense: 129-153) Required Level: 50 Required Strength: 69 Durability: 40 Chance to Block: Pal: 75% Smite Damage: 57 To 69 (Paladin Only) +2 To Paladin Skill Levels +50% Faster Block Rate 30% Increased Chance Of Blocking +50% Enhanced Defense +30-50 To Mana (varies) All Resistances +10% Spell Damage Taken Reduced By 15 Socketed (4) +30 To Energy (2 Items) +10% To Lightning Elemental Damage (3 Items)	


Frozen Delta

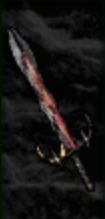
Item	Attributes	Set Bonuses Notes
<div><p>The Key Rune Staff</p></div>	Two-Hand Damage: 24 to 58 Required Level: 50 Required Strength: 25 Durability: 50 Base Weapon Speed: [20] 10% Chance To Counter With Level 30 Ice Blast +40% Faster Cast Rate +1 To Cold Mastery (Sorceress Only) +2 To Ice Blast (Sorceress Only) +77 To Life +98 To Mana +50% Damage To Undead Socketed (4) +2 To Ice Blast (Sorceress Only) (2 Items) +10% Faster Cast Rate (3 Items)	Partial Set Bonus +40% Faster Hit Recovery (2 Items) +10% To Experience Gained (2 Items) Complete Set Bonus Level 5 Freezing Aura When Equipped +40% Faster Hit Recovery Absorb All +10% +10% To Experience Gained 100% Better Chance Of Getting Magic Items Full Set Aura



<div><p>Glazen Shell Boneweave</p></div>	Defense: 899-1005 (varies)(Base Defense: 399-505) Required Level: 53 Required Strength: 79 Durability: 45 15% Chance To Counter With Level 25 Ice Blast +1 To Cold Mastery (Sorceress Only) +500 Defense +40-60 To Life (varies) +30-50 To Mana (varies) Requirements -50% Socketed (4) +1 To Cold Mastery (Sorceress Only) (2 Items) Cold Resist +75% (3 Items)	
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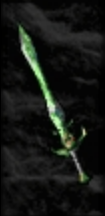



<div><p>Rimecrest Death Mask</p></div>	Defense: 154-186 (varies)(Base Defense: 54-86) Required Level: 45 Required Strength: 55 Durability: 20 20% Chance To Counter With Level 20 Ice Blast +1 To Cold Mastery (Sorceress Only) +100 Defense +20 To Strength +20 To Energy +20% To Maximum Cold Resist Socketed (3) +10% Faster Cast Rate (2 Items) +2 To Ice Blast (Sorceress Only) (3 Items)	
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The Energy Twins

Item	Attributes	Set Bonuses Notes
<div><p>Drainer Phase Blade</p></div>	One-Hand Damage: 77 To 87 Required Level: 43 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] +1 To All Skills +150% Enhanced Damage 20% Life Stolen Per Hit +25% Chance For Critical Strike +50 To Vitality +25 Fire Absorb Socketed (4) Increase Maximum Life 10% (2 Items)	Complete Set Bonus +3 To All Skills +30% Increased Attack Speed +300% Enhanced Damage 50% Bonus To Attack Rating Cannot Be Frozen

<div><p>Soul Sabre Phase Blade</p></div>	One-Hand Damage: 77 To 87 Required Level: 47 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] +1 To All Skills +150% Enhanced Damage 20% Mana Stolen Per Hit 25% Chance Of Crushing Blow +50 To Energy +25 Cold Absorb Socketed (4) Increase Maximum Mana 10% (2 Items)	
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Legend of Cerulea		
Item	Attributes	Set Bonuses Notes
<div></div> <div>Cerulea's Grand Swing</div> <div>Phase Blade</div>	One-Hand Damage: 139 To 157 Required Level: 60 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] 20% Chance To Cast Level 18 Blades of Ice On Striking 20% Chance To Cast Level 15 Claws of Thunder On Striking 20% Chance To Cast Level 16 Fists of Fire On Striking +350% Enhanced Damage +3 To Phoenix Strike +20 To All Attributes Socketed (3) +1 To Phoenix Strike (2 Items) +1 To Phoenix Strike (3 Items) +1 To Phoenix Strike (4 Items)	Partial Set Bonus +75 To Life (2 Items) Restores 20 Life Per 10 Sec (2 Items) +25% Bonus To Attack Rating (3 Items) Physical Damage Taken Reduced By 10 (3 Items) Complete Set Bonus Level 10 Cerulean Aura When Equipped +2 To Assassin Skill Levels +25% Faster Run/Walk +50% Faster Hit Recovery +25% Bonus To Attack Rating +75 To Life Restores 20 Life Per 10 Sec Physical Damage Taken Reduced By 10 Full Set Aura
<div></div> <div>Cerulea's Lamellar</div> <div>Embossed Plate</div>	Defense: (380-870) - (486-976) (varies) (Base Defense: 375-481) Required Level: 36 Required Strength: 125 Durability: 55 + (0.5 Per Level) 0-49% Chance Of Crushing Blow (Based On Level) + (5 Per Level) 5-495 Defense (Based On Level) + (1 Per Level) 1-99 Dexterity (Based On Level) + (2 Per Level) 2-198 Life (Based On Level) + (1 Per Level) 1-99% Better Chance Of Getting Magic Items (Based On Level) Socketed (4) +3 To Blade Shield (Assassin Only) (2 Items) +3 To Venom (Assassin Only) (3 Items) +3 To Shadow Master (Assassin Only) (4 Items)	
<div></div> <div>Cerulea's Meridian</div> <div>Winged Helm</div>	Defense: 235-298 (Base Defense: 85-98) Required Level: 53 Required Strength: 115 Durability: 40 +1 To Assassin Skill Levels 10% Life Stolen Per Hit Slows Target By 25% +150-200 Defense (varies) Physical Damage Taken Reduced By 20% +5 To Life After Each Kill Socketed (3) +3 To Life After Each Kill (2 Items) +3 To Life After Each Kill (3 Items) +3 To Life After Each Kill (4 Items)	
<div></div> <div>Cerulea's Bastion</div> <div>Pavise</div>	Defense: 345-361 (varies) (Base Defense: 145-161) Required Level: 48 Required Strength: 133 Chance to Block: Pal: 75%, Ama/Asn/Bar: 74%, Dru/Nec/Sor: 69% Durability: 72 20% Chance To Cast Level 20 Charged Bolt Sentry After Each Kill +1 To Assassin Skill Levels +30% Faster Block Rate 25% Increased Chance Of Blocking Adds 50-75 Cold Damage +200 Defense Socketed (3) +10% To Fire Elemental Damage (2 Items) +10% To Lightning Elemental Damage (3 Items) +10% To Cold Elemental Damage (4 Items)	


Shyster's D'Deridex		
Item	Attributes	Set Bonuses Notes
<div></div> <div>Shyster's Flashblade Phase Blade</div>	One-Hand Damage: 62 To 70 Required Level: 54 Required Strength: 25 Required Dexterity: 136 Base Weapon Speed: [-30] +2 To All Skills +20% Faster Cast Rate +100% Enhanced Damage Adds 125-225 Fire Damage Adds 1-375 Lightning Damage Adds 125-225 Cold Damage 8% Mana Stolen Per Hit Slows Target By 25% Adds 60-80 Fire Damage (2 Items) Adds 25-75 Cold Damage (3 Items) Adds 1-150 Lightning Damage (4 Items)	<div>Partial Set Bonus +5% Mana Stolen Per Hit (2 Items) +5 To Mana After Each Kill (3 Items)</div> <div>Complete Set Bonus Level 3 Conviction Aura When Equipped +2 To All Skills +20% Faster Cast Rate +5% Mana Stolen Per Hit Increase Maximum Mana 10% +5 To Mana After Each Kill 100% Better Chance Of Getting Magic Items Full Set Aura</div>
<div></div> <div>Shyster's Emerald Cloak Cuirass</div>	Defense: 609 (Base Defense: 188-202) Required Level: 48 Required Strength: 65 Durability: 50 +20% Faster Run/Walk +30% Faster Hit Recovery +200% Enhanced Defense +15 To Dexterity +80 To Mana Regenerate Mana 25% Absorb All +10% -4 To Light Radius Physical Damage Taken Reduced By 5% (2 Items) Regenerate Mana 30% (3 Items) Spell Damage Taken Reduced By 15 (4 Items)	
<div></div> <div>Shyster's Glare Death Mask</div>	Defense: 195 (Base Defense: 54-86) Required Level: 37 Required Strength: 55 Durability: 20 +1 To All Skills +10% Faster Cast Rate +50% Enhanced Damage +125% Enhanced Defense 100% Extra Gold From Monsters 50% Better Chance Of Getting Magic Items +20% Faster Hit Recovery (2 Items) 25% Better Chance Of Getting Magic Items (3 Items) Absorb All +5% (4 Items)	
<div></div> <div>Shyster's Deflector Dragon Shield</div>	Defense: 190 (Base Defense: 59-67) Required Level: 52 Required Strength: 91 Chance to Block: Pal: 73%, Ama/Asn/Bar: 68%, Dru/Nec/Sor: 63% Durability: 76 100% Chance To Counter With Level 22 Fire Bolt +25% Faster Hit Recovery +30% Faster Block Rate 25% Increased Chance Of Blocking +180% Enhanced Defense +20 To Dexterity +60-80 Mana (varies) Attacker Takes Lightning Damage Of 30 +20% Faster Cast Rate (2 Items) +1 To All Skills (3 Items) +20 To Dexterity (4 Items)	

Colenzo the Annihilator

Item	Attributes	Set Bonuses Notes
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 Colenzo's Standard Rune Staff	One-Hand Damage: 108 To 261 One-Hand Damage: 117 To 284 Required Strength: 54 Required Strength: 25 Durability: 50 Base Weapon Speed: [20] +1 To All Skills +30% Increased Attack Speed +30% Faster Cast Rate +350% Enhanced Damage +20% To Fire Elemental Damage +50 To Strength +50% Damage To Undead Socketed (4) +10% Increased Attack Speed (2 Items) +10% Faster Cast Rate (2 Items) +40% Enhanced Damage (3 Items) +5% To Fire Elemental Damage (3 Items)	Partial Set Bonus +10% Life Stolen Per Hit (2 Items) +10 To Life After Each Kill (2 Items) Complete Set Bonus 15% Chance To Counter With Level 10 Hydra +1 To All Skills +1 To Fire Elemental Skills 10% Life Stolen Per Hit +10 To Life After Each Kill 135% Extra Gold From Monsters Red Skin (except Glide users) Full Set Aura
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 Colenzo's Anger Chain Mesh Armor	Defense: 428 (Base Defense: 225-243) Required Level: 47 Required Strength: 92 Durability: 45 +1 To Fire Elemental Skills +100% Enhanced Defense Increase Maximum Life 5% Fire Resist +50% Physical Damage Taken Reduced By 10% Socketed (3) Fire Resist +25% (2 Items) +20 To Strength (3 Items)	
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 Colenzo's Horns Grim Helm	Defense: 277 (Base Defense: 60-125) Required Level: 43 Required Strength: 58 Durability: 40 +2 To Fire Elemental Skills +20% Faster Hit Recovery +120% Enhanced Defense +40 To Mana +10 Fire Absorb Socketed (2) +1 To All Skills (2 Items) 50% Better Chance Of Getting Magic Items (3 Items)	
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9. RUNEWORDS

Runeword	Allowed Items	Rune Order	Completed Stats
Eastern Justice	3 Socket Swords	<div></div> <div>Io - Dol - Io</div>	+300% Enhanced Damage 4% Mana Stolen Per Hit +7 To Lightning Blast +7 To Fire Blast +7 To Ice Ball +30 To Strength +20 To Vitality +100 To Life Cannot Be Frozen
Netherstrand	3 Socket Missile Weapons	<div></div> <div>Ko - Sol - Ort</div>	Level 8-12 Meditation Aura When Equipped (varies) 1% Chance To Cast Level 3 Lower Resist On Striking 1% Chance To Cast Level 2 Amplify Magic On Striking 1% Chance To Cast Level 3 Amplify Damage On Striking +250% Enhanced Damage Adds 1-50 Lightning Damage +1 To Cold Elemental Skills +1 To Fire Elemental Skills +10 To Dexterity +2 To Life After Each Kill
Tri-Dazer	4 Socket Weapons	<div></div> <div>Fal - Um - Ko - Amn</div>	7% Chance To Cast Level 12 Fire Nova On Striking 7% Chance To Cast Level 10 Nova On Striking 7% Chance To Cast Level 15 Frost Nova On Striking +1-2 To All Skills (varies) +30% Increased Attack Speed +25% Faster Cast Rate +275% Enhanced Damage 7% Life Stolen Per Hit 25% Chance For Open Wounds +10 To Strength +10 To Dexterity
Moon Hunter	3 Socket Helms	<div></div> <div>Pul - Pisc - Ist</div>	10% Chance To Counter With Level 5 Cloak of Shadows 7% Chance To Cast Level 6 Fade On Striking +1 To All Skills +25% Increased Attack Speed 8% Mana Stolen Per Hit +30% Enhanced Defense +12 To All Attributes Physical Damage Taken Reduced By 10% 25% Better Chance Of Getting Magic Items
Luminar*	5 Socket Scepters 4 Socket Body Armor	<div>Scepters </div> <div>Sol - Dol - Lum - Mal - Um</div> <div>Body Armor </div> <div>Dol - Lum - Mal - Um</div>	Scepters Level 1 Redemption Aura When Equipped +2 To All Skills 20% Increased Chance Of Blocking +250% Enhanced Damage 4% Mana Stolen Per Hit +15-30% To Magic Elemental Damage (varies) 25% Chance Of Open Wounds Prevent Monster Heal +200% Enhanced Defense +10 To Energy Absorb All +10% +2 To Life After Each Kill +50% Damage To Undead Body Armor Level 1 Redemption Aura When Equipped +2 To All Skills 20% Increased Chance Of Blocking +250% Enhanced Damage +15-30% To Magic Elemental Damage (varies) +200% Enhanced Defense +10 To Energy Restores 7 Life Per 10 Sec All Resistances +15% Absorb All +10% Spell Damage Taken Reduced By 7
Oracle	6 Socket Spears 6 Socket Polearms	<div></div> <div>Ort - Amn - El - Pisc - Ith - El</div>	Level 1 Illumination Aura When Equipped 10% Chance to Cast Level 1 Battle Orders On Striking +20% Enhanced Damage + (1 Per Level) 1-99% Enhanced Damage (Based On Level) Adds 5-10 Damage Adds 75-125 Magic Damage Adds 1-50 Lightning Damage 17% Life Stolen Per Hit +2 To All Attributes All Resistances +15-20% (varies) Physical Damage Reduced By 10-12% (varies)







		Weapons	
		Level 20 Fanaticism Aura When Equipped	
		+4 To All Skills	
		+40% Faster Cast Rate	
		+350% Enhanced Damage	
		7% Mana Stolen Per Hit	
		Freezes Target +15	
		+ (0.375 Per Level) 0-37 To All Attributes (Based On Level)	
		+10 To Life And Mana After Each Kill	
		30% Better Chance Of Getting Magic Items	
		Body Armor	
		Level 2 Salvation Aura When Equipped	
		+5 To All Skills	
		+50% Faster Hit Recovery	
		+300% Enhanced Defense	
		+ (0.5 Per Level) 0-49 To All Attributes (Based On Level)	
		+5% To Maximum Cold Resist	
		+5% To Maximum Fire Resist	
		Absorb All +20%	
		+10 To Life And Mana After Each Kill	
		25% Better Chance Of Getting Magic Items	
		Shields	
		Level 20 Thorns Aura When Equipped	
		+4 To All Skills	
		+45% Faster Block Rate	
		50% Increased Chance Of Blocking	
		+400% Enhanced Defense	
		+ (0.375 Per Level) 0-37 To All Attributes (Based On Level)	
		+5% To Maximum Cold Resist	
		+5% To Maximum Fire Resist	
		+10 To Life And Mana After Each Kill	
		25% Better Chance Of Getting Magic Items	
Dark Matter*	4 Socket Weapons		Zer - Ohm - Ist - Vex
	4 Socket Body Armor		
	4 Socket Shields		


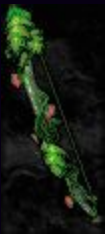
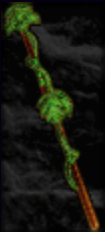
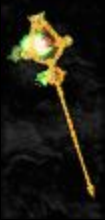


***Luminar:** Remember that it requires a slightly different formula/socket number depending on which item type you are using

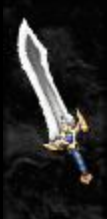
***Dark Matter:** The specific affixes depend not only on the runes’ interactive affixes between item types, but also for the runeword-specific affixes as well

10. MIRROR FOREST ITEMS

Mirror Forest is an extremely dangerous underground forest in Act I.
In addition to being valuable for crafting enthusiasts and rune-hunters, Nightmare & Hell difficulties boast many exclusive, extremely rare Unique and Set items to adventurers who defeat the horrors that lurk within.

Item	Attributes	Notes
<div> <u>Mirror Rod</u></div>	<p>Used to create enchanter's scrolls and disenchant items for enchanting materials</p> <p>Transmute with any Unique or Set item to permanently disenchant it Enchants do not work on Ethereal items</p>	Dropped by Mirror Angels
<div> <u>Forge Key of Might</u></div>	<p>Transmutable</p> <p>Adds a one time bonus to a non-ethereal item</p> <p>Weapons: +75% Enhanced Damage Armor: +50% Enhanced Defense Helms: +50% Enhanced Defense Shields: +50% Enhanced Defense</p>	Also purchased from Magic Vendors
<div> <u>Forge Key of Magic</u></div>	<p>Transmutable</p> <p>Adds a one time bonus to a non-ethereal item</p> <p>Weapons: +5% To All Elemental Damage Armor: Spell Damage Taken Reduced by 5 Helms: Spell Damage Taken Reduced by 5 Shields: Spell Damage Taken Reduced by 5</p>	Also purchased from Magic Vendors
<div> <u>Thaumaturgic Siren</u></div>	<p>Transmutable</p> <p>Inscribes a non-ethereal item with a new skill Max of +3 for a skill owned by your class</p> <p>Weapons: +1 to Telekinesis Armor: +1 to Chilling Armor Helms: +1 to Blade Shield Shields: +1 to Energy Shield</p>	
<div> <u>Eldritch Siren</u></div>	<p>Transmutable</p> <p>Imbues a non-ethereal item with a +2% chance to trigger a spellcast (stacking)</p> <p>Weapons: Level 20 Fist of the Heavens on Striking Armor: Level 20 Slow Missiles When Struck Helms: Level 5 Shout When Struck Shields: Level 2 Weaken When Struck</p>	
<div> <u>Mirror Token</u></div>	<p>Transmutable</p> <p>Transforms into a random Mirror Forest item</p>	The item chosen is predetermined

Item	Attributes	Notes
<div></div> <div>Mirror Prism Ring</div>	Required Level: 50 50% Chance To Counter With Level 20 Holy Bolt +50% Increased Attack Speed +100% Enhanced Damage +20-30% To Magic Elemental Damage (varies) Restores 30 Life Per 10 Sec Physical Damage Taken Reduced By 25 Spell Damage Taken Reduced By 25 +10 To Life After Each Kill	This item will transform your character into a Wraith! While in this form, Cast Rate bonuses will be *ineffective* and Attack Speed bonuses will raise both Attack/Cast Rates Limit 1 per character
<div></div> <div>Rhok'delar, Longbow of the Ancient Keepers Shadow Bow</div>	Two-Hand Damage: 79 To (315-609) Required Level: 60 Required Strength: None Required Dexterity: None Base Weapon Speed: [0] Transmutes Into Lok'delar 14% Chance To Cast Level 3 Lower Resist On Striking +5 To All Skills +50% Faster Cast Rate +430% Enhanced Damage + (3 Per Level) 3-297 To Maximum Damage (Based On Level) +1000 Defense Increase Maximum Mana 20% Level 3 Oak Sage (5 Charges) Requirements -100%	Any item upgrades you add will be removed when transmuted to the opposite item
<div></div> <div>Lok'delar, Staff of the Ancient Keepers Archon Staff</div>	Two-Hand Damage: 332 To (399-693) Required Level: 60 Required Strength: 34 Durability: 26 Base Weapon Speed: [10] Transmutes Into Rhok'delar 10% Chance To Cast Level 6 Amplify Damage On Striking +5 To All Skills +50% Increased Attack Speed +300% Enhanced Damage + (3 Per Level) 3-297 To Maximum Damage (Based On Level) 10% Life Stolen Per Hit +1 To Lethality Physical Damage Taken Reduced By 10% +50% Damage To Undead	
<div></div> <div>Benediction Rune Staff</div>	Two-Hand Damage: 24 To 58 Required Level: 60 Required Strength: 25 Durability: 50 Base Weapon Speed: [20] Transmutes Into Anathema Level 3 Salvation Aura When Equipped +3 To All Skills +20% Faster Cast Rate +30% To Lightning Elemental Damage +30% To Fire Elemental Damage +50 To Vitality Physical Damage Taken Reduced By 20% +8 To Life After Each Kill Attacker Takes Lightning Damage of 30 +50% Damage To Undead	Any item upgrades you add will be removed when transmuted to the opposite item
<div></div> <div>Anathema Rune Staff</div>	Two-Hand Damage: 24 To 58 Required Level: 60 Required Strength: 25 Durability: 50 Base Weapon Speed: [20] Transmutes Into Benediction Level 5 Conviction Aura When Equipped +3 To All Skills +20% Faster Cast Rate +30% To Magic Elemental Damage +30% To Poison Elemental Damage +30% To Cold Elemental Damage +50 To Energy Increase Maximum Mana 15% +5 To Mana After Each Kill +50% Damage To Undead	
<div></div> <div>Kaleidostone Small Charm</div>	Required Level: 60 +1 To All Skills +15-30% Enhanced Damage (varies) +5-10% To Magic Elemental Damage (varies) +5-10% To Poison Elemental Damage (varies) +5-10% To Cold Elemental Damage (varies) +5-10% To Lightning Elemental Damage (varies) +5-10% To Fire Elemental Damage (varies) All Resistances +10%	Limit 1 per character



Quel'Serrar, the High Blade
Cryptic Sword

One-Hand Damage: 56 To 408
Required Level: 60
Required Strength: 99
Required Dexterity: 109
Durability: 44
Base Weapon Speed: [-10]
100% Chance To Cast Level 20 Lightning On Striking
+3 To All Skills
+40% Increased Attack Speed
+430% Enhanced Damage
+30 To Minimum Damage
+750 Defense
Increase Maximum Life (0.375 Per Level) 0-37% (Based On Level)
Absorb All +20%
Physical Damage Taken Reduced By 20%



Apostle of Argus
Archon Staff

Two-Hand Damage: 83 To 99
Required Level: 60
Required Strength: 34
Durability: 26
Base Weapon Speed: [10]
Level 25 Prayer Aura When Equipped
+3 To All Skills
+ (0.625 Per Level) 0-61% Faster Cast Rate (Based On Level)
+50 To All Attributes
+180-200 To Life (varies)
Restores 33 Life Per 10 Sec
+175-210 To Mana (varies)
All Resistances +70%
100% Better Chance Of Getting Magic Items
+50% Damage To Undead
Socketed (6)



Blesswind Hammer
Legendary Mallet

One-Hand Damage: 237 To (290-388)
Required Level: 65
Required Strength: 142
Durability: 65
Base Weapon Speed: [20]
100% Chance To Cast Level 10 Fist of the Heavens On Striking
+3 To All Skills
+375% Enhanced Damage
+ (1 Per Level) 1-99 To Maximum Damage (Based On Level)
Ignore Target's Defense
+400% Damage To Undead
+ (2 Per Level) 2-198 To Life (Based On Level)
Cannot Be Frozen
+10 To Life After Each Kill
+4 To Light Radius
Requirements -25%
Socketed (4)







Great Fairy Sword
Phase Blade





One-Hand Damage: 164 To 185
Required Level: 65
Required Strength: 25
Required Dexterity: 136
Base Weapon Speed: [-30]
+7 To All Skills
+50% Faster Cast Rate
+430% Enhanced Damage
Adds 198-383 Magic Damage
Adds 5-371 Lightning Damage
Freezes Target +15
+35 Vitality
Restores 33 Life Per 10 Sec
+10 To Life After Each Kill
Socketed (6)







Alcesir, the Golden Trine
War Pike

Two-Hand Damage: 174 To 943
Required Level: 66
Required Strength: 165
Required Dexterity: 106
Durability: 25
Base Weapon Speed: [20]
Level 1 Redemption Aura When Equipped
100% Chance To Cast Level 60 Phoenix Wing On Striking
+5 To All Skills
+20% Increased Attack Speed
+50% Faster Hit Recovery
+430% Enhanced Damage
+20% To Magic Elemental Damage
All Resistances +50%
+4 To Light Radius
Socketed (6)

 <p><u>Inna's Justice</u> Archon Staff</p>	<p>Two-Hand Damage: 439 To 524 Required Level: 67 Required Strength: 34 Base Weapon Speed: [10] Indestructible +4 To All Skills +30% Faster Run/Walk +50% Increased Attack Speed +430% Enhanced Damage + (1 Per Level) 1-99% Bonus To Attack Rating (Based On Level) Adds 177-311 Cold Damage 10% Mana Stolen Per Hit 10% Life Stolen Per Hit Freezes Target +15 +50% Damage To Undead Socketed (4)</p>	
 <p><u>Zealot Rod</u> Stygian Pike</p>	<p>Two-Hand Damage: 145 To 720 Required Level: 70 Required Strength: 168 Required Dexterity: 97 Durability: 35 Base Weapon Speed: [0] 100% Chance To Cast Level 38 Wraith Cannon On Striking +5 To All Skills +50% Faster Hit Recovery +400% Enhanced Damage 100% Chance Of Crushing Blow Freezes Target +15 +30 To All Attributes 100% Better Chance Of Getting Magic Items Socketed (6)</p>	
 <p><u>Heal Shell</u> Shadow Plate</p>	<p>Defense: 2232 (Base Defense: 446-557) Required Level: 70 Required Strength: 138 Durability: 70 50% Chance To Counter With Level 14 Magneon Sphere +4 To All Skills -20% Faster Run/Walk +40% Faster Hit Recovery +300% Enhanced Defense +25 To All Attributes Restores 33 Life Per 10 Sec All Resistances +40% Physical Damage Taken Reduced By 20 Spell Damage Taken Reduced By 20 Socketed (4) Requirements -40%</p>	
 <p><u>Chromatic Tempest</u> Colossus Crossbow</p>	<p>Two-Hand Damage: 144 To (410-557) Required Level: 72 Required Strength: 163 Required Dexterity: 77 Base Weapon Speed: [10] 100% Chance To Counter With Level 60 Serpent Sting +3 To All Skills +3 To Druid Skill Levels 100% Chance For Piercing Attack +350% Enhanced Damage + (1.5 Per Level) 1-148 To Maximum Damage (Based On Level) +20% To Poison Elemental Damage + (1 Per Level) 1-99% Chance for Critical Strike (Based On Level) Prevent Monster Heal All Resistances +15% Socketed (6)</p>	

The Emerald Lantern		
Item	Attributes	Set Bonuses Notes
<div></div> <div>Emerald Ray Caduceus</div>	One-Hand Damage: 185 To 215 Required Level: 66 Required Strength: 97 Required Dexterity: 70 Durability: 70 Base Weapon Speed: [-10] +2 To All Skills +50% Increased Attack Speed +50% Faster Cast Rate +400% Enhanced Damage 8% Mana Stolen Per Hit 12% Life Stolen Per Hit +20% To Poison Elemental Damage +20 To Bane Star +50% Damage To Undead Socketed (4) +3 To Bane Star (2 Items) +3 To Bane Star (3 Items) +3 To Bane Star (4 Items)	<div>Partial Set Bonus</div> <div>+10 To Life After Each Kill (2 Items) +25% Faster Run/Walk (3 Items)</div> <div>Complete Set Bonus</div> <div>Level 25 Prismatic Aura When Equipped</div> <div>+3 To All Skills +25% Faster Run/Walk +10% To Poison Elemental Damage Slows Target By 33% +10 To Life After Each Kill 300% Extra Gold From Monsters</div>
<div></div> <div>Emerald Veil Sacred Armor</div>	Defense: 1953 (Base Defense: 487-600) Required Level: 66 Required Strength: 232 Durability: 60 +3 To All Skills +225% Enhanced Defense Increase Maximum Life 20% Increase Maximum Mana 20% All Maximum Resistances +20% Attacker Takes Cold Damage Of 50 Attacker Takes Lightning Damage Of 75 Attacker Takes Fire Damage Of 60 Socketed (4) +75% Extra Gold From Monsters (2 Items) +75% Extra Gold From Monsters (3 Items) +75% Extra Gold From Monsters (4 Items)	
<div></div> <div>Emerald Halo Spired Helm</div>	Defense: 640 (Base Defense: 114-159) Required Level: 59 Required Strength: 192 Durability: 40 +2 To All Skills +300% Enhanced Defense +15 To All Attributes +75 To Life Poison Resist +75% Spell Damage Taken Reduced By 15 Socketed (3) 50% Better Chance Of Getting Magic Items (2 Items) 50% Better Chance Of Getting Magic Items (3 Items) 50% Better Chance Of Getting Magic Items (4 Items)	
<div></div> <div>Emerald Immunity Ward</div>	Defense: 940 (Base Defense: 153-170) Required Level: 63 Required Strength: 185 Chance to Block: Pal: 94%, Ama/Asn/Bar: 89%, Dru/Nec/Sor: 84% Durability: 100 Paladin Smite Damage: 11 To 35 +2 To All Skills +60% Faster Hit Recovery +50% Faster Block Rate 40% Increased Chance Of Blocking +450% Enhanced Defense +20 To All Attributes Absorb All +10% Cannot Be Frozen Socketed (4) Absorb All +5% (2 Items) Absorb All +5% (3 Items) Absorb All +5% (4 Items)	

Mirror Forest’s Angels		
Item	Attributes	Set Bonuses Notes
<div></div> <div><u>Natha’s Pearl Rod</u> Shillelagh</div>	Two-Hand Damage: 325 To 540 Required Level: 72 Required Strength: 52 Required Dexterity: 27 Durability: 40 Base Weapon Speed: [0] 5% Chance To Cast Level 36 Ghost Flame On Kill 8% Chance To Cast Level 5 Decrepify On Striking +3 To All Skills +50% Increased Attack Speed +400% Enhanced Damage 70% Bonus To Attack Rating + (1 Per Level) 1-99% Chance For Critical Strike (Based On Level) +100 To Strength +50% Damage To Undead Socketed (4) Slows Target By 35% (2 Items) Hit Blinds Target (2 Items) 50% Better Chance Of Getting Magic Items (3 Items) +5% To Experience Gained (4 Items)	<div>Partial Set Bonus 100% Better Chance Of Getting Magic Items (2 Items) +2 To All Skills (3 Items)</div> <div>Complete Set Bonus Absorb All +30% (4 Items) Full Set Aura (4 Items)</div> <div>A single character can only wear up to 4 of these items at once, hence the ‘complete’ set is attained at (4)</div>
<div></div> <div><u>Lexxa’s Opal Lamp</u> Elder Staff</div>	Two-Hand Damage: 80 To 93 Required Level: 73 Required Strength: 44 Required Dexterity: 37 Base Weapon Speed: [0] +3 To All Skills +50% Faster Cast Rate +20% To Magic Elemental Damage +20% To Poison Elemental Damage +20% To Cold Elemental Damage +20% To Lightning Elemental Damage +20% To Fire Elemental Damage +4 To Light Radius +50% Damage To Undead Socketed (4) +50 To Energy (2 Items) +30% Faster Hit Recovery (2 Items) 50% Better Chance Of Getting Magic Items (3 Items) +5% To Experience Gained (4 Items)	
<div></div> <div><u>Ellen’s Silver Judgment</u> Shadow Bow</div>	Two-Hand Damage: 79 To 312 Required Level: 69 Required Strength: 52 Required Dexterity: 188 Base Weapon Speed: [0] 12% Chance To Cast Level 20 Telekinesis On Striking +3 To All Skills +20% Faster Run/Walk +60% Increased Attack Speed +430% Enhanced Damage Adds 220-500 Magic Damage 15% Mana Stolen Per Hit + (1 Per Level 1-99% Chance Of Crushing Blow (Based On Level) Socketed (4) Ignore Target’s Defense (2 Items) 100% Chance For Piercing Attack (2 Items) 50% Better Chance Of Getting Magic Items (3 Items) +5% To Experience Gained (4 Items)	
<div></div> <div><u>Ellen’s Sacred Shroud</u> Shako</div>	Defense: 568 (Base Defense: 45-53) Required Level: 70 Required Strength: 50 Durability: 12 10% Chance To Counter With Level 20 Telekinesis +2 To All Skills +30% Faster Hit Recovery +300% Enhanced Defense + (1 Per Level) 1-99 To Vitality (Based On Level) + (1 Per Level) 1-99 To Energy (Based On Level) All Resistances +15% Spell Damage Taken By 20 Socketed (2) Damage Taken Reduced By 10 (2 Items) 75% Better Chance Of Getting Magic Items (3 Items) +5% To Experience Gained (4 Items)	



Natha's Snow Breast
Archon Plate

Defense: 1575 (Base Defense: 410-524)
Required Level: 75
Required Strength: 103
Durability: 60
10% Chance To Counter With Level 4 Empower
+3 To All Skills
+40% Faster Hit Recovery
+200% Enhanced Defense
All Resistances +35%
Cannot Be Frozen
+10% To Experience Gained
Reduces All Vendor Prices 20%
Socketed (4)
+200 To Mana (2 Items)
+125% Better Chance Of Getting Magic Items (3 Items)
+5% To Experience Gained (4 Items)



Lexxa's Creamy Touch

Vampirebone Gloves
Defense: 247 (Base Defense: 56-65)
Required Level: 73
Required Strength: 50
Durability: 14
+1 To All Skills
+25% Faster Cast Rate
+100% Enhanced Damage
8% Mana Stolen Per Hit
8% Life Stolen Per Hit
+275% Enhanced Defense
+5 To Life After Each Kill
+5 To Mana After Each Kill
Physical Damage Taken Reduced By 10% (2 Items)
50% Better Chance Of Getting Magic Items (3 Items)
+5% To Experience Gained (4 Items)

11. MIRROR FOREST MONSTERS




Mirror Forest may be impossible to defeat without adjusting your strategy. The battles you will fight within are some of the most challenging in the entire game.

Recommended Entry Level:

L55 (Normal)

L70 (Nightmare)

L85+ (Hell)

Name	Description	Skills
 <u>Emerald Terror</u>	Although more fragile than its allies, the Emerald Terror easily compensates for its lack of protection by swarming in larger numbers and providing regeneration to other nearby spirits. With its support, other Mirror Forest spirits are much tougher to combat. <ul style="list-style-type: none">Must be defeated in order to stop enemy group healing	<u>Red Prayer</u> : Regenerates life of nearby friendly creatures each second
 <u>Dancing Lantern</u>	The aptly named willowisp is an even greater threat once its kin have been rallied. Their speed and numbers can overwhelm in a matter of seconds, and they will often warp to another location when hit, making them difficult to destroy. However, there are times when shoosing these spirits away with novas and quick homing attacks can be helpful - and much easier than dealing with them head on in the midst of a larger crisis. <ul style="list-style-type: none">Attacks can chill and poison in addition to dealing Lightning damageDeals small amounts of magic damage to anything nearbyRandomly teleports after being struck	<u>Sanctuary Aura</u> : Periodically damages enemies with magic damage every few seconds
 <u>Glass Terror</u>	One might consider this target to be of low priority, but that would be a big mistake. These flying blades are the “impending doom” of the Mirror Forest army, creeping along slowly and closing in on intruders with biting cold magic. They are incredibly resilient, and though lacking in the speed department are remarkably hard to escape. <ul style="list-style-type: none">Very difficult to defeatCasts Ghostflame with its attacksCasts Frost Nova when killed	
 <u>Mirror Mage</u>	Fast and aggressive. Though not often encountered in great numbers, Mirror Mages are feared for their focus firing tactics. They ceaselessly sling volleys of magic as their melee-oriented allies barrel down upon their opponents. Defeating a Mirror Mage can be just as deadly as letting it live, as the curse it leaves behind can make remaining Magi even more dangerous. <ul style="list-style-type: none">Casts Fist of the HeavensCasts Nova and/or Amplify Magic when killed	<u>Fist of the Heavens</u> : Summons a surge of magical energy down to the earth, striking the target and creating charges of magical energy that fan out and deal more magic damage
 <u>Dark Scholar</u>	Powerful sorcerer armed with a vast arsenal of spells. Many of them can result in instant death, annihilating unprepared fighters in seconds. It emits no light, making it difficult to locate in the fog. This is by far the most dangerous enemy in the forest. The only consolation lies in its sluggish speed, which must be exploited in order to defeat it. <ul style="list-style-type: none">Has a better chance of dropping Mirror Forest itemsDoes not regenerate healthDeals an enormous amount of melee damageCounters most attacks with Bone SpiritsCasts Wraith Cannon when killed	<u>Soul Drain</u> : Drains the health of targets in a radius over time. Soul Drain will not kill a target <u>Frostfire</u> : A crawling wave of flame that deals fire damage as it travels and cold damage in its wake <u>Trance</u> : Emits a paralyzing blast that stuns anything caught within and deals massive damage <u>XXXX</u> : Slow-moving ring of death that emits no light and will instantly kill virtually anything upon contact
 <u>Lexxa Natha Ellen</u> <u>Mirror Angels</u>	Recognizable due to their slow speed and warmer glows, the three Mirror Angels guard each corner of the forest, and can cast a variety of spells with each of their attacks. Each of them have slightly varying characteristics and all are well armored. <ul style="list-style-type: none">Drops 2x loot in Normal/Nightmare, 3x loot in HellDrops the <u>Mirror Rod</u>, a necessary Enchanting toolDoes not regenerate healthImmune to CursesAttacks with Comet, Iron Maiden, Telekinesis, Lower Resist and Fire NovaCasts Godfrost when killed	