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|  | Fast Hands (0/5)  +10% Reload+melee  +25% Reload+melee  +50% Reload+melee  +75% Reload+melee  +100% Reload+melee |  |
| Refined Poison(0/3)  Poison 20% stronger  Poison 20% faster  Poison 20% longer |  | Archer’s Plenty(0/3)  20% more arrows found  60% more arrows found  100% more arrows found + one arrow min from arrow using mobs |
| Aerodynamics (0/5)  Arrows move 10% faster  Arrows move 20% faster  Arrows move 35% faster  Arrows move 55% faster  Arrows move 75% faster |  | Arrow loot (0/10)  Can find all level 1 arrows in loot  Can find all level 2 arrows in loot  Can find all level 3 arrows in loot  Can find all level 4 arrows in loot  Can find all level 5 arrows in loot  Can find all level 7 arrows in loot  Can find all level 8 arrows in loot  Can find all level 9 arrows in loot  Can find all level 10 arrows in loot |
| Bow Type (0/4)  Ash bows available  Oak bows available  Ebony bows available  Yew bows available |  | Multi Shot (0/4)  Can fire a shot that creates 2 arrows  Can fire a shot that creates 3 arrows  Can fire a shot that creates 5 arrows  Can fire a shot that creates 8 arrows |
|  | Quickdraw 0/3  Bow draws 10% faster  Bow draws 20% faster  Bow draws 35% faster |  |
|  | Serpent 0/1  Summons his serpent familiar that will attack and then retreat, striking only those who come within a certain range of the player |  |
|  | Directional 0/1  Fires an arrow that seeks its target within 45 degrees of players aim |  |

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|  | Damage (0/5)  +10% dmg  +25% dmg  +50% dmg  +75% dmg  +100%dmg |  |
| Arrow Type(0/5)  Flint+1melee+1ranged  Bronze+2melee+2ranged  Iron+3melee+3ranged  Silver+4melee+4ranged  Obsidian+5melee+5ranged |  | Penetration(0/2)  20% chance  40% chance |
| Obliteration(0/3)  -10%arm  -20%arm-10%healthmax  -30%arm-20%healthmax |  | Critical(0/5)  5%x1.3  10%x1.5  15%x1.7  20%x2  25%x2.5 |
| Ranger(0/4)  +10%dmg per 6 tiles  +12%dmg per 5 tiles  +15%dmg per 4 tiles  +20%dmg per 3 tiles |  | (Paralysis(0/2)  10% 1.5sec  20% 4sec |
|  | Raptor(0/1)  Can use the hawk which flies in circles protecting the player |  |
|  | Explosive(0/1)  Can use explosive arrows |  |

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|  | Arcane Arrows 0/10  Gain level 1 magic arrows  Gain level 2 magic arrows  Gain level 3 magic arrows  Gain level 4 magic arrows  Gain level 5 magic arrows  Gain level 6 magic arrows  Gain level 7 magic arrows  Gain level 8 magic arrows  Gain level 9 magic arrows  Gain level 10 magic arrows |  |  |
| Focus Force 0/3  4 arrows on guy create spell  3 arrows on guy create spell  2 arrows on guy create spell |  | Reverse Learnology 0/1  Can use spell of arrow for 10 secs after arrow kills 1 arrow use while drawn |  |
| Flowing Power 0/4  +10% dmg while moving  +20% dmg while moving  +35% dmg while moving  +60% dmg while moving | Portal Arrows 0/2  2% chance to summon  5% chance to summon |  | Effect More 0/5  5% more magic  10% more magic  20% more magic  35% more magic  60% more magic |
| Concentrated Power 0/3  Arrows 20% mark/bless tile  Arrows 50% mark/bless tile  Arrows 100% mark/bless tile |  | Mage Flurry 0/2  Fires all one kind arrows  Fires with magic min once |  |
|  | The Orb 0/1  When summoned, it will attack enemies and absorb their magical abilities and then on death they are transferred for a short time to the player |  |  |