Jan 09, 19 7:24	expbaseafxs.txt	Page 1/127
File Group 'default' star	ting	
Affix: REAT_OF_PROC_SUPER Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to ercharge) (Level 1)	cast reat_proc_supercharge on kill (na	amed reat_proc_sup
Affix: REAT_OF_PROC_SUPER Prefix: Engulfing [ITEM Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, W Effects: (1.0-1.0)% chance to (Level 1)	1]	WC_proc_fullheal)
Affix: REAT_OF_PROC_SUPER Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to ercharge) (Level 1)	cast reat_proc_supercharge on kill (na	amed reat_proc_sup
Affix: REAT_OF_PROC_SUPER Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to ercharge) (Level 1)	cast reat_proc_supercharge on kill (na	amed reat_proc_sup
Affix: REAT_CHAMPIONDRAIN Suffix: (Mana Draining) No Level Range Spawn Weight: 0 Occupies no slots Effects: +(5000.0-7000.0) Mana		
Affix: REAT_OF_REDMAGE Prefix: [ITEM] of the B No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, ST	-	

Jan 09, 19 7:24	expbaseafxs.txt	Page 2/127
Effects: (3.0-3.0)% more Cast +(1.0-1.0) Mana/s +(9.0-9.0) Mana	Speed	
Personal Affix: CHAMPION Suffix: Extra Strong No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% more	DOUBLEDAMAGE all damage (named CHAMPIONDAMAGE) (Excl	usive)
Personal Affix: REAT_CHAI Suffix: (Chaotic) No Level Range Spawn Weight: 0 Occupies no slots Effects: (25.0-25.0)% chance Chaotic Rift) (Level 1)	MPIONCHAOTIC to cast WC_Chaotic Rift on strike from	target (named WC_
Affix: CHAMPIONDIVIDING Suffix: Freezing - Res. No Level Range Spawn Weight: 0 Occupies no slots Effects:	ists Crowd Control 0-30.0)% less movement speed for 2.0 se	gords (named CHAM
PIONCOLDSLOW) (Exclusive) 0-30.0)% less attack speed for 2.0 seco	
Inflict on Hit: (30. COLDSLOWCAST) (Exclusive	0-30.0)% less cast speed for 2.0 second)	
dur 0.00, type physical Inflict on Hit: No e	r effect UNIT THEME with parameters (mi, level -1) (named CHAMPIONCOLDTHEMESEL ffect details for effect UNIT THEME wit 0, type physical, level -1) (named CHAM	F) (Exclusive) h parameters (min
(20.0-20.0)% more icon No effect details for	e damage (named CHAMP ELEC DAMAGE) r effect CHARM RESISTANCE with paramete type physical, level -1) un resistance	rs (min 100.00, m
(95.0-95.0)% more In	terrupt resistance r effect FLEE RESIST with parameters (m sical, level -1)	in 0.00, max 0.00
No effect details for max 75.00, dur Infinity, (75.0-75.0)% more re	<pre>r effect SILENCE_RESISTANCE with parame type physical, level -1) sistance to Immobilize</pre>	
max 67.00, dur Infinity No effect details fo	r effect TELEPORT RESISTANCE with param , type physical, level -1) r effect PULL RESISTANCE with parameter	
80.00, dur Infinity, ty No effect details for x 67.00, dur Infinity, ty	r effect BLIND RESISTANCE with paramete	rs (min 67.00, ma

Affix: CHAMPIONHAUNTED

Jan 09, 19 7:24	expbaseafxs.txt	Page 3/127
Suffix: Extra Strong - Resist No Level Range Spawn Weight: 0 Occupies no slots Effects:	ts Crowd Control	
No effect details for effect ax 100.00, dur Infinity, type p (80.0-80.0)% more Stun resi (95.0-95.0)% more Interrupt	istance resistance	
, dur Infinity, type physical, (75.0-75.0)% more resistand	ce to Slow ct SILENCE_RESISTANCE with param	
(75.0-75.0)% more resistant No effect details for effect max 67.00, dur Infinity, type	ce to Immobilize ct TELEPORT RESISTANCE with para	
80.00, dur Infinity, type phys No effect details for effect x 67.00, dur Infinity, type phy	sical, level -1) ct BLIND RESISTANCE with paramet	ers (min 67.00, ma
Affix: CHAMPIONGASONDEATH Suffix: Extra Tough No Level Range Spawn Weight: 0 Occupies no slots Effects: (50.0-50.0)% less all Damage	ge Taken (named CHAMPIONDAMAGE)	(Exclusive)
Personal Affix: REAT_CHAMPIONBI Suffix: (Bloody) No Level Range Spawn Weight: 0 Occupies no slots Effects:	COODY	
	t WC_BloodWash on strike from ta	rget (named WC_Blo
Affix: REAT_CHAMPIONSHIELD Suffix: (Shielding) No Level Range Spawn Weight: 0 Occupies no slots Effects: +(100.0-100.0) all shield ((named shieldingshield)	
Personal Affix: REAT_CHAMPIONST Suffix: (Strong) No Level Range Spawn Weight: 0	TRONG	
Occupies no slots Effects: (50.0-50.0)% more all damaged by the state of the state	peed	

Jan 09, 19 7:24	expbaseafxs.txt	Page 4/127
netratingblock) (Exclusive)	-100.0)% less chance to blockfor 8	_
		meters (min 0.00, max
Affix: REAT_CHAMPIONPARALYZ Suffix: (Paralyzing) No Level Range Spawn Weight: 0 Occupies no slots Effects: Inflict on Hit: (25.0-2)	ZING 25.0)% chance to Immobilize for 2	.0 seconds (Exclusive
Personal Affix: REAT_CHAMPI Suffix: (Cursed) No Level Range Spawn Weight: 0 Occupies no slots Effects: Inflict on Hit: (200.0- (Exclusive)	CONCURSED -200.0)% less Effectiveness of Pot	tionsfor 4.0 seconds
Affix: REAT_CHAMPIONSPELLBA Suffix: (Spellbane) No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% more Mis (30.0-30.0)% less Movem (30.0-30.0)% less all d	ssile Reflect Chance ment Speed	
Personal Affix: CHAMPIONDOU Suffix: Extra Tough No Level Range Spawn Weight: 0 Occupies no slots Effects: (50.0-50.0)% less all D	JBLETOUGH Damage Taken (named CHAMPIONDAMAG)	E) (Exclusive)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                      Page 5/127
Affix: REAT OF YETI
 Prefix: [ITEM] of the Yeti
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES]
 Effects:
   +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)
   +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)
   +(10.0-15.0) Mana stolen
Affix: REAT CHAMPIONSTONEFORM
 Suffix: (Stoneskin)
 No Level Range
 Spawn Weight: 0
  Occupies no slots
 Effects:
    (30.0-30.0)% less Movement Speed
    (60.0-60.0)% less physical Damage Taken
   -100.0% knockback resistance
Personal Affix: CHAMPIONCOLD
 Suffix: Freezing - Increased Attack Speed - Faster Cast Rate
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
   Inflict on Hit: (30.0-30.0)% less movement speed for 2.0 seconds (named CHAM
PIONCOLDSLOW) (Exclusive)
   Inflict on Hit: (30.0-30.0)% less attack speed for 2.0 seconds (named CHAMPI
ONCOLDSLOWATTACK) (Exclusive)
   Inflict on Hit: (30.0-30.0)% less cast speed for 2.0 seconds (named CHAMPION
COLDSLOWCAST) (Exclusive)
   No effect details for effect UNIT THEME with parameters (min 0.00, max 0.00,
dur 0.00, type physical, level -1) (named CHAMPIONCOLDTHEMESELF) (Exclusive)
   Inflict on Hit: No effect details for effect UNIT THEME with parameters (min
0.00, max 0.00, dur 2.00, type physical, level -1) (named CHAMPIONCOLDSLOWTHEME
   (20.0-20.0)% more ice damage (named CHAMP ELEC DAMAGE)
   (50.0-50.0)% more Cast Speed (named ChampSpeedCast) (Exclusive) (Level 1)
   (20.0-20.0)% more Attack Speed (named ChampSpeedAttack) (Exclusive) (Level 1
Affix: REAT_CHAMPIONPAINFUL
 Suffix: (Painful)
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
   (50.0-50.0)% more all Damage Reflected
Personal Affix: REAT_CHAMPIONIMMOB
 Suffix: (Paralyzing)
 Level Range: 0-0
 Spawn Weight: 0
 Occupies no slots
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                      Page 6/127
  Effects:
    Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (Exclusive
Affix: REAT CHAMPIONMETEOR
 Suffix: (One-Winged Angel)
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
   No effect details for effect CAST SKILL ON DEATH with parameters (min 100.00
, max 100.00, dur Infinity, type physical, level 1) (named WC Meteor Strike) (Ex
clusive) (Level 1)
    (100.0-100.0)% less fire Damage Taken
    (25.0-25.0)% chance to cast WC Meteor Strike on strike from target (named WC
Meteor Strike) (Exclusive) (Level 1)
    (50.0-50.0)% more ice Damage Taken
Personal Affix: REAT_CHAMPIONACROBATIC
 Suffix: (Acrobatic)
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
    -50.0 knockback
    (100.0-100.0)% more Movement Speed
Affix: CHAMPIONTELEPORTING
 Suffix: Extra Fast - Extra Tough - Extra Strong - Resists Crowd Control
 No Level Range
  Spawn Weight: 0
  Occupies no slots
  Effects:
    No effect details for effect CHARM RESISTANCE with parameters (min 100.00, m
ax 100.00, dur Infinity, type physical, level -1)
    (80.0-80.0)% more Stun resistance
    (95.0-95.0)% more Interrupt resistance
    No effect details for effect FLEE RESIST with parameters (min 0.00, max 0.00
, dur Infinity, type physical, level -1)
    (75.0-75.0)% more resistance to Slow
    No effect details for effect SILENCE RESISTANCE with parameters (min 75.00,
max 75.00, dur Infinity, type physical, level -1)
    (75.0-75.0)% more resistance to Immobilize
    No effect details for effect TELEPORT RESISTANCE with parameters (min 67.00,
max 67.00, dur Infinity, type physical, level -1)
    No effect details for effect PULL RESISTANCE with parameters (min 80.00, max
80.00, dur Infinity, type physical, level -1)
    No effect details for effect BLIND RESISTANCE with parameters (min 67.00, ma
x 67.00, dur Infinity, type physical, level -1)
    (70.0-70.0)% more Movement Speed (named ChampSpeedMove) (Exclusive) (Level 1
    (50.0-50.0)% less all Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
    (50.0-50.0)% more all damage (named CHAMPIONDAMAGE) (Exclusive)
Affix: CHAMPIONSPEEDAURA
 Suffix: Extra Fast - Increased Attack Speed - Faster Cast Rate
 No Level Range
 Spawn Weight: 0
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 7/127
Occupies no slots Effects:		
(20.0-20.0)% more	Attack Speed (named ChampSpeedAttack) (Ex	kclusive) (Level 1
	Movement Speed (named ChampSpeedMove) (Ex	kclusive) (Level 1
) (50.0-50.0)% more	Cast Speed (named ChampSpeedCast) (Exclus	sive) (Level 1)
, max 100.00, dur Infi ve) (Level 1) (100.0-100.0)% les (25.0-25.0)% chanc Rain) (Exclusive) (Lev	for effect CAST SKILL ON DEATH with param nity, type physical, level 1) (named WC_F ss poison Damage Taken se to cast WC_AcidRain on strike from targ	AcidRain) (Exclusi
Affix: REAT_OF_CURSED Prefix: Prismatic [I Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_EL Can't Spawn On: [COL Effects: (1.0-1.0)% more al	EMENTAL]	
, max 100.00, dur Infi lusive) (Level 1) (100.0-100.0)% les (50.0-50.0)% more	for effect CAST SKILL ON DEATH with param nity, type physical, level 1) (named WC_T s electric Damage Taken (named CHAMP ELEC poison Damage Taken e to cast WC_ThunderStorm on strike from	ThunderStorm) (Exc
EDBOLT) (Exclusive) (20.0-20.0)% more +(30.0-30.0) elect)

Jan 09, 19 7:24	expbaseafxs.txt	Page 8/127
Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-1.0)% more chance (1.0-1.0)% less Dodge	e to block (named OFTHETURTLE ARMOR BON	NUS)
Affix: REAT_CHAMPIONCRITS Suffix: (Critical Hits) No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% more C: (25.0-25.0)% more Critical Control Cont	ritical Damage tical Chance	
ax 100.00, dur Infinity, (80.0-80.0)% more Stur (95.0-95.0)% more Into No effect details for , dur Infinity, type phys. (75.0-75.0)% more resono effect details for max 75.00, dur Infinity, (75.0-75.0)% more resono effect details for max 67.00, dur Infinity, No effect details for 80.00, dur Infinity, type No effect details for 80.00, dur Infinity, type No effect details for x 67.00, dur Infinity, type No effect details for	effect CHARM RESISTANCE with parameter type physical, level -1) nresistance errupt resistance effect FLEE RESIST with parameters (miical, level -1) istance to Slow effect SILENCE_RESISTANCE with paramet type physical, level -1) istance to Immobilize effect TELEPORT RESISTANCE with paramet type physical, level -1) effect PULL RESISTANCE with parameters e physical, level -1) effect BLIND RESISTANCE with parameters effect PULL RESISTANCE with parameters effect BLIND RESISTANCE with parameters	in 0.00, max 0.00 ters (min 75.00, eters (min 67.00, s (min 80.00, max cs (min 67.00, max
Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [IT: No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, Effects: (5.0-5.0)% more Effect		DEGRADE ARMOR)
Personal Affix: REAT_CHAM Suffix: (Frosty) No Level Range	PIONGLACIALSTRIKE	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                      Page 9/127
  Spawn Weight: 0
 Occupies no slots
 Effects:
   (100.0-100.0)% less ice Damage Taken
   (50.0-50.0)% more fire Damage Taken
   No effect details for effect CAST SKILL ON SKILL STRIKE FROM TARGET with par
ameters (min 25.00, max 25.00, dur Infinity, type physical, level 1) (named WC G
lacial Spike) (Level 1)
   No effect details for effect CAST SKILL ON DEATH with parameters (min 100.00
, max 100.00, dur Infinity, type physical, level 1) (named WC Glacial Spike) (Le
vel 1)
Affix: REAT OF ELVEN
 Prefix: [ITEM] of Resistance
 Minimum Level: 23
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
 Effects:
   +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
   +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
   +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)
   +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)
Affix: REAT CHAMPIONREFLECTING
 Suffix: (Reflecting)
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
   (25.0-25.0)% more Missile Reflect Chance
Affix: REAT CHAMPIONRESISTS
 Suffix: (Elemental Resistant)
 No Level Range
  Spawn Weight: 0
 Occupies no slots
    (40.0-40.0)% less poison Damage Taken
   (40.0-40.0)% less electric Damage Taken
   (40.0-40.0)% less ice Damage Taken
   (40.0-40.0)% less fire Damage Taken
Affix: REAT_CHAMPIONSPELLBANE
 Suffix: (Spell Bane)
 No Level Range
 Spawn Weight: 0
 Occupies no slots
 Effects:
    (100.0-100.0)% more Missile Reflect Chance
   (30.0-30.0)% less Movement Speed
Affix: SKILL ADD MASTERY CHARM2
 Prefix: [ITEM] of Great Charm
 Minimum Level: 777
 Spawn Weight: 5
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 10/127
  Occupies no slots
  Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]
 Effects:
    +(2-2) levels to Charm Spell Mastery skill (named Charm Spell Mastery)
Affix: TRINKET POISON BONUS5
 Prefix: [ITEM] of Toxicity
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
 Effects:
    +(40.0-40.0) poison damage (named TRINKET ELECTRICDEFENSE ELECTRICAL DEFENSE
Affix: TRINKET ICE PERCENT5
 Prefix: [ITEM] of Freezing
 Minimum Level: 15
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
 Can't Spawn On: [COLLAR, STUD]
    (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN
SE)
Affix: OF TL2 DRAWHEALTH
 Prefix: Restoring [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [SHIELD, SHOULDER ARMOR]
 Effects:
    (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealt
hx1)
Affix: OFLEARNING_MONSTER250_TURNALIGNMENT
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [POLEARM, STAFF, WAND]
    Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOM
SLAYER_MONSTER250_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named
RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)
Affix: OF ATTRIB DEXTERITY
 Prefix: Agile [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [BOOTS, GLOVES, NECKLACE]
 Effects:
    +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 11/127
Affix: OFLEARNING_MONSTER2 Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots		
Spawns On: [WEAPON] Effects: Add triggerable RANDON	MSLAYER_MONSTER250_CRIT to owner (:	named RANDOMSLAYER MO
NSTER250_CRIT)	MSLAYER_MONSTER250_CRIT_COUNT to o	_
YER_MONSTER250_CRIT_COUNT		
Affix: OFRESISTANCE5 Prefix: [ITEM] of Resist Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELI Can't Spawn On: [COLLAR, Effects:	0]	
+(40.0-40.0) poison an +(40.0-40.0) ice armon +(40.0-40.0) fire armon	emor (named OFRESISTANCE ELECTRICA c (named OFRESISTANCE FIRE DEFENSE or (named OFRESISTANCE ICE DEFENSE al armor (named OFRESISTANCE POISO)
Affix: OFLEARNING_MONSTER/ Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [POLEARM, STACAN't Spawn On: [MAGIC] Effects:		
Add triggerable RANDON LAYER_MONSTER25_TURNALIGNN	MSLAYER_MONSTER25_TURNALIGNMENT_CO	
Affix: OF_TL2_HEALTH_REGENTED Prefix: Rejuvenating [IT No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST Effects: +(0.3-0.3) HP/Second		
Affix: REAT_OFMONK5 Prefix: [ITEM] of the Mo Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, Effects:	, HELMET]	
(20.0-20.0)% more XP (20.0-20.0)% more Fame		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 12/127
    (20.0-20.0)% less all damage
Affix: SKILL ADD MASTERY CHARM
 Prefix: [ITEM] of Charm
 Minimum Level: 777
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [HELMET, TRINKET, UNIQUE]
  Effects:
    +(1-1) levels to Charm Spell Mastery skill (named Charm Spell Mastery)
Affix: REAT_OF_PROC_FULLCHARGE_3
 Prefix: Bursting [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
    (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg
e proc) (Level 1)
Affix: OFLEARNING_MONSTER250_MANASTEAL
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAY
ER_MONSTER250_MANASTEAL)
    Add triggerable RANDOMSLAYER MONSTER250 MANASTEAL COUNT to owner (named RAND
OMSLAYER_MONSTER250_MANASTEAL_COUNT)
Affix: OFLEARNING CHAMP10 LIFESTEAL
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_
CHAMP10_LIFESTEAL)
    Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMS
LAYER_CHAMP10_LIFESTEAL_COUNT)
Affix: TRINKET_POISONPERCENT_DEFENSE5
 Prefix: [ITEM] of Curing
 Minimum Level: 25
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [ARMOR_ELEMENTAL, TRINKET]
 Can't Spawn On: [COLLAR, STUD]
    (10.0-10.0)% less poison Damage Taken (named TRINKET ELECTRICDEFENSE ELECTRI
CAL DEFENSE)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 13/127
Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELME Effects: +(3.0-3.0) Mana/s	ET, NECKLACE]	
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blindin Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, Effects: Inflict on Hit: (66.0-6		onds (named ofblindi
MP10_TANGLE)		
Affix: OFTHEBATTLEMENTS3 Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-6.0)% more chance	to block (named OFTHETURTLE ARMOR	BONUS)
Affix: GEM_RANDOM_HP2 Prefix: Very Healthy [ITE No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIC S Effects: +(8.0-8.0) Max HP (name	SOCKETABLE]	
Affix: HP_ADDER_2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENT Can't Spawn On: [COLLAR, Effects:		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 14/127
    +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)
Affix: REAT OF PROC FROZENSOUL 1
 Prefix: Numbing [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
 Effects:
    (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named reat
frozensoul proc) (Level 1)
Affix: OF TL2 EXECUTE3
 Prefix: Paired [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Effects:
    (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)
Affix: OF PERCENT ELECTRIC2 WANDS
 Prefix: Electric-Surge [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
 Effects:
   (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)
Affix: OFTHEBEAR3
 Prefix: Superior [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
    +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OFLEARNING_MONSTER250_SPLASH
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_
MONSTER250_SPLASH)
    Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMS
LAYER_MONSTER250_SPLASH_COUNT)
Affix: REAT OF PROC FULLCHARGE 5
 Prefix: [ITEM] of Energy Blast
 Minimum Level: 5
 Spawn Weight: 5
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 15/127
Occupies no slots Spawns On: [NECKLACE, WE Effects: (5.0-5.0)% chance to c e_proc) (Level 1)	APON] ast reat_fullcharge_proc on kill (n	amed reat_fullcharg
Affix: PETTRINKET_THORNS7_ Prefix: Poison-Spiked [I No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects: (30.0-35.0)% poison da	TEM]	
Affix: PETTAG_TL2_SHIELDBR Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD Effects:		hieldbreak)
Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [IT No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST Effects: +(0.6-0.6) HP/Second		
Effects:		reakaffix)
Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4 NT MAX HP)	.0)% chance to Fear for 3.0 seconds	named OFTHEELEPHA
Affix: REAT_OF_PROCGETHIT_ Prefix: Regenerating [IT Minimum Level: 5 Spawn Weight: 2		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 16/127
  Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
  Effects:
    (2.0-2.0)% chance to cast reat proc aegis when struck (named reat proc aegis
) (Level 1)
Affix: OFLEARNING MONSTER250 IMMOB
 Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [PISTOL, RIFLE, WAND]
  Effects:
   Add triggerable RANDOMSLAYER MONSTER250 IMMOB to owner (named RANDOMSLAYER M
ONSTER250 IMMOB)
   Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL
AYER MONSTER250 IMMOB COUNT)
Affix: OFTHEMAGE5
 Prefix: [ITEM] of the Invoker
 Minimum Level: 5
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]
 Effects:
    (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF PERCENT FLAME2
 Prefix: Fire-Surge [ITEM]
 Minimum Level: 11
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
    (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)
Affix: OFVENOM
 Prefix: Venomous [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]
  Can't Spawn On: [CANNON]
  Effects:
    +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)
Affix: OFTHEELEPHANT2
 Prefix: Healthy [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 17/127
Affix: PETTRINKET_THORNS5_ Prefix: Poison-Spiked [I No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects: (30.0-35.0)% poison da	TEM]	
Affix: OFLIGHTNING2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAF Effects: +(9.0-11.0) electric d	FF, WAND] damage (named OFLIGHTNING DAMAGE BONUS)	
Affix: OF_PERCENT_POISON2_ Prefix: Poison-Surge [IT No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECK Effects: (4.0-6.0)% more poison	ĒEM]	
Affix: OFFLAME Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAF Effects: +(4.0-6.0) fire damage	FF, WAND] e (named OFFLAME DAMAGE BONUS)	
Affix: OF_TL2_DRAWARMOR_PH Prefix: Fortified [ITEM Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOU Effects: (5.0-5.0)% less physic xclusive)	1]	rs (Up to 3) (E
Affix: OF_ATTRIB_DEFENSE Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSIC Effects: +(30-40) Vitality (nam		
Affix: OFLEARNING_CHAMP10_	DAMAGEPCT	

Jan 09, 19 7:24	expbaseafxs.txt	Page 18/127
Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAY. CHAMP10_DAMAGEPCT)	ER_CHAMP10_DAMAGEPCT to owner	(named RANDOMSLAYER_
	ER_CHAMP10_DAMAGEPCT_COUNT to	owner (named RANDOMS
Affix: OFTHESTORMS2 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile:	Reflect Chance (named OFTHETUR	TLE ARMOR BONUS)
Affix: OFLEARNING_CHAMP10_EXEC Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1] Effects:	HSWORD, FIST, PISTOL, WAND]	
AMP10_EXECUTE)	ER_CHAMP10_EXECUTE to owner (n	
Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, Can't Spawn On: [COLLAR, STU- Effects: +(40.0-40.0) fire damage (1)		ELECTRICAL DEFENSE)
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROEffects: Inflict on Hit: (66.0-66.0 ngblinding)	SSBOW, PISTOL, WAND])% chance to Blind for 4.0 sec	conds (named ofblindi
Affix: OF_FIREDEFENSE3 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 09, 19 7:24	expbaseafxs.txt	Page 19/127
Spawns On: [RING, SHI Can't Spawn On: [COLL Effects:		
+(56.0-72.0) fire a	rmor (named TRINKET_FIREDEFENSE FIRE DE	EFENSE)
Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RIN Effects: (8.0-8.0)% more Eff	ITEM]	GE DEGRADE ARMOR)
Affix: PETTRINKET_DAMAG Prefix: Fanged [ITEM] No Level Range Spawn Weight: 5		
Occupies no slots Spawns On: [COLLAR, S Effects: +(40.0-50.0) physic	TUD] tal damage (named OFTHEBEAR DAMAGE BONUS	5)
(10.0 30.0) physic	ar damage (named of Indubine Diamon bonot	5,
Affix: PETTRINKET_DAMAG Prefix: Burning [ITEM No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, S Effects:]	
+(7.0-10.0) fire da	mage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_PROCKILL_FULL Prefix: Engulfing [IT Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, Effects:	WEAPON]	
(1.0-1.0)% chance t (Level 1)	o cast WC_proc_fullheal on kill (named	WC_proc_fullheal)
Affix: REAT_OF_PROC_FEE Prefix: Piranha [ITEM Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (15.0-15.0)% chance		med reat feeding pr
oc) (Level 1)	. So said load_recarng_proc on hir (name	a reac_recarrig_pr
Affix: OFLEARNING_MONST Prefix: Augmented [IT Minimum Level: 11 Spawn Weight: 3		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 20/127
  Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Effects:
    Add triggerable RANDOMSLAYER MONSTER250 EXECUTE to owner (named RANDOMSLAYER
MONSTER 250 EXECUTE)
   Add triggerable RANDOMSLAYER MONSTER250 EXECUTE COUNT to owner (named RANDOM
SLAYER MONSTER250 EXECUTE COUNT)
Affix: REAT OF BACTEROID5
 Prefix: [ITEM] of Bubonic Strength
 No Level Range
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES, WEAPON]
 Effects:
   -(1.5-1.5) HP/Second
   +(42.0-58.0) poison damage
Affix: OF_TL2_SHORTSTUN2
 Prefix: Stunning [ITEM]
 Minimum Level: 7
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [2HMELEE]
 Effects:
   Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)
Affix: REAT_OF_PROC_FEEDING_5
 Prefix: [ITEM] of the Feeding Frenzy
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [MELEE]
 Effects:
    (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_pr
oc) (Level 1)
Affix: OFHTERAM3
 Prefix: Slamming [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [RANGED WEAPON]
 Effects:
    -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)
Affix: TRINKET_ICEDEFENSE5
 Prefix: [ITEM] of Warming
 No Level Range
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [ARMOR_ELEMENTAL, TRINKET]
 Can't Spawn On: [COLLAR, STUD]
    +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 21/127
Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOU Effects: (1.0-1.0)% less all da ive)		s (Up to 3) (Exclus
Affix: REAT_OF_BLOODMAGIC5 Prefix: [ITEM] of Blood No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, Effects:	Magic	
TER25_DOT)		
Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET Effects: (10.0-10.0)% more Gold		D DROP)
Affix: PETTAG_ATTACK_SPEED Prefix: Agitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD Effects: (6.0-6.0)% more Attack		TACK SPEED)
Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITE No Level Range Spawn Weight: 3 Occupies no slots	ZM]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 22/127
  Spawns On: [RING, SHIELD]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
    +(56.0-72.0) poison armor (named TRINKET POISONDEFENSE POISON DEFENSE)
Affix: TRINKET ELECTRIC PERCENT5
 Prefix: [ITEM] of Shock
 Minimum Level: 15
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [ARMOR ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
 Effects:
    (10.0-10.0)% more electric damage (named TRINKET ELECTRICDEFENSE ELECTRICAL
DEFENSE)
Affix: PETTAG_ATTACK_SPEED
 Prefix: Agitating [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
   (3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
Affix: OF_TL2_SHORTSTUN3
 Prefix: Stunning [ITEM]
 Minimum Level: 7
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [2HMELEE]
 Effects:
    Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)
Affix: SKILL ADD MASTERY DEFENSE
 Prefix: [ITEM] of Defense
 Minimum Level: 777
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]
    +(1-1) levels to Defensive Spell Mastery skill (named Defensive Spell Master
y)
Affix: OF_TL2_PETHEALTH3
 Prefix: Salving [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING]
 Effects:
    (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF_PROC_ACIDRAIN_10
 Prefix: [ITEM] of Acid Rain
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 23/127
 Minimum Level: 5
  Spawn Weight: 4
 Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
 Effects:
   (10.0-10.0)% chance to cast WC AcidRain on strike from target (named WC Acid
Rain) (Level 1)
Affix: OF PROC BLINDCLOUD 10
 Prefix: [ITEM] of Clouded Vision
 Minimum Level: 5
  Spawn Weight: 4
 Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
 Effects:
   (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC Bl
indCloud) (Level 1)
Affix: OF_PROCGETHIT_FULLHEAL_2
 Prefix: Regenerating [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [CHEST ARMOR, RING, SHIELD]
    (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Level 1)
Affix: PETTAG_DEGRADE_ARMOR3
 Prefix: Savage [ITEM]
 No Level Range
  Spawn Weight: 3
 Occupies no slots
  Spawns On: [COLLAR, STUD]
   Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)
Affix: REAT OF BLACKMAGE5
 Prefix: [ITEM] of the Black Wizard
 No Level Range
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [2HSWORD, STAFF, CHEST ARMOR]
 Effects:
   (10.0-12.0)% more Cast Speed
   +(3.0-4.0) Mana/s
   +(30.0-40.0) Mana
Affix: OFLEARNING_MONSTER250_SHORTSTUN
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF1
 Effects:
   Add triggerable RANDOMSLAYER MONSTER250 SHORTSTUN to owner (named RANDOMSLAY
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 24/127
ER_MONSTER250_SHORTSTUN)
    Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RAND
OMSLAYER MONSTER250 SHORTSTUN COUNT)
Affix: OFLEARNING MONSTER25 MANASTEAL
 Prefix: Augmented [ITEM]
 Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [WEAPON]
  Can't Spawn On: [MAGIC]
 Effects:
    Add triggerable RANDOMSLAYER MONSTER25 MANASTEAL to owner (named RANDOMSLAYE
R MONSTER25 MANASTEAL)
    Add triggerable RANDOMSLAYER MONSTER25 MANASTEAL COUNT to owner (named RANDO
MSLAYER MONSTER25 MANASTEAL COUNT)
Affix: OF_TL2_PETDAMAGE
 Prefix: Commanding [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OFLEARNING_MONSTER25_SHIELDBREAKER
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOWl
 Can't Spawn On: [MAGIC]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMS
LAYER MONSTER25 SHIELDBREAKER)
    Add triggerable RANDOMSLAYER MONSTER25 SHIELDBREAKER COUNT to owner (named R
ANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)
Affix: OFTHETIGER5
 Prefix: [ITEM] of Haste
 Minimum Level: 3
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES, WEAPON]
 Effects:
    (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
Affix: REAT OF STEELTOE5
 Prefix: [ITEM] of Cement
 No Level Range
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [BOOTS]
 Effects:
    (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 25/127
(5.0-5.0)% less	•	Page 25/127
Affix: REAT_OF_DANC	-	
Prefix: [ITEM] of No Level Range Spawn Weight: 5		
Occupies no slots Spawns On: [BOOTS Effects:		
	Dodge Chance (named OFFLAME DAMAGE BONUS) chance to block	
Affix: OF_ATTRIB_MA Prefix: Adept [IT No Level Range Spawn Weight: 1		
Occupies no slots Spawns On: [GLOVE	S, HELMET, NECKLACE]	
Effects: +(30-40) Focus	(named OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_D Prefix: Fanged [I No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLA	TEM]	
Effects:	ysical damage (named OFTHEBEAR DAMAGE BONUS))
Affix: REAT_OF_GHOU Prefix: [ITEM] of Minimum Level: 5 Spawn Weight: 5 Occupies no slots	the Ghoul	
Spawns On: [GLOVE		
	pison damage (named OFTHEDRAKE DAMAGE BONUS) pison armor (named OFTHEDRAKE FIRE DEFENSE) and stolen	
Affix: REAT_OF_REDM Prefix: [ITEM] of No Level Range Spawn Weight: 3		
Occupies no slots Spawns On: [POLEA Effects:	RM, STAFF, CHEST ARMOR]	
(5.0-7.0)% more +(8.0-10.0) Max +(15.0-21.0) Ma	: HP	
Affix: OFHTERAM2 Prefix: Slamming Minimum Level: 5 Spawn Weight: 2	[ITEM]	

Jan 09, 19 7:24	expbaseafxs.txt	Page 26/127
Occupies no slots Spawns On: [RANGED WEAPO Effects: -30.0 knockback (named	ON] d OFHTERAM KNOCK BACK EFFECT)	
Affix: PETTAG_DIRECT_BURN_ Prefix: Burning [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUI Effects: Inflict on Hit: (20.0- ER CRITICAL CHANCE)		onds (named OFTHEMAST
Affix: OF_TL2_SILENCE_STAM Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0		seconds.
STER250_DOT)		_
Affix: REAT_OF_PROC_FULLCH Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WE Effects: (1.0-1.0)% chance to (e_proc) (Level 1)		named reat_fullcharg
Effects: +(650.0-850.0) Life St	W, CANNON, CROSSBOW, RIFLE] tolen (named OFFLAME DAMAGE BONUS) ffectiveness of Potions	

Jan 09, 19 7:24	expbaseafxs.txt	Page 27/127
Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOR R_MONSTER25_KNOCKBACK)] OW, PISTOL, RIFLE, WAND] MSLAYER_MONSTER25_KNOCKBACK to owne MSLAYER_MONSTER25_KNOCKBACK_COUNT t	
Affix: OF_TL2_CRITICALDAM Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects:		E BONUS)
Affix: OF_TL2_CRITICALDAM. Prefix: [ITEM] of Viole: Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NEC: Effects: (50.0-50.0)% more Cri	nce	E BONUS)
Affix: OF_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIEL Can't Spawn On: [COLLAR Effects: +(18.0-24.0) fire arm		DEFENSE)
Affix: OFTHEMASTER32H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (5.0-7.0)% more Critic	cal Chance (named OFTHEMASTER CRITI	CAL CHANCE)
Affix: PETTRINKET_DAMAGE_ Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STU		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 28/127
  Effects:
    +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF_TL2_DRAWHEALTH5
 Prefix: [ITEM] of Restoration
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [SHIELD, SHOULDER ARMOR]
    (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealt
Affix: PETTRINKET THORNS2
 Prefix: Spiked [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (11.0-14.0)% physical damage reflected
Affix: TRINKET_FIREDEFENSE5
 Prefix: [ITEM] of Cooling
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(60.0-80.0) fire armor (named TRINKET FIREDEFENSE FIRE DEFENSE)
Affix: OFTHEMASTER
 Prefix: Skillful [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
  Effects:
    (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFLEARNING_MONSTER25_CRIT
 Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [WEAPON]
  Can't Spawn On: [MAGIC]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MON
STER25_CRIT)
    Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY
ER_MONSTER25_CRIT_COUNT)
Affix: OFTHEWIZARD5
 Prefix: [ITEM] of Draining
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 29/127
Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, Effects:	·	J
+(10.0-10.0) ice ar +(10.0-10.0) fire a	PEM]	
Affix: OF_PERCENT_ELECT Prefix: Electric-Surg No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, N Effects: (2.0-3.0)% more ele	e [ITEM]	3)
Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [I No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, N Effects:	TEM]	
Affix: PETTRINKET_HEALT Prefix: Invigorating No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, S Effects: +(2.0-4.0) Max HP	[ITEM]	
Affix: REAT_OF_PROC_SUP Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance t upercharge) (Level 1)	eR_1 o cast reat_proc_supercharge on strike (named reat_proc_s

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 30/127
Affix: OFTHEMAGE3
 Prefix: Invoking [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]
    (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF_TL2_SHIELDBREAK3
 Prefix: Shieldsplitter [ITEM]
  No Level Range
  Spawn Weight: 3
 Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (30.0-30.0)% more chance to break shields (named sheildbreakaffix)
Affix: REAT_OF_BARD2
 Prefix: Bard's [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (3.0-5.0)% more fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)
Affix: OF POISONDEFENSE2
 Prefix: Restorative [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
    +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)
Affix: OFTHEWIZARD
 Prefix: Draining [ITEM]
  Minimum Level: 7
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
    +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)
Affix: OF_TL2_SPLASH2
 Prefix: Slashing [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
 Effects:
    (30.0-30.0)% more Damage to Secondary Targets
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 31/127
R_CHAMP10_ATTACKSPEED)	M] DMSLAYER_CHAMP10_ATTACKSPEED to owner DMSLAYER_CHAMP10_ATTACKSPEED_COUNT to	
Affix: REAT_OF_BLACKMAGE3 Prefix: [ITEM] of the F No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, ST Effects: (6.0-8.0)% more Cast +(2.0-2.5) Mana/s +(20.0-25.0) Mana	Black Mage	
Affix: REAT_OF_RANGER Prefix: [ITEM] of the E No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, ST Effects: (3.0-3.0)% more Cast +(1.0-1.0) Mana/s +(1.0-1.0) Mana	TAFF]	
Affix: PETTRINKET_ARMOR_E Prefix: Electric-Armore No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STU Effects: +(80.0-100.0) electri	ed [ITEM]	
Affix: REAT_OF_TURBINE5 Prefix: [ITEM] of the Temperature in the Tempe	1	
Affix: PETTAG_DIRECT_BURN Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	n_percent_05	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 32/127
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)
Affix: REAT OF CURSED5
  Prefix: [ITEM] of the Demon Pact
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (25.0-25.0)% more all Damage Taken
    Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds
Affix: PETTRINKET_ARMOR_ICE
 Prefix: Ice-Armored [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(15.0-20.0) ice armor
Affix: OF_PROCKILL_FULLHEAL_5
 Prefix: [ITEM] of Engulfing
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
    (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)
Affix: OF TL2 FEAR5
 Prefix: [ITEM] of Terror
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEELEP
HANT MAX HP)
Affix: OFLEARNING_CHAMP10_TURNALIGNMENT
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [POLEARM, STAFF, WAND]
  Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLA
YER_CHAMP10_TURNALIGNMENT)
    Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN
DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 33/127
Affix: REAT_OF_RESIST_SLOW3 Prefix: Momentum [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance	e to Slow (named resist_slow)	
Affix: REAT_OF_WONDER3 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (12.0-12.0)% more Mana		
0_DOT)	R_CHAMP10_DOT to owner (named RA R_CHAMP10_DOT_COUNT to owner (na	
<pre>KLACE, POLEARM] Effects:</pre>	SWORD, 2HAXE, 2HMACE, 2HMELEE, 2	
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, Effects: (25.0-25.0)% more Minion/Pet		JT CAST SPEED)
Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, Effects:	, PANTS, RING]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 34/127
    (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)
Affix: REAT LIFEPERCENT
  Prefix: Bloody [ITEM]
  Minimum Level: 10
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
  Effects:
    (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OF PERCENT FLAME3
 Prefix: Fire-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)
Affix: REAT_OF_POISONATTUN
 Prefix: [ITEM] of Poison Attunement
 Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
 Effects:
    (20.0-20.0)% more poison damage
    +(100.0-100.0) poison armor
    -(100.0-100.0) electrical armor
    (20.0-20.0)% less electric damage
Affix: OFLEARNING MONSTER25 IMMOB
 Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [PISTOL, RIFLE, WAND]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MO
NSTER25_IMMOB)
    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLA
YER_MONSTER25_IMMOB_COUNT)
Affix: OF_ATTRIB_DEXTERITY2
 Prefix: Agile [ITEM]
 No Level Range
 Spawn Weight: 2
  Occupies no slots
  Spawns On: [BOOTS, GLOVES, NECKLACE]
    +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)
Affix: REAT OF DWARVEN2
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 35/127
Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (40.0-40.0)% less Mana (20.0-20.0)% more phys	a	
Affix: OF_PROC_METEORSTRIK Prefix: [ITEM] of the Me Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ON Effects: (5.0-5.0)% chance to ceteor Strike) (Level 1)	eteor	n target (named WC_M
Affix: PETTRINKET_THORNS5_ Prefix: Ice-Spiked [ITEM No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects: (30.0-35.0)% ice damag	1]	
Affix: PETTAG_TL2_SHIELDBR Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD Effects:		hieldbreak)
Affix: PETTAG_DIRECT_POISO Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD Effects: Inflict on Hit: (10.0- STER CRITICAL CHANCE)		onds (named OFTHEMA
Affix: PETTRINKET_HEALTHAN Prefix: Invigorating [IT No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD Effects: +(6.0-8.0) Max HP	FEM]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 36/127
Affix: OFTHEBULL3
 Prefix: Slamming [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
    -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)
Affix: OFTHEDRAKE
 Prefix: [ITEM] of the Drake
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES]
  Effects:
    +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)
    +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)
    +(10.0-15.0) Mana stolen
Affix: PETTRINKET_HEALTHANDMANA7
 Prefix: Invigorating [ITEM]
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(15.0-20.0) Max HP
Affix: PETTRINKET_ARMOR_FIRE7
 Prefix: Fire-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) fire armor
Affix: OF_TL2_CHARGERATEBONUS
 Prefix: Energizing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Can't Spawn On: [COLLAR, STUD]
    (3.0-3.0)% more charge rate
Affix: OF_PERCENT_POISON3
 Prefix: Poison-Surge [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [ARMOR]
  Can't Spawn On: [COLLAR, STUD]
    (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 37/127
Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citade: Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER Effects: (5.0-5.0)% less all damage ive)		s (Up to 3) (Exclus
Affix: REAT_OF_TELEPORTONSTRUCK Prefix: [ITEM] of Phasing	K5	
No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects:		
(25.0-25.0)% chance to cast rt) (Level 1)	t Random Teleport when struck (r	named Random Telepo
Affix: REAT_OF_DWARVEN3 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% less Movement	Speed	
+(30.0-34.0) physical Armon		
Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		
Spawns On: [ARMOR_ELEMENTAL, Can't Spawn On: [COLLAR, STUI Effects:	D]	
+(12.0-15.0) Max HP (named	HP_ADDER_3 MAX HP/	
Affix: GEM_RANDOM_CRIT_CHANCE Prefix: Deadly [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		
Spawns On: [RANDOMMAGIC SOCKI	ETABLE] hance (named OFTHEMASTER CRITIC <i>F</i>	AL CHANCE)
Affix: PETTRINKET_ARMOR_FIRE Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 1		
Occupies no slots Spawns On: [COLLAR, STUD]		

```
expbaseafxs.txt
                                                                     Page 38/127
 Jan 09, 19 7:24
  Effects:
    +(15.0-20.0) fire armor
Affix: OFICE2
 Prefix: Icy [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, STAFF, WAND]
  Effects:
    +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)
Affix: OF_TL2_DRAWHEALTH3
 Prefix: Restoring [ITEM]
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
 Spawns On: [SHIELD, SHOULDER ARMOR]
    (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt
Affix: REAT_OF_PROC_FEEDING_1
 Prefix: Piranha [ITEM]
 Minimum Level: 5
  Spawn Weight: 1
 Occupies no slots
  Spawns On: [MELEE]
 Effects:
    (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc
) (Level 1)
Affix: OFLEARNING MONSTER25 TANGLE
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BOW, CROSSBOW]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_M
ONSTER25_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSL
AYER_MONSTER25_TANGLE_COUNT)
Affix: PETTRINKET_ARMOR_ELECTRIC3
 Prefix: Electric-Armored [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(45.0-60.0) electrical armor
Affix: REAT_OF_REDMAGE5
  Prefix: [ITEM] of the Red Wizard
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 39/127
No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [POLEARM, Effects: (8.0-12.0)% more ch +(13.0-17.0) Max HH +(25.0-35.0) Mana	narge rate	
+(25.0-25.0) ice ar +(25.0-25.0) fire a	rem]	
Affix: GEM_RANDOM_THORN Prefix: Very Prickly Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGEFFects: (7.0-7.0)% physical	[ITEM]	RITICAL CHANCE)
Affix: OFTHECHEETAH Prefix: Brisk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PAEffects: (5.0-5.0)% more Mov	ANTS] vement Speed (named OFTHECHEETAH PERCENT	Г SPEED)
YER_MONSTER25_PROC_ZOME	TEM] IC] NDOMSLAYER_MONSTER25_PROC_ZOMBIE to owned BIE) NDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT 1	
Affix: OFHTERAM5 Prefix: [ITEM] of the Minimum Level: 5 Spawn Weight: 5 Occupies no slots	e Ram	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 40/127
  Spawns On: [RANGED WEAPON]
  Effects:
    -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)
Affix: REAT OF WHITEMAGE5
 Prefix: [ITEM] of the White Wizard
 No Level Range
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [2HMACE, STAFF, CHEST ARMOR]
  Effects:
    (12.0-17.0)% more Effectiveness of Potions
    +(1.2-1.7) HP/Second
    +(12.0-17.0) Max HP
Affix: OF PROC ACIDRAIN 15
 Prefix: [ITEM] of Acid Rain
 Minimum Level: 5
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [TWO HANDED]
 Effects:
    (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid
Rain) (Level 1)
Affix: OF_TL2_DUALWIELDBONUS3
 Prefix: Bifold [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Effects:
    (11.0-13.0)% more Damage while Dual Wielding
Affix: OF_TL2_SILENCE_STAFFANDWAND2
 Prefix: Silencing [ITEM]
 Minimum Level: 6
  Spawn Weight: 2
 Occupies no slots
 Spawns On: [STAFF, WAND]
 Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.
Affix: PETTAG_CRIT_CHANCE3
 Prefix: Vicious [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [COLLAR, STUD]
 Effects:
    (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFLEARNING CHAMP10 PROC FULLHEAL
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 41/127
Occupies no slots Spawns On: [WEAPON] Effects:		
YER_CHAMP10_PROC_FULLHEAL)	SLAYER_CHAMP10_PROC_FULLHEAL to owner	•
Add triggerable RANDOMS DOMSLAYER_CHAMP10_PROC_FULI	SLAYER_CHAMP10_PROC_FULLHEAL_COUNT to LHEAL_COUNT)	o owner (named RAN
Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [ITEM] Minimum Level: 11		
Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENT Can't Spawn On: [COLLAR,		
Effects:	amage (named OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_HEALTHAND Prefix: Invigorating [ITE		
No Level Range Spawn Weight: 3		
Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(9.0-11.0) Max HP	Ī	
Affix: PETTRINKET_RESISTALI Prefix: Resisting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD]		
+(5.0-5.0) ice armor (r +(5.0-5.0) fire armor (c (named OFRESISTANCE ELECTRICAL DEF named OFRESISTANCE FIRE DEFENSE) (named OFRESISTANCE ICE DEFENSE) armor (named OFRESISTANCE POISON DEF	
Affix: OFTHEBEAR2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 2		
Occupies no slots Spawns On: [1HAXE, 1HMACE BOW, FIST, PISTOL, POLEARM, Effects:	E, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, : , RIFLE]	BOW, CANNON, CROSS
	damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF_TL2_DRAWARMOR_PHY Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1		
Occupies no slots Spawns On: [SHIELD, SHOUL Effects:	LDER ARMOR]	
	al damage taken/monster within 1.5 m	eters (Up to 3) (E

Jan 09, 19 7:24	expbaseafxs.txt	Page 42/127
xclusive)		
Affix: OF_TL2_FUMBLECHAN Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chan		
Affix: REAT_OF_WHIRLWIND Prefix: Whirlwind [ITE Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMO Effects: (25.0-25.0)% more Ca (25.0-25.0)% more At	EM] OR, NECKLACE, WEAPON] LIST Speed 1 damage	
Affix: PETTAG_CRIT_CHANC Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, ST Effects: (4.0-4.0)% more Crit		ICAL CHANCE)
AYER_MONSTER25_MISSILERA	EBOW, PISTOL, WAND] OMSLAYER_MONSTER25_MISSILERANGE to MONOMINER OMSLAYER_MONSTER25_MISSILERANGE_COU	
Affix: REAT_OF_PROC_FROZ Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, Effects: (15.0-15.0)% chance at_frozensoul_proc) (Lev	<pre>WEAPON] to cast reat_frozensoul_proc on kil</pre>	l at target (named re
Affix: REAT_OF_BATTERYPO Prefix: Battery Powere		

Jan 09, 19 7:24	expbaseafxs.txt	Page 43/127
No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, Weffects: -(3.0-3.0) Mana/s +(26.0-34.0) electr		
Affix: OF_ATTRIB_MAGICS Prefix: [ITEM] of the No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, Effects: +(170-200) Focus (reference)	e Mage	
Affix: OF_PERCENT_ICE Prefix: Ice-Surge [IT Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELE Can't Spawn On: [COLI Effects:	EMENTAL]	
Affix: PETTAG_TL2_SHORT Prefix: Frightening [No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, S Effects: Inflict on Hit: (25 ER CRITICAL CHANCE)	ITEM]	s (named OFTHEMAST
Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITF Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, Effects: +(125.0-175.0) Life		
Effects:		
Affix: OFTHESTORMS		

Jan 09, 19 7:24	expbaseafxs.txt	Page 44/127
Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile	Reflect Chance (named OFTHETURTL	E ARMOR BONUS)
Affix: PETTAG_DIRECT_BURN_P Prefix: Burning [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-1 ER CRITICAL CHANCE)		onds (named OFTHEMAST
Affix: SKILL_ADD_MASTERY_OF Prefix: [ITEM] of Great O Minimum Level: 777 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, TRINK Effects: +(2-2) levels to Offens y)	ffense	fensive Spell Master
Affix: REAT_OFLICH Prefix: Lich [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, Effects: +(52.0-68.0) Mana +(18.0-24.0) Max HP (50.0-50.0)% less Effec		
Affix: PETTAG_TL2_SHORTSTUN Prefix: Frightening [ITEM No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-1 ER CRITICAL CHANCE)	1]	onds (named OFTHEMAST
Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by	(7-9) on hit (named OFTHESAVAGE D	DEGRADE ARMOR)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 45/127
Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
   Add triggerable RANDOMSLAYER MONSTER 250 PROC FULLHEAL to owner (named RANDOM
SLAYER_MONSTER250_PROC_FULLHEAL)
   Add triggerable RANDOMSLAYER MONSTER250 PROC FULLHEAL COUNT to owner (named
RANDOMSLAYER MONSTER250 PROC FULLHEAL COUNT)
Affix: OF ICEDEFENSE5
 Prefix: [ITEM] of Warming
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
   +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
Affix: OFTHEMASTER5
 Prefix: [ITEM] of Skill
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
  Effects:
   (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: REAT OF PARRYING2
  Prefix: Parrying [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
   (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
Affix: OFLEARNING_MONSTER250_SHIELDBREAKER
  Prefix: Augmented [ITEM]
 Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM
SLAYER MONSTER250 SHIELDBREAKER)
   Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named
RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)
Affix: OF_PERCENT_ICE2_WANDS
  Prefix: Ice-Surge [ITEM]
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 46/127
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
  Effects:
    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)
Affix: REAT OF DANCING3
 Prefix: Dancing [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, PANTS]
  Effects:
    (3.0-3.0)% more Dodge Chance (named 3)
    (3.0-3.0)% less chance to block
Affix: OFTHESAGE3
 Prefix: Sage [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [HELMET, NECKLACE]
 Effects:
    (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF_PERCENT_ICE5
 Prefix: [ITEM] of Ice Rage
 Minimum Level: 11
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [ARMOR]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
    (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)
Affix: TRINKET FIRE PERCENT5
 Prefix: [ITEM] of Incineration
 Minimum Level: 15
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
 Can't Spawn On: [COLLAR, STUD]
    (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)
Affix: OF ICEDEFENSE
 Prefix: Warming [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 47/127
Affix: PETTAG_PROC_STORMCLA Prefix: Arcing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% chance to C_Stormclaw Proc) (Level 1)] cast WC_Stormclaw Proc on strike	: from target (named W
Affix: PETTAG_DIRECT_SHOCK_ Prefix: Shocking [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-1		conds (named OFTHEMAS
Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tor Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, Effects: (50.0-50.0)% more Cast (50.0-50.0)% less all of (50.0-50.0)% more Attack	NECKLACE, WEAPON] Speed damage	
Affix: PETTRINKET_DAMAGE_EL Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) electric de		DNUS)
Affix: REAT_OF_IMMOB5 Prefix: [ITEM] of Debilit No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (25.0-2 que_immobilize)	cation 25.0)% chance to Immobilize for 2	.0 seconds (named uni
Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE	E, 1HSWORD, 2HAXE, 2HMACE, 2HMELE	E, NECKLACE, POLEARM,

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 48/127
 STAFF
 Effects:
    (50.0-50.0)% more Damage to Secondary Targets
Affix: OFLEARNING MONSTER25 DUALWIELD
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Can't Spawn On: [MAGIC]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYE
R_MONSTER25_DUALWIELD)
   Add triggerable RANDOMSLAYER MONSTER25 DUALWIELD COUNT to owner (named RANDO
MSLAYER_MONSTER25_DUALWIELD_COUNT)
Affix: GEM_RANDOM_STAT_STRENGTH2
 Prefix: Very Strong [ITEM]
 Minimum Level: 6
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [RANDOMMAGIC SOCKETABLE]
 Effects:
    +(100-100) Strength (named OFTHEMASTER CRITICAL CHANCE)
Affix: PETTRINKET_LIFESTEAL3
 Prefix: Feasting [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [COLLAR, STUD]
    +(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OFLEARNING MONSTER250 TANGLE
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [BOW, CROSSBOW]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_
MONSTER250_TANGLE)
    Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMS
LAYER_MONSTER250_TANGLE_COUNT)
Affix: REAT_OF_PARRYING
 Prefix: Parrying [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [2HMELEE]
 Effects:
    (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 49/127
Affix: REAT_OF_VILLAINNY3 Prefix: Delinquent [ITEM Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WE Effects: (25.0-25.0)% more Crit (25.0-25.0)% less all	EAPON, CHEST ARMOR] tical Chance	
Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAR Effects: +(13.0-17.0) electric	PON] damage (named OFLIGHTNING DAMAGE F	BONUS)
<pre>KLACE, POLEARM] Effects:</pre>] CE, 1HSWORD, 2HAXE, 2HMACE, 2HMELER 0-100.0)% chance to Silence for 3.0	
Affix: TRINKET_STAT_STRENG Prefix: [ITEM] of Streng No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMEN Can't Spawn On: [COLLAR, Effects: +(150-150) Strength (r	gth NTAL, TRINKET]	
	ge (named OFTHEDRAKE DAMAGE BONUS) r (named OFTHEDRAKE FIRE DEFENSE)	
Affix: OFTHESAVAGE Prefix: Demolishing [ITE Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects:	EM]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 50/127
    Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)
Affix: PETTAG PROC STORMCLAW5
 Prefix: Arcing [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    (5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_
Stormclaw Proc) (Level 1)
Affix: TRINKET MAGICFIND5
 Prefix: [ITEM] of Luck
 No Level Range
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
    (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)
Affix: OFLEARNING_MONSTER25_EXECUTE
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Can't Spawn On: [MAGIC]
 Effects:
    Add triggerable RANDOMSLAYER MONSTER25 EXECUTE to owner (named RANDOMSLAYER
MONSTER25_EXECUTE)
    Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMS
LAYER MONSTER25 EXECUTE COUNT)
Affix: OF TL2 PETHEALTH
 Prefix: Salving [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING]
    (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OFTHEBEAR5
 Prefix: [ITEM] of Lethality
 No Level Range
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
 Effects:
    +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OFLEARNING_CHAMP10_DUALWIELD
 Prefix: Augmented [ITEM]
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 51/127
Effects: Add triggerable I CHAMP10_DUALWIELD)	THMACE, 1HSWORD, FIST, PISTOL, WAND] RANDOMSLAYER_CHAMP10_DUALWIELD to owner RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to	(named RANDOMSLAYER_
Affix: OFTHETHORN2 Prefix: Avenging [Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD Effects:		N DAMAGE REFLECTION)
Affix: OFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES Effects: +(4.0-6.0) ice de	, STAFF, WAND] amage (named OFICE DAMAGE BONUS)	
Affix: OF_TL2_DAMAGE(Prefix: [ITEM] of I No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULD: Effects: Inflict on Hit: I EAR DAMAGE BONUS)	Mortal Wounds	seconds (named OFTHEB
Affix: OF_TL2_MANA_R Prefix: [ITEM] of Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES Effects: +(5.0-5.0) Mana/s	Focus , HELMET, NECKLACE]	
Affix: OFTHESAVAGE5 Prefix: [ITEM] of 1 Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON Effects: Degrade enemy arm		E DEGRADE ARMOR)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 52/127
Affix: OF_TL2_FEAR
  Prefix: Creepy [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
  Effects:
    Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA
NT MAX HP)
Affix: REAT OF BARD
 Prefix: Bard's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET]
  Effects:
    (1.0-3.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)
Affix: TRINKET_ELECTRICPERCENT_DEFENSE5
 Prefix: [ITEM] of Insulating
 Minimum Level: 25
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
 Effects:
   (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT
RICAL DEFENSE)
Affix: REAT LIFEPERCENT5
 Prefix: [ITEM] of the Blood Knight
  Minimum Level: 10
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
    (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OF PROC STORMCLAW15
 Prefix: [ITEM] of Zapping
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [TWO HANDED]
    (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W
C_Stormclaw Proc) (Level 1)
Affix: PETTAG_DEGRADE_ARMOR2
  Prefix: Savage [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 53/127
Affix: PETTRINKET_ARMOR_E Prefix: Electric-Armore No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUE Effects: +(15.0-20.0) electric	d [ITEM]	
Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEME: Can't Spawn On: [COLLAR Effects: (2.0-2.0)% more all decembers	NTAL]	
Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the U Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NEC: Effects: (7.0-7.0)% more Mana/ ax5)		o 3) (named drawman
Affix: OF_PROC_GLACIALSPI Prefix: [ITEM] of the G Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, O Effects: (10.0-10.0)% chance t _Glacial Spike) (Level 1)	lacier NE HANDED] o cast WC_Glacial Spike on strike fro	om target (named WC
	ge (named OFTHEDRAKE DAMAGE BONUS) r (named OFTHEDRAKE FIRE DEFENSE)	
Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 54/127
  Spawns On: [HELMET, NECKLACE]
  Effects:
    (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF TL2 DUALWIELDBONUS2
 Prefix: Bifold [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
    (7.0-9.0)% more Damage while Dual Wielding
Affix: OF_TL2_DUALWIELDBONUS5
 Prefix: [ITEM] of Re-Doubling
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Effects:
    (18.0-22.0)% more Damage while Dual Wielding
Affix: REAT_OF_PROC_FULLCHARGE_2
 Prefix: Bursting [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
    (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg
e proc) (Level 1)
Affix: OF_TL2_PETDAMAGE5
 Prefix: [ITEM] of Command
 Minimum Level: 5
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
 Effects:
    (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF_TL2_FEAR3
 Prefix: Creepy [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [STAFF, WAND]
 Effects:
    Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA
NT MAX HP)
Affix: OFRESISTANCE
 Prefix: [ITEM] of Resistance
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
```

Jan 09, 19 7:24	expbase	afxs.txt	Page 55/127
Spawns On: [RING, SHI Can't Spawn On: [COLL Effects: +(14.0-14.0) poison	AR, STUD]	SISTANCE ELECTRICAL	DEFENSE)
+(14.0-14.0) ice ar +(14.0-14.0) fire a	rmor (named OFRESIST	CANCE FIRE DEFENSE)	
Affix: OF_TL2_DUALWIELD Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 1			
Occupies no slots Spawns On: [1HAXE, 1H Effects: (3.0-5.0)% more Dam			
Affix: PETTRINKET_THORN Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, S			
Effects: (5.0-7.0)% physical Affix: OFTHETURTLE			
Prefix: Superior [ITE No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHY Effects:			
+(5.0-7.0) physical	Armor (named OFTHI	ETURTLE ARMOR BONUS;	
Affix: OF_PERCENT_FLAME Prefix: [ITEM] of Fir No Level Range Spawn Weight: 5 Occupies no slots	e Rage		
Spawns On: [GLOVES, N Effects: (12.0-15.0)% more f		OFFLAME DAMAGE BONUS	3)
Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLI			
Effects: (5.0-5.0)% more all		LAME DAMAGE BONUS)	
Affix: OFTHETHORN5 Prefix: [ITEM] of Ven	igeance		

Jan 09, 19 7:24	expbaseafxs.txt	Page 56/127
Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SH Effects: (45.0-55.0)% physica	NOULDER ARMOR]	DAMAGE REFLECTION)
Affix: REAT_OF_WHITEMAGE Prefix: [ITEM] of the No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, ST Effects: (8.0-12.0)% more Eff +(0.7-1.3) HP/Second +(8.0-10.0) Max HP	White Mage "AFF, CHEST ARMOR] Ecctiveness of Potions	
Affix: OF_PERCENT_ELECTR Prefix: Electric-Surge Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEM Can't Spawn On: [COLLA Effects: (2.0-3.0)% more elec	e [ITEM]	īUS)
Affix: OFTHESTORMS5 Prefix: [ITEM] of Refl No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (30.0-30.0)% more Mi	ection .ssile Reflect Chance (named OFTHETURI	TLE ARMOR BONUS)
Affix: GEM_RANDOM_STAT_D Prefix: Very Tough [IT Minimum Level: 6 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGI Effects: +(100-100) Vitality	TEM]	
Effects:	1] ELMET, NECKLACE, STAFF, WAND] E Speed (named OFTHEMAGE PERCENT CAST	SPEED)
Affix: PETTRINKET_LIFEST	CEAL_MASTER	

Jan 09, 19 7:24	expbaseafxs.txt	Page 57/127
Prefix: Synergistic [I No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, ST Effects:	TEM]	
Affix: GEM_RANDOM_HP Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANDOMMAGI Effects: +(4.0-4.0) Max HP (n		
Affix: OFTHEWINDS3 Prefix: Deflecting [IT Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS] Effects: (9.0-9.0)% more Miss	rem] sile Reflect Chance (named OFTHETURTLE	ARMOR BONUS)
-30.0 knockback (nam	PON] ical Chance (named OFTHEARCHER CRITICA ed OFTHEARCHER KNOCK BACK) ick Speed (named OFTHEARCHER PERCENT A	
Effects: +(400.0-500.0) Life	SOW, CANNON, CROSSBOW, RIFLE] Stolen (named OFFLAME DAMAGE BONUS) fectiveness of Potions stolen	
	Savant ical Chance (named OFTHESAVANT CRITICA tolen (named OFTHESAVANT MANA STEAL)	AL CHANCE)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 58/127
Affix: OF TL2 DRAWARMOR PHYSICAL2
 Prefix: Fortified [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD, SHOULDER ARMOR]
  Effects:
    (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (E
xclusive)
Affix: OF_TL2_CHARGEDECAY
 Prefix: Grasping [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]
  Effects:
    (8.0-8.0)% less charge bar decay rate
Affix: OF_PERCENT_ICE3_WANDS
 Prefix: Ice-Surge [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
    (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)
Affix: OFTHEELEPHANT3
 Prefix: Healthy [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
    +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)
Affix: PETTRINKET ARMOR ICE7
 Prefix: Ice-Armored [ITEM]
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) ice armor
Affix: OF_PROCKILL_ZOMBIE_10
 Prefix: [ITEM] of Shadow
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC
_Zombie Proc Skill) (Level 1)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 59/127
Affix: OFTHETURTLE2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSI Effects: +(9.0-11.0) physical		
Affix: OF_PROCGETHIT_FULL Prefix: Regenerating [I Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR Effects: (3.0-3.0)% chance to al) (Level 1)	TEM]	med WC_proc_fullhe
Affix: PETTRINKET_LIFESTE Prefix: Synergistic [IT No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STU Effects: +(80.0-100.0) HP stol	rem]	STEAL)
Affix: REAT_OF_PROC_FROZE Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, W Effects:	NEAPON] to cast reat_frozensoul_proc on kill at	t target (named re
Affix: PETTAG_TL2_RESIST_ Prefix: Liberating [ITE No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STU Effects: (50.0-50.0)% more res	EM]	mmobilize)
Affix: PETTRINKET_LIFESTE Prefix: Synergistic [IT No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STU Effects: +(145.0-167.0) HP sto	TEM]	E STEAL)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 60/127
Affix: OF TL2 MANA REGEN
 Prefix: Focusing [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, HELMET, NECKLACE]
  Effects:
    +(1.0-1.0) Mana/s
Affix: OFTHEELEPHANT
 Prefix: Healthy [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)
Affix: PETTRINKET_DAMAGE_FIRE2
 Prefix: Burning [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF_TL2_CRITICALDAMAGE3
 Prefix: Brutal [ITEM]
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)
Affix: PETTAG_DIRECT_FREEZE_PERCENT_05
 Prefix: Freezing [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMAST
ER CRITICAL CHANCE)
Affix: OF_ICEDEFENSE2
 Prefix: Warming [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RING, SHIELD]
  Can't Spawn On: [COLLAR, STUD]
    +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 61/127
	PERCENT_05)% chance to Poison for 5.0 se	econds (named OFTHEMAST
ER CRITICAL CHANCE)		
Affix: OFLEARNING_CHAMP10_SH Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots		
Spawns On: [1HAXE, 1HMACE, FF]	, 1HSWORD, 2HAXE, 2HMACE, 2HSWC	ORD, FIST, POLEARM, STA
CHAMP10_SHORTSTUN)	LAYER_CHAMP10_SHORTSTUN to owne	_
Add triggerable RANDOMSL LAYER_CHAMP10_SHORTSTUN_COUN	LAYER_CHAMP10_SHORTSTUN_COUNT t VT)	to owner (named RANDOMS
R_CHAMP10_PROC_ZOMBIE)	LAYER_CHAMP10_PROC_ZOMBIE to ow LAYER_CHAMP10_PROC_ZOMBIE_COUNI	
Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR Effects: +(21.0-29.0) poison dama	R, WEAPON] age (named OFVENOM DAMAGE BONUS	3)
Affix: PETTRINKET_DAMAGE_POI Prefix: Virulent [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		
+(40.0-50.0) poison dama	age (named OFTHEBEAR DAMAGE BON	NUS)
Affix: PETTRINKET_LIFESTEAL_ Prefix: Synergistic [ITEM]		

Jan 09, 19 7:24	expbaseafxs.txt	Page 62/127
No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, Effects: +(145.0-167.0) HP	STUD] stolen to master (named OFTHEVAMPIRE LI)	FE STEAL)
Affix: PETTRINKET_ARMO Prefix: Armored [ITE No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, Effects: +(65.0-75.0) physi	STUD]	
Affix: OF_TL2_CRITICAL Prefix: Brutal [ITEM Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [TWO HAND Effects: (15.0-15.0)% more	1]	BONUS)
Affix: TRINKET_ICEPERC Prefix: [ITEM] of Wa Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_EL Can't Spawn On: [COL Effects:	erming JEMENTAL, TRINKET]	ECTRICDEFENSE ELECT
Affix: PETTRINKET_DAMA Prefix: Frozen [ITEM No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, Effects: +(7.0-10.0) ice da	1]	
Affix: PETTRINKET_DAMA Prefix: Frozen [ITEM No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, Effects: +(40.0-50.0) ice d	1]	
Affix: PETTRINKET_ARMO Prefix: Electric-Arm		

Jan 09, 19 7:24	expbaseafxs.txt	Page 63/127
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STU Effects: +(30.0-40.0) electric		
Affix: OF_FIREDEFENSE2 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIEI Can't Spawn On: [COLLAF Effects: +(36.0-48.0) fire arm		FIRE DEFENSE)
Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECE Effects:	CKLACE] c Find (named OFTHESEEKER PERC	ENT MAGICAL DROP)
Affix: OF_PROCKILL_FULLHE Prefix: Engulfing [ITEM Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEffects: (3.0-3.0)% chance to (Level 1)	м]	<pre>(named WC_proc_fullheal)</pre>
Affix: REAT_OFMONK Prefix: Monk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOF Effects: (10.0-10.0)% more XP (10.0-10.0)% more Fam (10.0-10.0)% less all	gained me Gain	
Affix: REAT_OF_PROCGETHIT Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOF Effects: (3.0-3.0)% chance to) (Level 1)		uck (named reat_proc_aegis

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 64/127
Affix: OFTHEMULE3
 Prefix: Intractable [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]
  Effects:
    -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)
Affix: OFTHEMISER2
 Prefix: Wealthy [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [BELT, HELMET]
  Effects:
    (4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)
Affix: MANA ADDER 2
 Prefix: Mystical [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)
Affix: PETTRINKET_DAMAGE_FIRE7
 Prefix: Burning [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
    +(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)
Affix: REAT_OF_PROC_FEEDING_2
 Prefix: Piranha [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
    (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_pr
oc) (Level 1)
Affix: OFFLAME2
 Prefix: Fiery [ITEM]
  No Level Range
 Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, STAFF, WAND]
    +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 65/127
Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULD Effects:		
Affix: OF_PROC_FIRESTORM_15 Prefix: [ITEM] of the Fire Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cestorm) (Level 1)	e Storm cast WC_FireStorm on strike from	target (named WC_Fir
Affix: OF_TL2_CHARGERATEBONU Prefix: [ITEM] of Energy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLA Effects: (15.0-15.0)% more charge	ACE, SHOULDER ARMOR]	
Affix: OF_PERCENT_ELECTRIC2 Prefix: Electric-Surge [IT Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTA Can't Spawn On: [COLLAR, S Effects: (4.0-6.0)% more electric	ΛL]	ONUS)
Affix: OFTHEBATTLEMENTS Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (1.0-2.0)% more chance t	o block (named OFTHETURTLE ARMO	R BONUS)
Affix: REAT_OF_HAPPINESS3 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, S Effects: (12.0-12.0)% more HP	SHIELD]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 66/127
Affix: OF PROC STORMCLAW10
 Prefix: [ITEM] of Zapping
  Minimum Level: 5
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, ONE HANDED]
  Effects:
    (10.0-10.0)% chance to cast WC Stormclaw Proc on strike from target (named W
C_Stormclaw Proc) (Level 1)
Affix: OF_TL2_CRITICALDAMAGE
 Prefix: Brutal [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
  Effects:
    (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)
Affix: PETTRINKET_ARMOR_POISON3
 Prefix: Poison-Armored [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(45.0-60.0) poison armor
Affix: OF TL2 PETDAMAGE2
 Prefix: Commanding [ITEM]
  Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
    (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)
Affix: OF_TL2_SHORTSTUN
 Prefix: Stunning [ITEM]
  Minimum Level: 7
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER
CRITICAL CHANCE)
Affix: OFTHESAVAGE3
 Prefix: Demolishing [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 67/127
Affix: REAT_OF_BARD5 Prefix: [ITEM] of the Leger Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (7.0-10.0)% more Fame Gai	nd in (named OfTHEMAGE PERCENT CAST S	PEED)
Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACEffects:	CE] nd (named OFTHESEEKER PERCENT MAGI	CAL DROP)
Affix: PETTAG_TL2_RESIST_SLOW Prefix: Momentous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-30.0)% more resista	w100 ance to Slow (named resist_slow)	
CHAMP10_MANASTEAL)	AYER_CHAMP10_MANASTEAL to owner (n. AYER_CHAMP10_MANASTEAL_COUNT to ow.	
Affix: PETTRINKET_DAMAGE_POIS Prefix: Virulent [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) poison damage	e (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_ICEDEFENSE3 Prefix: Warming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, ST	rud]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 68/127
 Effects:
    +(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)
Affix: BLANK_NO_EFFECTS
 Prefix: Multi-Socket [ITEM]
 No Level Range
 Spawn Weight: 0
 Occupies no slots
Affix: REAT OF PROC SUPER 3
 Prefix: Super [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [MELEE]
 Effects:
    (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s
upercharge) (Level 1)
Affix: OF_TL2_DAMAGEOVERTIME3
 Prefix: Savage [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [SHOULDER ARMOR, WEAPON]
 Effects:
   Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE
AR DAMAGE BONUS)
Affix: REAT OF HAPPINESS5
 Prefix: [ITEM] of Happiness
 Minimum Level: 20
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
 Effects:
    (20.0-20.0)% more HP
Affix: PETTRINKET_LIFESTEAL7
 Prefix: Feasting [ITEM]
 No Level Range
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [COLLAR, STUD]
    +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: PETTRINKET_ARMOR_POISON2
 Prefix: Poison-Armored [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [COLLAR, STUD]
    +(30.0-40.0) poison armor
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 69/127
Affix: REAT_OF_STEELTOE Prefix: Steel Toe [IT No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more cha (2.0-2.0)% less Doo	TEM] ance to block (named OFTHETURTLE ARMOR BO	NUS)
Affix: TRINKET_STAT_MAG Prefix: [ITEM] of Foo No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELE Can't Spawn On: [COLI Effects: +(150-150) Focus (r	cus EMENTAL, TRINKET]	
LAYER_MONSTER250_MISSII	FEM] SSBOW, PISTOL, WAND] NDOMSLAYER_MONSTER250_MISSILERANGE to own. LERANGE) NDOMSLAYER_MONSTER250_MISSILERANGE_COUNT	
Effects:	ality HMACE, 1HSWORD, FIST, PISTOL, WAND] Execute Chance (named OFTHEBEAR DAMAGE BO	NUS)
Affix: MANA_ADDER_5 Prefix: [ITEM] of Wis No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELE Can't Spawn On: [COLI Effects: +(44.0-56.0) Mana (EMENTAL, TRINKET]	
Affix: OFLEARNING_MONST Prefix: Augmented [IT Minimum Level: 11 Spawn Weight: 3 Occupies no slots		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 70/127
  Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]
  Effects:
   Add triggerable RANDOMSLAYER MONSTER250 KNOCKBACK to owner (named RANDOMSLAY
ER MONSTER250 KNOCKBACK)
   Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RAND
OMSLAYER MONSTER250 KNOCKBACK COUNT)
Affix: REAT OF PAPER3
 Prefix: Paper [ITEM]
 Minimum Level: 5
  Spawn Weight: 3
 Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
    (5.0-5.0)% less all Armor
Affix: REAT_OF_DANCING
 Prefix: Dancing [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [BOOTS, PANTS]
 Effects:
    (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
   (1.0-1.0)% less chance to block
Affix: OF TL2 EXECUTE2
 Prefix: Paired [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Effects:
    (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)
Affix: PETTRINKET_ARMOR_POISON5
 Prefix: Poison-Armored [ITEM]
 No Level Range
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    +(80.0-100.0) poison armor
Affix: OFTHETIGER3
 Prefix: Hasty [ITEM]
 Minimum Level: 3
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, WEAPON]
 Effects:
    (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
Affix: OF_PERCENT_ALL3_WANDS
 Prefix: Prismatic [ITEM]
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 71/127
Effects:	NECKLACE, STAFF, WAND] .1 damage (named OFFLAME DAMAGE BONUS)	
Affix: OF_TL2_CRITICAL Prefix: [ITEM] of Vi Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HAND Effects:	olence	E BONUS)
Affix: OF_PROC_METEORS Prefix: [ITEM] of th Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HAND Effects:	ne Meteor DED] se to cast WC_Meteor Strike on strike fo	rom target (named WC
Affix: OFTHEMASTER2H Prefix: Skillful [IT No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [TWO HAND Effects:		CAL CHANCE)
Affix: REAT_OF_DANCING Prefix: Dancing [ITE No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, P Effects: (2.0-2.0)% more Do (2.0-2.0)% less ch	EM] PANTS] odge Chance (named OFFLAME DAMAGE BONUS)
Affix: OF_TL2_CHARGERA Prefix: Energizing [Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, Effects: (9.0-9.0)% more ch	ITEM] NECKLACE, SHOULDER ARMOR]	
Affix: OFTHEWINDS5 Prefix: [ITEM] of De	eflection	

Jan 09, 19 7:24	expbaseafxs.txt	Page 72/127
Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [PANTS] Effects: (15.0-15.0)% more Miss:	ile Reflect Chance (named OFTHE	TURTLE ARMOR BONUS)
Affix: REAT_OF_FIREATTUN Prefix: [ITEM] of Fire At Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, Effects: (20.0-20.0)% more fire +(100.0-100.0) fire arm -(100.0-100.0) less ice of	SHIELD] damage mor	
Affix: PETTRINKET_THORNS5_I Prefix: Electro-Spiked [: No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects: (30.0-35.0)% electric of	ITEM]	
Affix: REAT_OF_ALCHEMY5 Prefix: [ITEM] of the Alc Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, RING, S Effects: (20.0-20.0)% more Effect		HESAVAGE DEGRADE ARMOR)
Affix: REAT_OF_BLACKMAGE Prefix: [ITEM] of the Wh: No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF Effects: (10.0-10.0)% more Effect +(1.0-1.0) HP/Second +(1.0-1.0) Max HP	₹]	
Affix: OFICE5 Prefix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPO Effects: +(21.0-29.0) ice damage	DN] e (named OFICE DAMAGE BONUS)	

Jan 09, 19 7:24	expbaseafxs.txt	Page 73/127
Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, Effects: (2.0-3.0)% more fire damage	STAFF, WAND] (named OFFLAME DAMAGE BONUS)	
Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(325.0-425.0) Life Stolen	(named OFTHEVAMPIRE LIFE STEAL)	
Affix: OF_PROC_THUNDERSTROM_15 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast ThunderStorm) (Level 1)	WC_ThunderStorm on strike from targ	ret (named WC_
Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, 7 Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (name		'AL DEFENSE)
Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more poison dan] mage (named OFFLAME DAMAGE BONUS)	
Affix: OF_ATTRIB_DEFENSE2 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Vitality (named OFF	FLAME DAMAGE BONUS)	

```
expbaseafxs.txt
                                                                     Page 74/127
 Jan 09, 19 7:24
Affix: OFTHEWIZARD2
 Prefix: Draining [ITEM]
  Minimum Level: 7
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)
Affix: REAT OF CURSED3
 Prefix: Cursed [ITEM]
  Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)
    (15.0-15.0)% more all Damage Taken
    Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds
Affix: GEM RANDOM CRIT CHANCE2
 Prefix: Very Deadly [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [RANDOMMAGIC SOCKETABLE]
  Effects:
    (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFTHEBEAR
 Prefix: Superior [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS
BOW, FIST, PISTOL, POLEARM, RIFLE]
    +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT
 Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RAND
OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)
    Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (name
d RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)
Affix: OF_ELECTRICDEFENSE2
 Prefix: Grounded [ITEM]
  No Level Range
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 75/127
Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHI] Can't Spawn On: [COLL; Effects: +(36.0-48.0) electr: NSE)		NSE ELECTRICAL DEFE
Affix: OF_POISONDEFENSE Prefix: Restorative [: No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHI] Can't Spawn On: [COLLA Effects: +(18.0-24.0) poison	ITEM]	ISON DEFENSE)
Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEN Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, Effects: +(200.0-250.0) Life)
Affix: GEM_RANDOM_CAST_S Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANDOMMAG: Effects: (2.0-2.0)% more Cast		SPEED)
Affix: TRINKET_ELECTRIC_ Prefix: [ITEM] of Joli No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEI Can't Spawn On: [COLLE Effects:	Ting MENTAL, TRINKET]	SE ELECTRICAL DEFEN
Affix: OF_ELECTRICDEFENS Prefix: [ITEM] of Inst No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHI] Can't Spawn On: [COLLI Effects: +(90.0-120.0) electric	ulation ELD]	ENSE ELECTRICAL DEF

Jan 09, 19 7:24	expbaseafxs.txt	Page 76/127
Affix: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEZEFfects: +(13.0-17.0) ice dama	APON] age (named OFICE DAMAGE BONUS)	
Affix: PETTRINKET_DAMAGE_ Prefix: Virulent [ITEM No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STO Effects: +(40.0-50.0) poison of	Ī	
Affix: OFTHESAGE5 Prefix: [ITEM] of the S Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NEG Effects: (10.0-10.0)% more XP		SPEED)
Affix: OFTHEMULE2 Prefix: Intractable [Interpretation of the content of the conte		(BACK RESISTANCE)
Affix: OF_PERCENT_ICE5_Wirefix: [ITEM] of Ice In No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NEGEFFECTS: (12.0-15.0)% more ice	Rage	
Affix: TRINKET_STAT_DEXTIPREFIX: [ITEM] of Swift No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMICAn't Spawn On: [COLLAIEFfects: +(150-150) Dexterity	tness ENTAL, TRINKET]	

Jan 09, 19 7:24	expbaseafxs.txt	Page 77/127
Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECK] Effects: (3.0-3.0)% more Mana/5 ax2)	LACE] .0s/monster within 3.0 meters (Up to	3) (named drawman
Affix: REAT_LIFEPERCENT2 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMAC] Effects: (5.0-5.0)% more HP sto	E, 2HSWORD, POLEARM] len (named OFTHEVAMPIRE LIFE STEAL)	
Affix: HP_ADDER Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENT Can't Spawn On: [COLLAR, Effects: +(4.0-7.0) Max HP (name	STUD]	
Affix: OF_PERCENT_ALL3 Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, Effects: (3.0-3.0)% more all dat	STUD] mage (named OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_DAMAGE_IC Prefix: Frozen [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects: +(40.0-50.0) ice damage		
Affix: PETTRINKET_THORNS7_ Prefix: Ice-Spiked [ITEM No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD Effects:]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 78/127
Affix: OFLEARNING MONSTER250 PROC STROMCLAW
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
 Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO
MSLAYER_MONSTER250_PROC_STORMCLAW)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named
RANDOMSLAYER MONSTER250 PROC STORMCLAW COUNT)
Affix: REAT_OF_WONDER
 Prefix: Wondrous [ITEM]
  No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [HELMET, STAFF]
  Effects:
    (4.0-4.0)% more Mana
Affix: PETTRINKET_ARMOR_FIRE2
 Prefix: Fire-Armored [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    +(30.0-40.0) fire armor
Affix: OFTHEWIZARD3
 Prefix: Draining [ITEM]
  Minimum Level: 7
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)
Affix: PETTRINKET_ARMOR_ICE5
 Prefix: Ice-Armored [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(80.0-100.0) ice armor
Affix: TRINKET_POISONDEFENSE5
  Prefix: [ITEM] of Curing
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL, TRINKET]
```

(30.0-35.0)% ice damage reflected

Jan 09, 19 7:24	expbaseafxs.txt	Page 79/127
Can't Spawn On: [COLL	•	
Effects: +(60.0-80.0) poison	armor (named TRINKET_POISONDEFENSE H	POISON DEFENSE)
Affix: REAT_ELEMEFFECT_ Prefix: [ITEM] of the Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, Effects: (2-2) second increa ONBONUS)	Elements	amed ELEMEFFECTDURATI
Affix: OFTHEMULE Prefix: Intractable [Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SH Effects: -10.0% knockback re		OCK BACK RESISTANCE)
Affix: OFTHEMISER Prefix: Wealthy [ITEM No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, HEL Can't Spawn On: [COLL Effects:	MET]	D DROP)
Affix: OF_ATTRIB_STRENG Prefix: [ITEM] of Mig No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, GLO Effects: +(170-200) Strength	ht	
	ality MENTAL, TRINKET] AR, STUD] (named OFTHEMASTER CRITICAL CHANCE)	
Affix: OF_TL2_FUMBLECHA Prefix: Precise [ITEM Minimum Level: 5 Spawn Weight: 3		

Jan 09, 19 7:24	expbaseafxs.txt	Page 80/127
Occupies no slots Spawns On: [WEAPON] Effects: (12.0-12.0)% less chance	ce to fumble	
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, Effects: Inflict on Hit: (66.0-6 ngblinding)	CROSSBOW, PISTOL, WAND]	ds (named ofblindi
Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, Effects: Inflict on Hit: (66.0-6 ngblinding)	CROSSBOW, PISTOL, WAND] 56.0)% chance to Blind for 4.0 second	ds (named ofblindi
Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKL Effects: (15.0-15.0)% more Minic		NT CAST SPEED)
R_MONSTER25_DAMAGEPCT)	SLAYER_MONSTER25_DAMAGEPCT to owner SLAYER_MONSTER25_DAMAGEPCT_COUNT to o	
Affix: OFTHESEEKER5 Prefix: [ITEM] of the Luc Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKL Effects:		GICAL DROP)

Jan 09, 19 7:24	expbaseafxs.txt	Page 81/127
+(15.0-15.0) ice armor		ENSE)
	l armor (named OFRESISTANCE PO	/
Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECK Effects: (24.0-24.0)% less char	LACE, SHOULDER ARMOR]	
Affix: OF_TL2_SHORTSTUN5 Prefix: [ITEM] of Stunni Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (25.0- ER CRITICAL CHANCE)	ng 25.0)% chance to Stun for 2.0	seconds (named OFTHEMAST
Can't Spawn On: [CANNON] Effects:	N, SHOULDER ARMOR, STAFF] age (named OFVENOM DAMAGE BONU	JS)
Affix: OFLEARNING_CHAMP10_ Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBO		VORD, 2HAXE, 2HMACE, 2HSW

Jan 09, 19 7:24	expbaseafxs.txt	Page 82/127
AYER_CHAMP10_PROC_STORMC	OMSLAYER_CHAMP10_PROC_STORMCLAW to owner LAW) OMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to	
Affix: TRINKET_ELECTRICD: Prefix: [ITEM] of Insu: No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEM: Can't Spawn On: [COLLA: Effects: +(60.0-80.0) electric NSE)	lating ENTAL, TRINKET]	ELECTRICAL DEFE
Affix: OF_PERCENT_ELECTR Prefix: Electric-Surge Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAI Effects:	[ITEM]	
Affix: REAT_OF_RESIST_IM Prefix: Escaping [ITEM Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PAN' Effects: (15.0-15.0)% more res]	obilize)
Affix: PETTRINKET_DAMAGE, Prefix: Burning [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STEffects: +(40.0-50.0) fire date	_	
Affix: OF_PERCENT_ALL2_W. Prefix: Prismatic [ITE] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECEFFECTS: (3.0-3.0)% more all	M]	
Affix: REAT_OF_ICEATTUN		

Jan 09, 19 7:24	expbaseafxs.txt	Page 83/127
Prefix: [ITEM] of Ice Attu Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, S Effects: (20.0-20.0)% more ice da +(100.0-100.0) ice armor -(100.0-100.0) fire armo (20.0-20.0)% less fire d	EHIELD] amage c or	
Affix: PETTAG_DEGRADE_ARMOR Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by ((8-8) on hit (named OFTHESAVAGE D	EGRADE ARMOR)
Affix: PETTRINKET_ARMOR Prefix: Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(10.0-15.0) physical Ar	rmor	
Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resist	ance to Immobilize (named resist	_immobilize)
Affix: OF_PERCENT_POISON3_WAPrefix: Poison-Surge [ITEM No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLAEffects: (7.0-9.0)% more poison descriptions.	1]	S)
Affix: PETTRINKET_THORNS7_FI Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% fire damage		

```
expbaseafxs.txt
                                                                     Page 84/127
 Jan 09, 19 7:24
Affix: REAT_OF_DUELIST3
  Prefix: Duelist [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR]
  Effects:
    (5.0-5.0)% more Movement Speed
    (2.0-2.0)% more Dodge Chance
    (5.0-5.0)% more Attack Speed
    (2.0-2.0)% less chance to block
Affix: OFLEARNING_MONSTER25_LIFESTEAL
 Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [WEAPON]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER MONSTER25 LIFESTEAL to owner (named RANDOMSLAYE
R_MONSTER25_LIFESTEAL)
    Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO
MSLAYER_MONSTER25_LIFESTEAL_COUNT)
Affix: OF_TL2_EXECUTE
 Prefix: Paired [ITEM]
 Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
    (5.0-5.0)% more Execute Chance
Affix: OFTHEBATTLEMENTS5
 Prefix: [ITEM] of Deflection
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [SHIELD]
    (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)
Affix: TEST_LUCK100
 Prefix: [ITEM] of the SUPER Lucky
  No Level Range
  Spawn Weight: 0
  Occupies no slots
  Spawns On: [ARMOR]
    (1000.0-1000.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)
Affix: PETTRINKET_THORNS7
  Prefix: Spiked [ITEM]
  No Level Range
  Spawn Weight: 5
  Occupies no slots
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 85/127
Spawns On: [COLLAR, STUL Effects: (30.0-35.0)% physical		
Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOUEffects: (27.0-33.0)% physical	ULDER ARMOR] damage reflected (named OFTHETHORN)	DAMAGE REFLECTION)
Affix: REAT_OF_IMMOB Prefix: Debilitating [IT No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (5.0-5 e_immobilize)	TEM] 5.0)% chance to Immobilize for 2.0 se	econds (named uniqu
Affix: OF_PERCENT_POISONS_ Prefix: [ITEM] of Poison No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECK Effects: (12.0-15.0)% more pois	n Rage	US)
Affix: PETTAG_DIRECT_FREEZ Prefix: Freezing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUDE Effects: Inflict on Hit: (10.0- STER CRITICAL CHANCE)		onds (named OFTHEMA
Affix: PETTRINKET_DAMAGE_E Prefix: Juiced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STULEffects: +(14.0-20.0) electric		S)
Affix: GEM_RANDOM_THORNS Prefix: Prickly [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 86/127
  Spawns On: [RANDOMMAGIC SOCKETABLE]
  Effects:
    (4.0-4.0)% physical damage reflected (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFLEARNING CHAMP10 PROC CHAOTICRIFT
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]
   Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLA
YER_CHAMP10_PROC_FULLHEAL)
   Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RAN
DOMSLAYER CHAMP10 PROC FULLHEAL COUNT)
Affix: REAT_OF_BLESSED5
 Prefix: [TEM] of Righteousness
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [SHIELD]
 Effects:
    (5.0-5.0)% less all Damage Taken
Affix: OF_ELECTRICDEFENSE
 Prefix: Grounded [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [RING, SHIELD]
 Can't Spawn On: [COLLAR, STUD]
    +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE
NSE)
Affix: REAT_OF_PROC_POISONBURST_1
 Prefix: Miasma [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
    (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonbu
rst proc) (Level 1)
Affix: OFLIGHTNING
 Prefix: Charged [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [GLOVES, STAFF, WAND]
    +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)
Affix: PETTRINKET_DAMAGE_FIRE3
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 87/127
Prefix: Burning [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, ST Effects: +(24.0-30.0) fire da]	J
Affix: PETTAG_CRIT_CHANG Prefix: Vicious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, ST Effects: (2.0-2.0)% more Crit		CHANCE)
Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITH No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more char (1.0-1.0)% less Dodg	nce to block (named OFTHETURTLE ARMOR BONU	JS)
Affix: OF_TL2_SILENCE_ST Prefix: [ITEM] of Sile Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAR Effects: Inflict on Hit: (100	ence	onds.
Affix: GEM_RANDOM_MANA2 Prefix: Very Powerful Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAG: Effects: +(8.0-8.0) Mana (nar		
Affix: PETTAG_TL2_SHIELI Prefix: Crushing [ITEN No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, State of the column of th	M]	.dbreak)
Affix: TRINKET_FIREPERCH Prefix: [ITEM] of Cool		

Jan 09, 19 7:24	expbaseafxs.txt	Page 88/127
Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, Can't Spawn On: [COLLAR, STU Effects: (10.0-10.0)% less fire Dam L DEFENSE)		RICDEFENSE ELECTRICA
Affix: REAT_OF_PROCGETHIT_AEGI Prefix: [ITEM] of Safekeepin Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RIN Effects: (5.0-5.0)% chance to cast) (Level 1)	g	named reat_proc_aegis
ER_MONSTER250_DAMAGEPCT)	ER_MONSTER250_DAMAGEPCT to own	
Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE Can't Spawn On: [COLLAR, STU Effects: +(26.0-34.0) Mana (named O	TD]	
Affix: PETTRINKET_THORNS5_FIRE Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% fire damage r		
Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NE Effects:	CKLACE]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 89/127
   +(65-80) Strength (named OFFLAME DAMAGE BONUS)
Affix: REAT OF ELECATTUN
 Prefix: [ITEM] of Electric Attunement
 Minimum Level: 5
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
 Effects:
    (20.0-20.0)% more electric damage
   +(100.0-100.0) electrical armor
   -(100.0-100.0) poison armor
   (20.0-20.0)% less poison damage
Affix: REAT_OF_PROCGETHIT_AEGIS1
 Prefix: Aegis [ITEM]
 Minimum Level: 5
  Spawn Weight: 1
 Occupies no slots
  Spawns On: [CHEST ARMOR, RING, SHIELD]
   (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)
Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]
   Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RAN
DOMSLAYER MONSTER250 PROC CHAOTICRIFT)
   Add triggerable RANDOMSLAYER MONSTER250 PROC CHAOTICRIFT COUNT to owner (nam
ed RANDOMSLAYER MONSTER250 PROC CHAOTICRIFT COUNT)
Affix: REAT OF WONDER5
 Prefix: [ITEM] of Possiblity
 No Level Range
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [HELMET, STAFF]
 Effects:
   (20.0-20.0)% more Mana
Affix: PETTRINKET ARMOR POISON7
 Prefix: Poison-Armored [ITEM]
 No Level Range
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [COLLAR, STUD]
 Effects:
   +(80.0-100.0) poison armor
Affix: REAT_OF_TURBINE
 Prefix: Generating [ITEM]
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 90/127
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [TWO HANDED]
  Effects:
    (15.0-15.0)% more charge rate
Affix: OF TL2 RESIST SLOW50
 Prefix: [ITEM] of Momentum
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [BOOTS, PANTS]
 Effects:
    (25.0-25.0)% more resistance to Slow (named resist slow)
Affix: PETTRINKET RESISTALL7
 Prefix: Resisting [ITEM]
 No Level Range
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)
    +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)
    +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)
    +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)
Affix: OFTHEBULL5
 Prefix: [ITEM] of the Ram
 Minimum Level: 5
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [MELEE]
  Effects:
    -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)
Affix: REAT OF EARTHATTUN
 Prefix: [ITEM] of Earth Attunement
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [CHEST ARMOR, SHIELD]
    (20.0-20.0)% more physical damage
    No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, ma
x 25.00, dur 0.00, type physical, level -1)
    (100.0-100.0)% less charge rate
Affix: OFTHEARCHER5
 Prefix: [ITEM] of the Archer
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [RANGED WEAPON]
 Effects:
    (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 91/127
	ed OFTHEARCHER KNOCK BACK) ck Speed (named OFTHEARCHER PERCENT ATT)	ACK SPEED)
Affix: GEM_RANDOM_CAST_SP Prefix: Very Adept [ITE No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIO Effects:	EM]	
	Speed (named OFTHEMAGE PERCENT CAST SPI	EED)
Affix: PETTRINKET_DAMAGE_ Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STU Effects: +(14.0-20.0) physical		
Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NEC Can't Spawn On: [COLLAR Effects: +(18.0-22.0) Mana (na	CKLACE]	
Affix: REAT_ELEMEFFECT_DU Prefix: Elemental [ITEM Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, S Effects: (1-1) second increase ONBONUS)	1]	ELEMEFFECTDURATI
Affix: OF_TL2_DAMAGEOVERT Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER AR Effects: Inflict on Hit: Does R DAMAGE BONUS)		s (named OFTHEBEA
Affix: PETTRINKET_DAMAGE_ Prefix: Fanged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots	PHYS3	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 92/127
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF TL2 SHIELDBREAK
 Prefix: Shieldsplitter [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]
  Effects:
    (10.0-10.0)% more chance to break shields (named sheildbreakaffix)
Affix: TRINKET GOLDFIND5
 Prefix: [ITEM] of Wealth
 No Level Range
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [ARMOR_ELEMENTAL, TRINKET]
  Can't Spawn On: [COLLAR, STUD]
 Effects:
    (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)
Affix: OF_PROC_BLOODWASH_10
 Prefix: [ITEM] of Blood
 Minimum Level: 5
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [NECKLACE, ONE HANDED]
    (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo
odWash) (Level 1)
Affix: OF PERCENT ALL WANDS
 Prefix: Prismatic [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
    (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)
Affix: REAT_OF_PROCGETHIT_AEGIS2
 Prefix: Aegis [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [CHEST ARMOR, RING, SHIELD]
 Effects:
    (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis
) (Level 1)
Affix: PETTRINKET THORNS7 ELEC
 Prefix: Electro-Spiked [ITEM]
 No Level Range
 Spawn Weight: 5
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 93/127
Occupies no slots Spawns On: [COLLAR, STUD] Effects:		
(30.0-35.0)% electric o	damage reflected	
Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS]		
Effects:	to block (named OFTHETURTLE ARMOR Chance	BONUS)
Affix: OF_PERCENT_ALL5_WAND Prefix: [ITEM] of the Spe No Level Range Spawn Weight: 5		
Occupies no slots Spawns On: [GLOVES, NECKI Effects: (7.0-8.0)% more all dam	LACE, STAFF, WAND] mage (named OFFLAME DAMAGE BONUS)	
Affix: PETTAG_DEGRADE_ARMOR Prefix: Savage [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by		DEGRADE ARMOR)
CHAMP10_KNOCKBACK)		_
LAYER_CHAMP10_KNOCKBACK_COU		
Affix: REAT_OF_PARRYING3 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE]		

Jan 09, 19 7:24	expbaseafxs.txt	Page 94/127
Can't Spawn On: [MAGIC]	ACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD	, POLEARM, STAFF]
	OMSLAYER_MONSTER25_SPLASH to owner (1	named RANDOMSLAYER_M
ONSTER25_SPLASH) Add triggerable RANDO AYER_MONSTER25_SPLASH_COU	OMSLAYER_MONSTER25_SPLASH_COUNT to ov INT)	wner (named RANDOMSL
Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELME Effects: (6.0-6.0)% more Gold	ET] Find (named OFTHEMISER PERCENT GOLD	DROP)
Affix: REAT_OF_WONDER2 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STATE Effects: (8.0-8.0)% more Mana		
Affix: OF_PERCENT_POISON2 Prefix: Poison-Surge [1 Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEME Can't Spawn On: [COLLAF Effects: (4.0-6.0)% more poison	ETEM]	S)
Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEA Effects: (2.0-3.0)% more Attac	APON] ck Speed (named OFTHETIGER PERCENT A:	TTACK SPEED)
Affix: PETTRINKET_DAMAGE_ Prefix: Juiced [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUEFfects: +(24.0-30.0) electric		US)
	- ·	•

Jan 09, 19 7:24	expbaseafxs.txt	Page 95/127
Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cool: No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIEI Can't Spawn On: [COLLAN Effects: +(90.0-120.0) fire an	LD]	e defense)
Affix: PETTAG_TL2_SHIELDE Prefix: Crushing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STU Effects: (25.0-25.0)% more cha		_shieldbreak)
Affix: PETTRINKET_HEALTHAT Prefix: Invigorating [INO Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUE Effects: +(15.0-20.0) Max HP	ITEM]	
Affix: OF_PROC_BLOODWASH_ Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to odWash) (Level 1)	Ā	target (named WC_Blo
Affix: REAT_OF_PAPER5 Prefix: [ITEM] of the 1 Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (20.0-20.0)% more Mov (10.0-10.0)% less all	vement Speed (named OFTHECHEETAH PE	RCENT SPEED)
Affix: REAT_OF_PROC_POISO Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEffects: (15.0-15.0)% chance to		ll (named reat_poison

Jan 09, 19 7:24	expbaseafxs.txt	Page 96/127
burst_proc) (Level 1)		
Affix: REAT_OF_PROC_SUPER_5 Prefix: [ITEM] of the Superm Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast upercharge) (Level 1)	nan reat_proc_supercharge on strib	ke (named reat_proc_s
Affix: PETTAG_DIRECT_POISON_PE Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (20.0-20.0 STER CRITICAL CHANCE)	ERCENT_20 O)% chance to Poison for 5.0 se	econds (named OFTHEMA
Affix: PETTAG_TL2_SHORTSTUN2 Prefix: Frightening [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0) ER CRITICAL CHANCE)))% chance to Stun for 2.0 seco	onds (named OFTHEMAST
Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE Effects: (6.0-6.0)% more charge rat	E, SHOULDER ARMOR]	
Affix: OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE Effects: (2.0-3.0)% more poison dam		US)
Affix: PETTAG_DIRECT_SHOCK_PER Prefix: Shocking [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD]	RCENT_20	

Jan 09, 19 7:24	expbaseafxs.txt	Page 97/127
Effects:	0)% chance to Shock for 5.0 seconds	
Affix: MANA_ADDER Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL Can't Spawn On: [COLLAR, ST Effects: +(8.0-12.0) Mana (named M	[סטי	
Affix: PETTRINKET_LIFESTEAL2 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(120.0-140.0) Life Stole	en (named OFTHEVAMPIRE LIFE STEAL)	
Affix: REAT_OFLICH5 Prefix: [ITEM] of the Lich Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HE Effects: +(88.0-112.0) Mana +(36.0-48.0) Max HP (100.0-100.0)% less Effect		
Affix: OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDE Effects: (2.0-2.0)% more HP/5.0s/m hx2)	ER ARMOR] monster within 2.0 meters (Up to 3)	(named drawhealt
Affix: OF_PROC_BLINDCLOUD_15 Prefix: [ITEM] of Clouded V Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to caindCloud) (Level 1)	Vision ${ m ast}$ WC_BlindCloud on strike from targ	get (named WC_Bl
Affix: OFTHESTORMS3 Prefix: Mirrored [ITEM]		

Jan 09, 19 7:24 expbas	eafxs.txt Page 98/127
No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-18.0)% more Missile Reflect Cha	ance (named OFTHETURTLE ARMOR BONUS)
Affix: GEM_RANDOM_STAT_DEXTERITY2 Prefix: Very Sharp [ITEM] Minimum Level: 6 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIC SOCKETABLE] Effects: +(100-100) Dexterity (named OFTHEMAS	FER CRITICAL CHANCE)
Affix: PETTRINKET_ARMOR_ICE3 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) ice armor	
Affix: OFTHEBULL Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK)	CK BACK EFFECT)
Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HIKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance	AXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
Affix: OFTHETURTLE3 Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(13.0-17.0) physical Armor (named Of	THETURTLE ARMOR BONUS)
Affix: OFTHEMASTER3 Prefix: Skillful [ITEM] No Level Range	

Jan 09, 19 7:24	expbaseafxs.txt	Page 99/127
Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, Effects: (3.0-5.0)% more Crit	ONE HANDED]	CHANCE)
Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITE Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLA Effects:		
Affix: REAT_OF_BLOODMAGI Prefix: Blood Tapping No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMO Effects:	[ITEM] OR, HELMET, NECKLACE]	
	c damage (named OFTHEDRAKE DAMAGE BONUS) cal armor (named OFTHEDRAKE FIRE DEFENSI	
Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [I Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING Effects: (4.0-4.0)% more Effe		DEGRADE ARMOR)
Affix: REAT_OF_RANGER5 Prefix: [ITEM] of the No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CROSS Effects: (10.0-15.0)% more Mi (10.0-15.0)% more Pe (10.0-15.0)% more Mi	BOW, POLEARM, RIFLE, CHEST ARMOR] nion/Pet Health t Speed	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 100/127
Affix: OFTHEBATTLEMENTS2
 Prefix: Deflecting [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)
Affix: PETTAG DIRECT SHOCK PERCENT 05
 Prefix: Shocking [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
   Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTE
R CRITICAL CHANCE)
Affix: REAT_OF_PROC_POISONBURST_2
 Prefix: Miasma [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
 Effects:
    (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poison
burst proc) (Level 1)
Affix: PETTAG CRIT CHANCE5
 Prefix: Vicious [ITEM]
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [COLLAR, STUD]
    (10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFTHEVAMPIRE
 Prefix: Vampiric [ITEM]
  Minimum Level: 7
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
    +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OFTHEELEPHANT5
 Prefix: [ITEM] of Health
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
    +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 101/127
Jan 09, 19 7.24	expuaseaixs.txt	Page 101/127
Affix: PETTRINKET_ARMOR_FIRE5 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor		
Affix: OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, Effects: (4.0-6.0)% more fire damage	STAFF, WAND] (named OFFLAME DAMAGE BONUS)	
Affix: MANA_ADDER_3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, T Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named MAN		
Affix: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (9.0-12.0)% more Critical Ch	ance (named OFTHEMASTER CRITICAL	CHANCE)
Affix: OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NEC Effects: +(100-120) Dexterity (named		
Affix: PETTRINKET_LIFESTEAL_MAST Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-66.0) HP stolen to ma	ER2 .ster (named OFTHEVAMPIRE LIFE STE	AL)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 102/127
Affix: REAT_LIFEPERCENT3
  Prefix: Bloody [ITEM]
 Minimum Level: 10
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]
    (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OF_TL2_FUMBLECHANCE5
 Prefix: [ITEM] of Precision
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    (20.0-20.0)% less chance to fumble
Affix: OFTHEOWL5
 Prefix: [ITEM] of Mystery
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE]
  Can't Spawn On: [COLLAR, STUD]
  Effects:
    +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)
Affix: REAT_OF_BACTEROID3
 Prefix: Bacteroid [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
    -(0.9-0.9) HP/Second
    +(26.0-34.0) poison damage
Affix: OF_TL2_HEALTH_REGEN3
 Prefix: Rejuvenating [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
  Effects:
    +(0.9-0.9) HP/Second
Affix: REAT_OF_ALCHEMY3
 Prefix: Herbalist's [ITEM]
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BELT, RING, SHIELD]
  Effects:
    (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 103/127
Affix: OFLEARNING_CHAMP10_IMMOB
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [PISTOL, RIFLE, WAND]
 Effects:
   Add triggerable RANDOMSLAYER CHAMP10 IMMOB to owner (named RANDOMSLAYER CHAM
P10 IMMOB)
   Add triggerable RANDOMSLAYER CHAMP10 IMMOB COUNT to owner (named RANDOMSLAYE
R CHAMP10 IMMOB COUNT)
Affix: OFLEARNING MONSTER25 SHORTSTUN
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
 Can't Spawn On: [MAGIC]
 Effects:
   Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYE
R_MONSTER25_SHORTSTUN)
   Add triggerable RANDOMSLAYER MONSTER25 SHORTSTUN COUNT to owner (named RANDO
MSLAYER_MONSTER25_SHORTSTUN_COUNT)
Affix: OF_PERCENT_POISON
 Prefix: Poison-Surge [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [ARMOR ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
   (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)
Affix: REAT OF DUELIST5
 Prefix: [ITEM] of the Wind Walker
 No Level Range
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [CHEST ARMOR]
 Effects:
    (10.0-10.0)% more Movement Speed
   (3.0-3.0)% more Dodge Chance
   (10.0-10.0)% more Attack Speed
   (3.0-3.0)% less chance to block
Affix: OFLEARNING MONSTER250 ATTACKSPEED
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
   Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSL
AYER MONSTER250_ATTACKSPEED)
   Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 104/127
NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)
Affix: REAT OF HAPPINESS
 Prefix: Joyful [ITEM]
 Minimum Level: 20
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
  Effects:
    (4.0-4.0)% more HP
Affix: OFTHESOLDIER5
 Prefix: [ITEM] of the Soldier
 Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)
    (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)
    Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)
Affix: PETTRINKET_DAMAGE_ELEC
 Prefix: Juiced [ITEM]
 No Level Range
  Spawn Weight: 1
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF TL2 CRITICALDAMAGE2H2
 Prefix: Brutal [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
 Occupies no slots
  Spawns On: [TWO HANDED]
    (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OFTHEWINDS
 Prefix: Deflecting [ITEM]
 Minimum Level: 13
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [PANTS]
 Effects:
    (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)
Affix: OFLEARNING_CHAMP10_SHIELDBREAKER
 Prefix: Augmented [ITEM]
 Minimum Level: 11
  Spawn Weight: 3
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA
FF, CROSSBOW]
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 105/127
 Effects:
   Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLA
YER CHAMP10 SHIELDBREAKER)
   Add triggerable RANDOMSLAYER CHAMP10 SHIELDBREAKER COUNT to owner (named RAN
DOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)
Affix: OF PROCKILL METEORSTRIKE 10
 Prefix: [ITEM] of Annihilation
 Minimum Level: 5
  Spawn Weight: 4
 Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
 Effects:
   (10.0-10.0)% chance to cast WC Meteor Strike on kill at target (named WC Met
eor Strike) (Level 1)
Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW
ORD, FIST, POLEARM, STAFF]
 Can't Spawn On: [MAGIC]
 Effects:
   Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOM
SLAYER_MONSTER25_PROC_STORMCLAW)
   Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named
RANDOMSLAYER MONSTER25 PROC STORMCLAW COUNT)
Affix: REAT OF ELVEN3
 Prefix: Elven [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
  Effects:
   +(30.0-30.0) electrical armor
   +(30.0-30.0) fire armor
   +(30.0-30.0) ice armor
   +(30.0-30.0) poison armor
   (10.0-10.0)% more physical Damage Taken
Affix: OF_PERCENT_ELECTRIC3_WANDS
 Prefix: Electric-Surge [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
 Effects:
   (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)
Affix: OF_TL2_CHARGEDECAY5
 Prefix: [ITEM] of Grasping
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                     Page 106/127
  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON]
  Effects:
    (35.0-35.0)% less charge bar decay rate
Affix: OF ATTRIB STRENGTH
 Prefix: Mighty [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, GLOVES, NECKLACE]
  Effects:
    +(30-40) Strength (named OFFLAME DAMAGE BONUS)
Affix: OFLIGHTNING5
 Prefix: [ITEM] of Lightning
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, WEAPON]
  Effects:
    +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)
Affix: OF_TL2_SILENCE_STAFFANDWAND
 Prefix: Silencing [ITEM]
 Minimum Level: 6
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [STAFF, WAND]
 Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.
Affix: OFTHETURTLE5
 Prefix: [ITEM] of the Castle
 No Level Range
  Spawn Weight: 5
 Occupies no slots
 Spawns On: [ARMOR_PHYSICAL]
    +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)
Affix: OF_PROCKILL_FULLHEAL_2
 Prefix: Engulfing [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
    (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)
Affix: OF_TL2_MANA_REGEN2
 Prefix: Focusing [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
 Occupies no slots
 Spawns On: [GLOVES, HELMET, NECKLACE]
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 107/127
  Effects:
   +(2.0-2.0) Mana/s
Affix: OFTHEWINDS2
  Prefix: Deflecting [ITEM]
 Minimum Level: 13
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [PANTS]
  Effects:
    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)
Affix: OFLEARNING MONSTER250 DUALWIELD
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
  Effects:
   Add triggerable RANDOMSLAYER MONSTER250 DUALWIELD to owner (named RANDOMSLAY
ER_MONSTER250_DUALWIELD)
   Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RAND
OMSLAYER MONSTER250 DUALWIELD COUNT)
Affix: OFLEARNING_MONSTER25_ATTACKSPEED
 Prefix: Augmented [ITEM]
 Minimum Level: 11
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [WEAPON]
  Can't Spawn On: [MAGIC]
  Effects:
    Add triggerable RANDOMSLAYER MONSTER25 ATTACKSPEED to owner (named RANDOMSLA
YER MONSTER25 ATTACKSPEED)
    Add triggerable RANDOMSLAYER MONSTER25 ATTACKSPEED COUNT to owner (named RAN
DOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)
Affix: REAT_OF_HAPPINESS2
  Prefix: Joyful [ITEM]
 Minimum Level: 20
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
  Effects:
   (8.0-8.0)% more HP
Affix: OF_ATTRIB_DEFENSE5
  Prefix: [ITEM] of Fortification
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [ARMOR_PHYSICAL]
    +(170-200) Vitality (named OFFLAME DAMAGE BONUS)
Affix: OFLEARNING CHAMP10 CRIT
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 108/127
  Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [WEAPON]
 Effects:
    Add triggerable RANDOMSLAYER CHAMP10 CRIT to owner (named RANDOMSLAYER CHAMP
    Add triggerable RANDOMSLAYER CHAMP10 CRIT COUNT to owner (named RANDOMSLAYER
CHAMP10 CRIT COUNT)
Affix: OFTHESEEKER3
 Prefix: Lucky [ITEM]
 Minimum Level: 8
 Spawn Weight: 3
  Occupies no slots
  Spawns On: [HELMET, NECKLACE]
  Effects:
    (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)
Affix: OF_PERCENT_ALL
 Prefix: Prismatic [ITEM]
 Minimum Level: 11
  Spawn Weight: 1
 Occupies no slots
  Spawns On: [ARMOR_ELEMENTAL]
  Can't Spawn On: [COLLAR, STUD]
    (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)
Affix: REAT OF BLESSED
 Prefix: [ITEM] of the Trade Winds
 Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [BOOTS]
  Effects:
    (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
    (20.0-20.0)% less physical Armor
Affix: OF TL2 CRITICALDAMAGE2
 Prefix: Brutal [ITEM]
 Minimum Level: 5
 Spawn Weight: 2
 Occupies no slots
  Spawns On: [GLOVES, NECKLACE, WEAPON]
 Effects:
    (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)
Affix: REAT_OF_EVIL
 Prefix: Cursed [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
    (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 109/127
(10.0-10.0)% more al Inflict on Hit: (5.0	1 Damage Taken 1-5.0)% chance to Fear for 3.0 seconds	
Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HE Effects:	ELMET, NECKLACE]	
+(100-120) Focus (na	med OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_ARMOR7 Prefix: Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, ST Effects: +(65.0-75.0) physica	rud]	
Affix: PETTRINKET_DAMAGE, Prefix: Virulent [ITEM No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, ST Effects: +(14.0-20.0) poison	1]	
ER_CHAMP10_MISSILERANGE)	EBOW, PISTOL, WAND] OMSLAYER_CHAMP10_MISSILERANGE to owner OMSLAYER_CHAMP10_MISSILERANGE_COUNT to	
Affix: OF_ATTRIB_DEFENSE Prefix: Fortified [ITE No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYS Effects: +(100-120) Vitality	M]	
Affix: REAT_OF_DWARVEN5 Prefix: [ITEM] of the No Level Range Spawn Weight: 5 Occupies no slots	Stone Golem	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 110/127
  Spawns On: [CHEST ARMOR]
  Effects:
    (15.0-15.0)% less Movement Speed
    +(48.0-52.0) physical Armor
Affix: REAT OF VILLAINNY5
 Prefix: [ITEM] of Villainy
 Minimum Level: 10
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]
  Effects:
    (50.0-50.0)% more Critical Chance
    (50.0-50.0)% less all damage
Affix: REAT OF ELVEN5
 Prefix: [ITEM] of the Will o' Wisp
 No Level Range
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [CHEST ARMOR, SHIELD]
  Effects:
    +(50.0-50.0) electrical armor
    +(50.0-50.0) fire armor
    +(50.0-50.0) ice armor
    +(50.0-50.0) poison armor
    (10.0-10.0)% more physical Damage Taken
Affix: PETTRINKET_LIFESTEAL
 Prefix: Feasting [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [COLLAR, STUD]
    +(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)
Affix: OF_ATTRIB_STRENGTH3
 Prefix: Mighty [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [BELT, GLOVES, NECKLACE]
    +(100-120) Strength (named OFFLAME DAMAGE BONUS)
Affix: SKILL_ADD_MASTERY_OFFENSE
 Prefix: [ITEM] of Offense
 Minimum Level: 777
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]
 Effects:
    +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Master
```

```
expbaseafxs.txt
Jan 09, 19 7:24
                                                                    Page 111/127
Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL
 Prefix: Augmented [ITEM]
 Minimum Level: 11
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [WEAPON]
 Can't Spawn On: [MAGIC]
 Effects:
   Add triggerable RANDOMSLAYER MONSTER25 PROC FULLHEAL to owner (named RANDOMS
LAYER MONSTER 25 PROC FULLHEAL)
   Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named R
ANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)
Affix: OFVENOM3
 Prefix: Venomous [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [SHOULDER ARMOR, WEAPON]
 Effects:
   +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)
Affix: OF PROC THUNDERSTROM 10
 Prefix: [ITEM] of Thunder
 Minimum Level: 5
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [NECKLACE, ONE HANDED]
   (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_
ThunderStorm) (Level 1)
Affix: GEM RANDOM STAT DEXTERITY
 Prefix: Sharp [ITEM]
 Minimum Level: 6
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [RANDOMMAGIC SOCKETABLE]
   +(50-50) Dexterity (named OFTHEMASTER CRITICAL CHANCE)
Affix: OF_TL2_SPLASH5
 Prefix: [ITEM] of Carnage
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
STAFF]
 Effects:
   (75.0-75.0)% more Damage to Secondary Targets
Affix: OF_ELECTRICDEFENSE3
 Prefix: Grounded [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [RING, SHIELD]
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 112/127
  Can't Spawn On: [COLLAR, STUD]
 Effects:
    +(56.0-72.0) electrical armor (named TRINKET ELECTRICDEFENSE ELECTRICAL DEFE
Affix: REAT OF PARRYING5
 Prefix: [ITEM] of Parrying
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [2HMELEE]
  Effects:
    (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
Affix: OF_PROCGETHIT_FULLHEAL 5
 Prefix: [ITEM] of Regeneration
 Minimum Level: 5
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [CHEST ARMOR, RING, SHIELD]
    (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe
al) (Level 1)
Affix: OFTHECHEETAH5
 Prefix: [ITEM] of Speed
 Minimum Level: 5
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [BOOTS, PANTS]
 Effects:
    (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
Affix: PETTAG TL2 SHORTSTUN
 Prefix: Frightening [ITEM]
 No Level Range
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [COLLAR, STUD]
    Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER
 CRITICAL CHANCE)
Affix: OFLEARNING CHAMP10 SPLASH
  Prefix: Augmented [ITEM]
 Minimum Level: 11
  Spawn Weight: 3
 Occupies no slots
  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
 Effects:
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHA
MP10_SPLASH)
    Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAY
ER_CHAMP10_SPLASH_COUNT)
Affix: REAT OF TELEPORTONSTRUCK
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 113/127
Prefix: Phasing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (15.0-15.0)% chance to cart) (Level 1)	ast Random Teleport when struck	(named Random Telepo
Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenat No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARM Effects: +(1.5-1.5) HP/Second		
Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) fire damage] (named OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_THORNS3 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (17.0-21.0)% physical dar	mage reflected	
Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET Effects: +(65-80) Focus (named OFF		
Affix: REAT_OF_BATTERYPOWEREI Prefix: [ITEM] of Powered I No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(5.0-5.0) Mana/s +(42.0-58.0) electric dar	Drain]	
Affix: REAT_OF_IMMOB3		

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 114/127
  Prefix: Debilitating [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
    Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named uni
que_immobilize)
Affix: PETTRINKET_DAMAGE_POIS3
 Prefix: Virulent [ITEM]
  No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)
Affix: REAT_OF_PAPER
 Prefix: [ITEM] of Speed
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [BOOTS]
 Effects:
    (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)
Affix: REAT OF BLESSED3
 Prefix: Blessed [ITEM]
 Minimum Level: 5
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [SHIELD]
  Effects:
    (3.0-3.0)% less all Damage Taken
Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE
  Prefix: Augmented [ITEM]
  Minimum Level: 11
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [WEAPON]
  Effects:
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RANDOMSL
AYER_MONSTER250_PROC_ZOMBIE)
    Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA
NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)
Affix: REAT_OF_PROC_FROZENSOUL_5
 Prefix: [ITEM] of the Frozen Soul
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
    (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named re
at_frozensoul_proc) (Level 1)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 115/127
Affix: REAT_OF_PROC_POISONBURST Prefix: [ITEM] of the Scourge Minimum Level: 5 Spawn Weight: 5 Occupies no slots	2	
Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast burst_proc) (Level 1)	reat_poisonburst_proc on kill	(named reat_poison
Affix: REAT_OF_RANGER3 Prefix: [ITEM] of the Ranger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PO	DLEARM, RIFLE, CHEST ARMOR]	
Effects: (5.0-9.0)% more Minion/Pet (5.0-9.0)% more Pet Speed (5.0-9.0)% more Minion/Pet		
Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, Effects: (2.0-3.0)% more ice damage		
Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire St Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HAN Effects: (10.0-10.0)% chance to cast eStorm) (Level 1)		arget (named WC_Fir
Affix: OF_TL2_MISSILERANGEBONUS Prefix: Long Range [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW, NE Effects: +(1.0-1.0) meters to ranged EED)		R PERCENT ATTACK SP
Affix: GEM_RANDOM_ATTACK_SPEED2 Prefix: Very Swift [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	2	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 116/127
  Spawns On: [RANDOMMAGIC SOCKETABLE]
  Effects:
    (4.0-4.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
Affix: OF TL2 SPLASH
 Prefix: Slashing [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,
 STAFF]
 Effects:
    (15.0-15.0)% more Damage to Secondary Targets
Affix: PETTRINKET_ARMOR_POISON
 Prefix: Poison-Armored [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    +(15.0-20.0) poison armor
Affix: OF_TL2_DRAWMANA3
 Prefix: Grasping [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [HELMET, NECKLACE]
 Effects:
    (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawman
ax3)
Affix: OF TL2 FUMBLECHANCE
 Prefix: Precise [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
    (4.0-4.0)% less chance to fumble
Affix: PETTRINKET_DAMAGE_ICE2
 Prefix: Frozen [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [COLLAR, STUD]
    +(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OFTHETHORN
 Prefix: Avenging [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 117/127
Spawns On: [SHIELD, SHEffects: (8.0-12.0)% physical	OULDER ARMOR] . damage reflected (named OFTHETHORN DAI	MAGE REFLECTION)
(4.0-6.0)% more Atta		TTACK SPEED)
Affix: PETTRINKET_ARMOR_ Prefix: Electric-Armor No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, ST Effects: +(80.0-100.0) electr	ed [ITEM]	
Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [IT Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SH Effects: (2.0-2.0)% less all ive)	'EM]	(Up to 3) (Exclus
Affix: PETTRINKET_ARMOR3 Prefix: Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, ST Effects: +(38.0-45.0) physica	D)	
Affix: OF_ATTRIB_DEXTERI Prefix: [ITEM] of Agil No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLO Effects: +(170-200) Dexterity	ity	
Affix: PETTAG_ATTACK_SPE Prefix: Agitating [ITE No Level Range Spawn Weight: 5		

Jan 09, 19 7:24	expbaseafxs.txt	Page 118/127
Occupies no slots Spawns On: [COLLAR, S Effects: (15.0-15.0)% more A	TUD] ttack Speed (named OFTHETIGER PERCENT	ATTACK SPEED)
Effects:	M] ELMET, NECKLACE, STAFF, WAND] t Speed (named OFTHEMAGE PERCENT CAST	SPEED)
Affix: PETTRINKET_ARMOR Prefix: Fire-Armored No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, S Effects: +(45.0-60.0) fire a	[ITEM] TUD]	
Affix: REAT_OF_PROC_SUP Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance t upercharge) (Level 1)	ER_2 o cast reat_proc_supercharge on strike	e (named reat_proc_s
Affix: OFTHEMULE5 Prefix: [ITEM] of the Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SH Effects: -50.0% knockback re		k back resistance)
Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, W Effects: (4.0-6.0)% more Att	EAPON] ack Speed (named OFTHETIGER PERCENT AT	TACK SPEED)
Affix: GEM_RANDOM_ATTAC Prefix: Swift [ITEM] No Level Range Spawn Weight: 1 Occupies no slots	K_SPEED	

Jan 09, 19 7:24	expbaseafxs.txt	Page 119/127
Spawns On: [RANDOMMAGI	C SOCKETABLE]	
Effects: (2.0-2.0)% more Atta	ck Speed (named OFTHETIGER PERCENT AT	TTACK SPEED)
Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITE Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEM Can't Spawn On: [COLLA: Effects: (4.0-6.0)% more ice	IENTAL]	
Affix: PETTRINKET_LIFEST. Prefix: Feasting [ITEM No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, ST Effects: +(266.0-333.0) Life	[]	٠)
Affix: OF_PROCGETHIT_FUL Prefix: Regenerating [Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMO Effects: (1.0-1.0)% chance to al) (Level 1)	ITEM]	named WC_proc_fullhe
Effects:		reakaffix)
Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NE Effects:		co 3) (named drawman
Affix: REAT_OF_CURSED2 Prefix: Prismatic [ITE Minimum Level: 5 Spawn Weight: 2	M]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 120/127
 Occupies no slots
 Spawns On: [ARMOR_ELEMENTAL]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
    (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)
Affix: PETTRINKET THORNS5
 Prefix: Spiked [ITEM]
 No Level Range
  Spawn Weight: 5
 Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (30.0-35.0)% physical damage reflected
Affix: OFFLAME5
 Prefix: [ITEM] of Fire
 No Level Range
 Spawn Weight: 5
 Occupies no slots
  Spawns On: [GLOVES, WEAPON]
 Effects:
    +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)
Affix: OF_POISONDEFENSE5
 Prefix: [ITEM] of Remedy
 No Level Range
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [RING, SHIELD]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
    +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)
Affix: GEM_RANDOM_MANA
 Prefix: Powerful [ITEM]
 Minimum Level: 8
  Spawn Weight: 1
 Occupies no slots
 Spawns On: [RANDOMMAGIC SOCKETABLE]
 Effects:
    +(4.0-4.0) Mana (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFTHEMASTER22H
 Prefix: Skillful [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [TWO HANDED]
 Effects:
    (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
Affix: OFTHEMASTER2
 Prefix: Skillful [ITEM]
 No Level Range
 Spawn Weight: 2
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 121/127
Occupies no slots Spawns On: [NECKLACE, ONE Effects: (2.0-2.0)% more Critical	HANDED] l Chance (named OFTHEMASTER CRIT	CICAL CHANCE)
Affix: REAT_OF_NECROMANCERS Prefix: [ITEM] of the Necromanium Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CREffects: Inflict on Hit: (10.0-10.5) seconds (named Weapon Zoromanium)	HEST ARMOR] 0.0)% chance to cast Weapon Zomb	sie Proc on kill for O
Affix: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CR Effects: Inflict on Hit: (5.0-5.0) seconds (named Weapon Zomb)	0)% chance to cast Weapon Zombie	Proc on kill for 0.5
	l Chance (named OFTHESAVANT CRIT n (named OFTHESAVANT MANA STEAL)	
Affix: TRINKET_POISON_PERCENT Prefix: [ITEM] of Poisoning Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTY Can't Spawn On: [COLLAR, Seffects: (10.0-10.0)% more poison FENSE)	ng AL, TRINKET]	DEFENSE ELECTRICAL DE
Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rag Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, Seffects: (12.0-15.0)% more fire of		rus)

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 122/127
Affix: PETTRINKET_DAMAGE_ICE3
 Prefix: Frozen [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
  Spawns On: [COLLAR, STUD]
 Effects:
    +(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)
Affix: PETTRINKET_DAMAGE_PHYS
 Prefix: Fanged [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)
Affix: OF_TL2_MISSILERANGEBONUS4
 Prefix: [ITEM] of Range
 No Level Range
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]
 Effects:
    +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP
Affix: OF_TL2_DAMAGEOVERTIME
 Prefix: Savage [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [SHOULDER ARMOR, WEAPON]
    Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEA
R DAMAGE BONUS)
Affix: OF_TL2_SILENCE
 Prefix: Silencing [ITEM]
 Minimum Level: 6
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NEC
KLACE, POLEARM]
 Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.
Affix: OF_PROC_GLACIALSPIKE_15
 Prefix: [ITEM] of the Glacier
 Minimum Level: 5
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [TWO HANDED]
 Effects:
    (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC
_Glacial Spike) (Level 1)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 123/127
Affix: GEM_RANDOM_STAT_DIP Prefix: Tough [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [RANDOMMAGION Effects: +(50-50) Vitality (na		
Affix: OF_TL2_DRAWARMOR_I Prefix: [ITEM] of the Of Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHO Effects: (7.0-7.0)% less physically	Citadel	.0 meters (Up to 3) (E
Affix: OFHTERAM Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAR Effects: -15.0 knockback (name		
Affix: OF_PERCENT_ELECTR: Prefix: [ITEM] of Elect Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAF Effects:	tric Rage	E BONUS)
Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NEGET Spawn Weight] Effects: (4.0-4.0)% more XP ga	CKLACE] ained (named OFTHEMAGE PERCENT CAST	r speed)
Affix: GEM_RANDOM_STAT_MAPrefix: Very Smart [ITMIN MINIMUM Level: 6 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGION Effects: +(100-100) Focus (name of the state of	EM]	

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 124/127
Affix: OF PERCENT ELECTRIC5 WANDS
 Prefix: [ITEM] of Electric Rage
  No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
    (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)
Affix: PETTRINKET ARMOR2
 Prefix: Armored [ITEM]
 No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    +(25.0-30.0) physical Armor
Affix: PETTAG_ATTACK_SPEED3
 Prefix: Agitating [ITEM]
 No Level Range
  Spawn Weight: 3
  Occupies no slots
  Spawns On: [COLLAR, STUD]
  Effects:
    (9.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)
Affix: PETTAG_DIRECT_FREEZE_PERCENT_20
 Prefix: Freezing [ITEM]
 No Level Range
  Spawn Weight: 7
  Occupies no slots
  Spawns On: [COLLAR, STUD]
    Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMA
STER CRITICAL CHANCE)
Affix: GEM_RANDOM_STAT_MAGIC
 Prefix: Smart [ITEM]
  Minimum Level: 6
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [RANDOMMAGIC SOCKETABLE]
    +(50-50) Focus (named OFTHEMASTER CRITICAL CHANCE)
Affix: REAT_OF_ALCHEMY4
 Prefix: Herbalist's [ITEM]
  Minimum Level: 5
  Spawn Weight: 1
  Occupies no slots
  Spawns On: [BELT, RING, SHIELD]
    (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)
```

Jan 09, 19 7:24	expbaseafxs.txt	Page 125/127
Affix: PETTRINKET_ARMOR_I Prefix: Ice-Armored [IT No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STU Effects: +(30.0-40.0) ice armo	JD]	
Affix: GEM_RANDOM_STAT_ST Prefix: Strong [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [RANDOMMAGIO Effects: +(50-50) Strength (na		
Affix: HP_ADDER_5 Prefix: [ITEM] of Healt No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEME Can't Spawn On: [COLLAF Effects: +(20.0-25.0) Max HP (ENTAL, RING]	
Affix: REAT_OF_IMMOB2 Prefix: Debilitating [I No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (10.0 que_immobilize)	O-10.0)% chance to Immobilize for 2	.0 seconds (named uni
Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (5.0-7.0)% more Fame	Gain (named OFTHESEEKER PERCENT MAG	GICAL DROP)
Affix: OFLEARNING_MONSTER Prefix: Augmented [ITEM Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDO ER_MONSTER250_LIFESTEAL)		ner (named RANDOMSLAY

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 126/127
    Add triggerable RANDOMSLAYER MONSTER250 LIFESTEAL COUNT to owner (named RAND
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)
Affix: SKILL_ADD_MASTERY_DEFENSE2
 Prefix: [ITEM] of Great Defense
  Minimum Level: 777
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, TRINKET, UNIQUE]
    +(2-2) levels to Offensive Spell Mastery skill (named Offensive Spell Master
y)
Affix: OFTHEBULL2
 Prefix: Slamming [ITEM]
 Minimum Level: 5
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [MELEE]
  Effects:
    -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)
Personal Affix: CHAMPIONIMMUNEPOISON
 Suffix: |cFF00FF00Poison Immune
 No Level Range
  Spawn Weight: 0
  Occupies no slots
  Effects:
    (100.0-100.0)% less poison Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
Personal Affix: CHAMPIONIMMUNEFIRE
 Suffix: |cFFFF3300Fire Immune
 No Level Range
  Spawn Weight: 0
  Occupies no slots
    (100.0-100.0)% less fire Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
Personal Affix: CHAMPIONIMMUNELIGHTNING
 Suffix: |cFFFFFF66Electric Immune
  No Level Range
  Spawn Weight: 0
  Occupies no slots
  Effects:
    (100.0-100.0)% less electric Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
Personal Affix: CHAMPIONIMMUNEPHYSICAL
 Suffix: Very Resistant to Physical Damage
  No Level Range
  Spawn Weight: 0
  Occupies no slots
    (90.0-90.0)% less physical Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
Personal Affix: CHAMPIONIMMUNECOLD
```

```
expbaseafxs.txt
 Jan 09, 19 7:24
                                                                    Page 127/127
  Suffix: |cFF3399FFCold Immune
  No Level Range
  Spawn Weight: 0
  Occupies no slots
  Effects:
   (100.0-100.0)% less ice Damage Taken (named CHAMPIONDAMAGE) (Exclusive)
Affix: REAT OFWISDOM
  Prefix: [ITEM] of the Sage
  Minimum Level: 5
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [HELMET, NECKLACE]
  Effects:
   (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)
Area Affix: MAP_EXPLODEONDEATH
 Suffix: (Explosive)
 No Level Range
  Spawn Weight: 0
  Occupies no slots
 Effects:
   No effect details for effect CAST SKILL ON DEATH with parameters (min 15.00,
 max 15.00, dur Infinity, type physical, level -1) (named CHAMPIONEXPLODE) (Excl
usive)
Area Affix: MAP_NOXIOUS
 Suffix: (Noxious)
 No Level Range
  Spawn Weight: 0
 Occupies no slots
 Effects:
   No effect details for effect CAST SKILL ON DEATH with parameters (min 15.00,
max 15.00, dur Infinity, type physical, level -1) (named CHAMPIONGAS) (Exclusiv
Affix: OFTHEMASTER52H
 Prefix: [ITEM] of Skill
 No Level Range
  Spawn Weight: 5
  Occupies no slots
  Spawns On: [NECKLACE, TWO HANDED]
  Effects:
   (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)
File Group 'default' ending
```