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| File Group 'default' starting  |             |             |
| Affix: ELEC2<br>Prefix: Resonant [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflct on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph)<br>Inflct on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2) |             |             |
| Affix: CRIT_CHANCE1<br>Prefix: [ITEM] of Ire<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)   |             |             |
| Affix: DEX_VIT2_1H<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)                                      |             |             |
| Affix: CAST_SPEED4_C<br>Prefix: War-Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)  |             |             |
| Affix: RED_DMG_MELEE_DMG1<br>Prefix: Strife-Sigil [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)                    |             |             |
| Affix: MAG1<br>Prefix: Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1  |             |             |

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| Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(25-50) Focus (named MAG1)  |             |             |
| Affix: PROC_OPENWOUND3<br>Prefix: [ITEM] of Wounding<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)  |             |             |
| Affix: DEGRADE1<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (5-10) on hit (named Degrade1)  |             |             |
| Affix: CLASS_BASED_D_A<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br>Inflct on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph) |             |             |
| Affix: THORNS_POIS3<br>Prefix: Noxious [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% poison damage reflected (named THORNS_POIS3)   |             |             |
| Affix: DMG_PROC_ICE1<br>Prefix: Shard-Barb [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)  |             |             |
| Affix: DMG_PROC_ELEC1<br>Prefix: Jolt-Barb [ITEM]   |             |             |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12<br/> Prefix: Hexsteel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT12)<br/> Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> 40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: BOOTS1_A<br/> Prefix: Sure [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph)<br/> -25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: XP2<br/> Prefix: Wanderer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6_A<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |             |

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|                  | <p>CE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)<br/> (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE1<br/> Prefix: Flame-Flicker [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: BOOTS3_C<br/> Prefix: Grounded [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: ELEC2_2H<br/> Prefix: Resonant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT4_C<br/> Prefix: Raven Scale [ITEM]<br/> No Level Range</p> |             |

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| <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>  +(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)<br/>  +(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS4<br/>Prefix: Grim [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>  (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS5<br/>Prefix: Cruel [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>  (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC1<br/>Prefix: Volt-Flicker [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>  (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p> <p>Affix: DEX4_2H_2<br/>Prefix: Specialist's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE3<br/>Prefix: Chaotic [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:<br/>  (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>  (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> |            |             |

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| <p>graph)<br/>  (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>T graph)</p> <p>Affix: VIT4<br/>Prefix: Guardian's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CANNON, HELMET, RING, SHIELD]<br/>Effects:<br/>  +(175-250) Vitality (named VIT4)</p> <p>Affix: MF1<br/>Prefix: Vintage [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/>Effects:<br/>  (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1<br/>Prefix: Bandit's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HSWORD, BELT, FIST]<br/>Effects:<br/>  +(50-100) Strength (named STR_DEX1)<br/>  +(50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3<br/>Prefix: Explorer's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>  (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14<br/>Prefix: Shadivari [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>  (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)<br/>  (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR9_C<br/>Prefix: Greenmist [ITEM]<br/>No Level Range</p> |            |             |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT13<br/> Prefix: Saronite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT13)<br/> (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)<br/> +(5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1<br/> Prefix: Flare-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)</p> <p>Affix: ARMOR_STATS_MAG2_C<br/> Prefix: Etherbrand [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW8_A<br/> Prefix: Decayed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_POIS2<br/> Prefix: Despoiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |             |

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|                  | <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2<br/> Prefix: [ITEM] of Bloodletting<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: BLINDING4_A<br/> Prefix: [ITEM] of Distortion<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses Linear_Graph graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses Linear_Graph graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6_A<br/> Prefix: Plated [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_1H<br/> Prefix: Flame-Torrent [ITEM]</p> |             |

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|                  | <p>No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ELEC3<br/> Prefix: Thundering [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br/> -25.0 knockback (named ELEC3)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE2<br/> Prefix: [ITEM] of Menace<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6_C<br/> Prefix: Plated [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]</p> |             |

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|                  | <p>Effects:<br/> +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG2<br/> Prefix: Battle-Rune [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3<br/> Prefix: Chaotic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2<br/> Prefix: Wizard's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2<br/> Prefix: Shattering [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:</p> |              |

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| (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED_D_4<br>Prefix: Ebonwood [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>-25.0 knockback (named CLASS_BASED_D_4)<br>(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)  |            |              |
| Affix: BLINDING4_C<br>Prefix: [ITEM] of Distortion<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PROC_ELEC2<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)   |            |              |
| Affix: ARMOR_STATS_MAG2_A<br>Prefix: Etherbrand [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: DMG_PROC_ICE2<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)   |            |              |

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| Affix: ARMOR_PERCENT_LOW8_C<br>Prefix: Decayed [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: CLASS_BASED_D_B<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses PERCENT graph)  |            |              |
| Affix: FACTION_ARMOR9_A<br>Prefix: Greenmist [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_GRAPH graph) |            |              |
| Affix: WEAPON_MAT11<br>Prefix: Thorium [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) electric damage (named WEAPON_MAT11)<br>Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT11)  |            |              |
| Affix: CLASS_BASED_B_2<br>Prefix: [ITEM] of Reaving<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph)<br>(15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)  |            |              |

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| <p>Affix: XP1<br/> Prefix: Seeker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3<br/> Prefix: Antique [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4<br/> Prefix: Lightweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) electric Armor (named ARM_ILLUM4)<br/> (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2<br/> Prefix: Flame-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3<br/> Prefix: Volt-Shock [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> |            |              |

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| <p>CENT graph)<br/> (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3_1H<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS6<br/> Prefix: Merciless [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT4_A<br/> Prefix: Raven Scale [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD, ENCHANTER]<br/> Effects:<br/> +(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)<br/> +(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_1H<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: EXECUTE4_1H<br/> Prefix: Executioner's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |              |

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| Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(10.0-15.0)% more Execute Chance (named EXECUTE4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PERCENT_ELEC2<br>Prefix: Volt-Flare [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)  |            |              |
| Affix: DMG_BONUS_MISC5_2H<br>Prefix: Gleaming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br>(8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: DMG_PERCENT_FIRE3<br>Prefix: Flame-Shock [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)  |            |              |
| Affix: ELEC_DOT2_1H<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: BOOTS3_A<br>Prefix: Grounded [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)   |            |              |

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| (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ARMOR_MAT6_C<br>Prefix: Serpentine [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)<br>(15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)    |            |              |
| Affix: STR_DEX2<br>Prefix: Outlaw's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, BELT, FIST]<br>Effects:<br>+(75-150) Strength (named STR_DEX2)<br>+(75-150) Dexterity (named STR_DEX2)  |            |              |
| Affix: MF2<br>Prefix: Archaic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)   |            |              |
| Affix: BOOTS1_C<br>Prefix: Sure [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph)<br>-25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)                         |            |              |
| Affix: CLASS_BASED_B_3<br>Prefix: Ancestral [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br>(5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph) |            |              |
| Affix: WEAPON_MAT10<br>Prefix: Elementium [ITEM]<br>No Level Range   |            |              |



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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT10)<br>(2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br>+(5.0-10.0) ice damage (named WEAPON_MAT10)   |            |              |
| Affix: DMG_PROC_FIRE2<br>Prefix: Flare-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)  |            |              |
| Affix: THORNS_POIS1<br>Prefix: Foul [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% poison damage reflected (named THORNS_POIS1)  |            |              |
| Affix: DMG_ANGRY3_2H<br>Prefix: [ITEM] of Frenzy<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: CLASS_BASED_D_C<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED4_2HR_2<br>Prefix: Artillerist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)   |            |              |

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| APH graph)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DODGE4<br>Prefix: Phased [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)  |            |              |
| Affix: DEGRADE3<br>Prefix: Sundering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (15-20) on hit (named Degrade3)   |            |              |
| Affix: PROC_OPENWOUND1<br>Prefix: [ITEM] of Cutting<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)   |            |              |
| Affix: MAG3<br>Prefix: Sorcerer's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(100-175) Focus (named MAG3)  |            |              |
| Affix: CLASS_BASED_D_2_2H<br>Prefix: Wirewood [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: DMG_ELEMENTAL_RANGE2<br>Prefix: Flux [ITEM]<br>No Level Range   |            |              |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H_2<br/> Prefix: Spirit-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)<br/> +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4_A<br/> Prefix: War-Mage's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE3<br/> Prefix: [ITEM] of Havoc<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMEF_PROC_LOOTERS1<br/> Prefix: Looter's [ITEM]</p> |              |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br/> (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: BOOTS5_C<br/> Prefix: Fur-Lined [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEGRADE4_1H<br/> Prefix: Sieging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_GRAPH graph)</p> <p>Affix: ELEC4<br/> Prefix: Over-Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT2_C<br/> Prefix: Black Iron [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_1_1H<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4</p> |              |

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| Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: BOOTS7_A<br>Prefix: Sturdy [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_ANGRY1_2H_2<br>Prefix: [ITEM] of Fury<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Can't Spawn On: [RANGED WEAPON]<br>Effects:<br>(75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: WEAPON_MAT14<br>Prefix: Titansteel [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) ice damage (named WEAPON_MAT14)<br>(4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT14)   |            |              |
| Affix: XP4<br>Prefix: Adventurer's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)   |            |              |
| Affix: BLOCK3<br>Prefix: [ITEM] of the Bastion  |            |              |

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| No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)   |            |              |
| Affix: FACTION_ARMOR13<br>Prefix: Battle Scarred [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph) |            |              |
| Affix: VIT3<br>Prefix: Sentinel's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(100-175) Vitality (named VIT3)   |            |              |
| Affix: BOOTS11_A<br>Prefix: Spiked [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph)<br>+(35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ELEC2_2H_2<br>Prefix: Resonant [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC2_2H_2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_2H_2) (Uses LINEAR_GRAPH graph)  |            |              |

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| <p>Affix: ARM_ILLUM1<br/> Prefix: Duskweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (20.0-40.0) poison Armor (named ARM_ILLUM1)<br/> (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2<br/> Prefix: Wicked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1<br/> Prefix: Shaman's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> + (50-100) Vitality (named VIT_MAG1)<br/> + (50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H<br/> Prefix: Spirit-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)<br/> + (25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: RED_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1<br/> Prefix: Rebounding [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC3_2H_2<br/> Prefix: Honed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX_1H<br/> Prefix: Plagued [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (75.0-100.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph)<br/> + (75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS3<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> |            |              |

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| <p>aph)</p> <p>Affix: BURN3_C<br/>Prefix: Immolating [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_2H_2<br/>Prefix: Tempered [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_1H<br/>Prefix: Tempered [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Can't Spawn On: [TWO HANDED]<br/>Effects:<br/>    +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY4_C<br/>Prefix: [ITEM] of Willpower<br/>Minimum Level: 25<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN1_A<br/>Prefix: Blazing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |            |              |

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| <p>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>    Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT2<br/>Prefix: Defender's [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CANNON, HELMET, RING, SHIELD]<br/>Effects:<br/>    +(50-100) Vitality (named VIT2)</p> <p>Affix: DEX4_1H<br/>Prefix: Specialist's [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H<br/>Prefix: Dervish's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/>    +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_A<br/>Prefix: [ITEM] of Obscuring<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>    Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/>    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR12<br/>Prefix: Thranic [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:</p> |            |              |

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|                  | <p>(2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY1_2H</p> <p>Prefix: [ITEM] of Fury</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA</p> <p>FF]</p> <p>Can't Spawn On: [RANGED WEAPON]</p> <p>Effects:</p> <p>(75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p> <p>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLOCK2</p> <p>Prefix: Defiant [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]</p> <p>Effects:</p> <p>(3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)</p> <p>(5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_C</p> <p>Prefix: [ITEM] of Decimation</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR8</p> <p>Prefix: Aesir [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15</p> <p>Prefix: Cobalt [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>+ (5.0-10.0) ice damage (named WEAPON_MAT14)</p> |              |

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|                  | <p>(0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)</p> <p>+ (5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: ARMOR_STATS2_C</p> <p>Prefix: Mercurial [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+ (50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>+ (35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ELEC2_2H_2</p> <p>Prefix: Jolt-Spike [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA</p> <p>FF]</p> <p>Effects:</p> <p>20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY4_1H</p> <p>Prefix: [ITEM] of Anger</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [TWO HANDED]</p> <p>Effects:</p> <p>+ (75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE1</p> <p>Prefix: Agile [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS]</p> <p>Effects:</p> <p>(1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4</p> <p>Prefix: [ITEM] of Severing</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]</p> <p>Effects:</p> <p>(15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> |              |

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| <p>Affix: CLASS_BASED_A_2H<br/> Prefix: Magebane [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE5_A<br/> Prefix: [ITEM] of Ascension<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS6_2H_2<br/> Prefix: Merciless [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE4<br/> Prefix: [ITEM] of Ruin<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10<br/> Prefix: Leyline [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br/> +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4<br/> Prefix: Arcanist's [ITEM]<br/> No Level Range</p> |            |              |

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| <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5_C<br/> Prefix: [ITEM] of Ascension<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE3<br/> Prefix: Hazy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2<br/> Prefix: Wirewood [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4<br/> Prefix: Sieging [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (20-30) on hit (named Degrade4)</p> |            |              |

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| <p>Affix: ARMOR_STATS2_A<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT17<br/> Prefix: Nethricite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: CLASS_BASED_D_B_2H<br/> Prefix: Elderstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GFME_PROC_THIEFS2<br/> Prefix: Thief's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br/> (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_A<br/> Prefix: [ITEM] of Decimation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]</p> |            |              |

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| <p>Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10<br/> Prefix: Highguard [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_C<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_4<br/> Prefix: Spirit-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)<br/> +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: BURN1_C<br/> Prefix: Blazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_1H<br/> Prefix: Volt-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> |            |              |



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| PH graph)  |            |              |
| Affix: DMG_PERCENT_FIRE4<br>Prefix: Flame-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED4_2HR<br>Prefix: Artillerist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ARM_ILLUM2<br>Prefix: Dawnweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) fire Armor (named ARM_ILLUM2)<br>-15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)  |            |              |
| Affix: CHARGE_DECAY4_A<br>Prefix: [ITEM] of Willpower<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: BURN3_A<br>Prefix: Immolating [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph) |            |              |

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| graph)   |            |              |
| Affix: DMG_PERCENT_BONUS1<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED2_2HR_2<br>Prefix: Trueshot [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: VIT_MAG2<br>Prefix: Hermit's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>+(75-150) Vitality (named VIT_MAG2)<br>+(75-150) Focus (named VIT_MAG2)  |            |              |
| Affix: REFLECT_LITE2<br>Prefix: Ricochet [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)   |            |              |
| Affix: DMG_PERCENT_ELEC4<br>Prefix: Volt-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)   |            |              |
| Affix: ARM_ILLUM3<br>Prefix: Darkweave [ITEM]  |            |              |

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| <p>Affix: DMG_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT2_A<br/> Prefix: Black Iron [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE5_2H_2<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE5<br/> Prefix: [ITEM] of Calamity<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> <p>Affix: BOOTS11<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br/> +(25-60) Strength (named BOOTS11)</p> |            |              |

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| <p>Affix: DMG_PROC_POIS2_2H<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS5_A<br/> Prefix: Fur-Lined [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT3<br/> Prefix: Velium [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) ice damage (named WEAPON_MAT3)<br/> Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1<br/> Prefix: [ITEM] of the Wastes<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PERCENT_POIS4_2H<br/> Prefix: Venom-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE4</p> |            |              |

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|                  | Prefix: Writhing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)  |              |
|                  | Affix: DMG_PERCENT_ICE4_2H_2<br>Prefix: Frost-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: PET_BUFF13<br>Prefix: Lord's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)  |              |
|                  | Affix: DMG_ELEMENTAL_RANGE5_1H<br>Prefix: Primordial [ITEM]<br>No Level Range<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [RING, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) |              |
|                  | Affix: ARMOR_STATS2<br>Prefix: Mercurial [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS2)<br>+(75-150) Dexterity (named ARMOR_STATS2)  |              |

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|                  | Affix: DMG_BONUS_MISC3_2H<br>Prefix: Honed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: HP_MP_STEAL_PERCENT1<br>Prefix: Siphoning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br>(1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)  |              |
|                  | Affix: ELEC4_2H_2<br>Prefix: Over-Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4_2H_2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 4.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph) |              |
|                  | Affix: BLINDING1_2H<br>Prefix: [ITEM] of the Black<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: CLASS_BASED_D_4_2H<br>Prefix: Ebonwood [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]   |              |

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| <pre> FF]   Effects:     -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)     (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)  Affix: FACTION_ARMOR8_A   Prefix: Aesir [ITEM]   No Level Range   Spawn Weight: 4   Occupies no slots   Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]   Can't Spawn On: [CHEST ARMOR]   Effects:     (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses Linear_Graph graph)     (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses Linear_Graph graph)  Affix: DMG_PERCENT_BONUS6_2H   Prefix: Merciless [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]   Effects:     (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)  Affix: BURN4_A   Prefix: Detonating [ITEM]   No Level Range   Spawn Weight: 4   Occupies no slots   Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]   Can't Spawn On: [CHEST ARMOR]   Effects:     Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses Linear_Graph graph)     Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses Linear_Graph graph)  Affix: DUAL_ELEMRED_BONUS4   Prefix: Manafused [ITEM]   No Level Range   Spawn Weight: 3   Occupies no slots   Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]   Effects:     (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)     (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)     +(0.5-1.3) Mana/s (named dual_elemred_bonus4) </pre> |            |              |

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| <pre> Affix: FUMBLE_DAMAGE1   Prefix: [ITEM] of Skill   No Level Range   Spawn Weight: 1   Occupies no slots   Spawns On: [GLOVES, WEAPON]   Effects:     (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)  Affix: DMG_PROC_ELEC2_1H   Prefix: Jolt-Spike [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]   Can't Spawn On: [TWO HANDED]   Effects:     20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)  Affix: FIRE_DOT2   Prefix: [ITEM] of the Inferno   No Level Range   Spawn Weight: 3   Occupies no slots   Spawns On: [WEAPON]   Effects:     Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DAMAGE)  Affix: DMG_BONUS_MISC4_2H_2   Prefix: Razor-Edge [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]   Effects:     +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)     Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)  Affix: FAME4_A   Prefix: Illustrious [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]   Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]   Effects:     (10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)  Affix: DMG_BONUS_MISC5_2H_2   Prefix: Gleaming [ITEM]   No Level Range </pre> |            |              |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7_C<br/> Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> + (100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)<br/> -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME1<br/> Prefix: Acclaimed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12<br/> Prefix: Commander's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, CANNON]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5_A<br/> Prefix: Sebilite [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |              |

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|                  | <p>CE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> + (100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS2_A<br/> Prefix: Fleet [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT2<br/> Prefix: Obsidian [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (5.0-10.0) fire damage (named WEAPON_MAT2)<br/> (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)<br/> + (5.0-10.0) physical damage (named WEAPON_MAT2)</p> <p>Affix: CLASS_BASED_A_1<br/> Prefix: Magebane [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1<br/> Prefix: Weighted [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br/> Effects:<br/> + (10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br/> Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2<br/> Prefix: [ITEM] of Desolation<br/> No Level Range<br/> Spawn Weight: 3</p> |              |

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|                  | <p>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3<br/>Prefix: Honed [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    +(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br/>    (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3<br/>Prefix: Headhunter's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HSWORD, FIST, PISTOL]<br/>Effects:<br/>    (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br/>    (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4<br/>Prefix: War-Mage's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [GLOVES, STAFF]<br/>Effects:<br/>    (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS2_C<br/>Prefix: Fleet [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES4<br/>Prefix: Turtle's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [GLOVES, PANTS, SHIELD]<br/>Effects:<br/>    (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br/>    (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> |              |

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|                  | <p>Affix: ARMOR_MAT5_C<br/>Prefix: Sebilite [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    +(100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PET_BUFF10<br/>Prefix: Thaumaturgist's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL, STAFF]<br/>Effects:<br/>    (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br/>    (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1<br/>Prefix: Silvery [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>    +(10.0-20.0) physical Armor (named ARMOR_STATS1)<br/>    +(50-100) Dexterity (named ARMOR_STATS1)</p> <p>Affix: FAME3<br/>Prefix: Notorious [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>    (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT7_A<br/>Prefix: Oiled [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>    +(100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)<br/>    -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD4_1H<br/>Prefix: Mercurial [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots</p> |              |

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|                  | Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: RED_PHYS_POIS_RANGE5<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)                                |              |
|                  | Affix: HP_MP_STEAL_PERCENT2<br>Prefix: Parasitic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br>(2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)   |              |
|                  | Affix: FAME4_C<br>Prefix: Illustrious [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)   |              |
|                  | Affix: CLASS_BASED_A_3_2H<br>Prefix: Headhunter's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) |              |
|                  | Affix: FUMBLE_DAMAGE2<br>Prefix: [ITEM] of Expertise<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]   |              |

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|                  | Effects:<br>(4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)   |              |
|                  | Affix: BURN4_C<br>Prefix: Detonating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4_C)<br>Uses LINEAR_GRAPH graph<br>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses LINEAR_GRAPH graph) |              |
|                  | Affix: FUMBLE_DAMAGE3<br>Prefix: [ITEM] of Mastery<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)  |              |
|                  | Affix: CLASS_BASED_D_C_1H<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: FIRE_DOT1<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)   |              |
|                  | Affix: FACTION_ARMOR8_C<br>Prefix: Aesir [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)  |              |



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| <p>Affix: ELEC1_1H<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8<br/> Prefix: Rubicite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) fire Armor (named ARMOR_MAT8)<br/> +(0.5-1.5) HP/Second (named ARMOR_MAT8)</p> <p>Affix: RED_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT3<br/> Prefix: Consuming [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3_2H_2<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: DMG_PROC_PHYS2_1H<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_2H<br/> Prefix: Over-Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4)<br/> Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 4.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME2<br/> Prefix: Famed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF11<br/> Prefix: Officer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, CANNON]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5<br/> Prefix: Chitinous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2</p> |            |              |

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| Prefix: Dark-Stalker [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflct on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BA<br>SED_A_2) (Uses LINEAR_GRAPH graph)<br>(10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U<br>ses LINEAR_GRAPH graph) |            |              |
| Affix: DMG_BONUS_MISC2<br>Prefix: Tempered [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br>(5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT grap<br>h)   |            |              |
| Affix: WEAPON_MAT1<br>Prefix: Bone [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) physical damage (named WEAPON_MAT1)<br>(5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)   |            |              |
| Affix: CAST_SPEED1<br>Prefix: Spell-Slinger's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)   |            |              |
| Affix: PET_BUFF9<br>Prefix: Summoner's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)  |            |              |
| Affix: WEAPON_MAT5<br>Prefix: Diamondine [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots  |            |              |

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| Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) electric damage (named WEAPON_MAT5)<br>Inflct on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)   |            |              |
| Affix: BLINDING1_A<br>Prefix: [ITEM] of the Black<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflct on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1_A) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: BURN2_A<br>Prefix: Slag [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>Inflct on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2_A) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (75-100) on hit (named BURN2) (Uses Linear_Graph graph)  |            |              |
| Affix: ARM_BONUS_STUNRES1<br>Prefix: Beetle's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)   |            |              |
| Affix: DEX_VIT2_2H_2<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PROC_FIRE2_2H_2H  |            |              |

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|                  | <p>Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GR<br/> APH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT<br/> graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT gr<br/> aph)</p> <p>Affix: BLINDING3_C<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3<br/> ) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEA<br/> R_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT1<br/> Prefix: [ITEM] of the Herald<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2_2H_2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_<br/> GRAPH graph)</p> <p>Affix: BLINDING2_2H_2<br/> Prefix: [ITEM] of Obscuring</p> |              |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/> FF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named B<br/> NG2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses 1<br/> R_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_2H_2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/> FF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses 1<br/> R_GRAPH graph)</p> <p>Affix: BLINDING3_2H_2<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/> FF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLIN<br/> 3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses 1<br/> R_GRAPH graph)</p> <p>Affix: MP_PERCENT1<br/> Prefix: [ITEM] of the Weaver<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1<br/> Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br/> (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br/> (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_1H<br/> Prefix: Spirit-Slayer [ITEM]</p> |           |

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| No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br>(75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PROC_ICE2_1H<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DUAL_ELEMRED_BONUS2<br>Prefix: Skymetal [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br>(3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph) |            |              |
| Affix: DODGE5_A<br>Prefix: [ITEM] of Displacement<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: ARMOR_MAT3_A<br>Prefix: Blood Steel [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)  |            |              |

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| Affix: DUAL_ELEMRED_BONUS3<br>Prefix: Fellwarped [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br>+(15.0-30.0) poison Armor (named dual_elemred_bonus3) |            |              |
| Affix: BOOTS4_A<br>Prefix: Forgeworked [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)    |            |              |
| Affix: ARMOR_MAT1_C<br>Prefix: Bone Carved [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)<br>(5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: RED_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)  |            |              |
| Affix: DODGE_REFLECT5_A<br>Prefix: Wraith's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)  |            |              |

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| (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: BOOTS6_C<br>Prefix: Slimy [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PROC_ICE2_2H_2<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ELEC3_1H<br>Prefix: Thundering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph)<br>-50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: BOOTS10_C<br>Prefix: Leyline [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph)<br>+(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: DMG_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)  |            |              |

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| Affix: PET_BUFF14<br>Prefix: General's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph) |            |              |
| Affix: ARMOR_STATS_MAG2<br>Prefix: Etherbrand [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br>+(75-150) Focus (named ARMOR_STATS_MAG2)   |            |              |
| Affix: DEGRADE4_C<br>Prefix: Sieging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_GRAPH graph)  |            |              |
| Affix: WEAPON_MAT4<br>Prefix: Crystalline [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT2)<br>Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT4)<br>+(4.0-8.0) ice damage (named WEAPON_MAT4)   |            |              |
| Affix: PET_BUFF8<br>Prefix: Major's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)   |            |              |

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| <p>Affix: FIRE_DOT2_1H<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CAST_SPEED2<br/> Prefix: Battle-Mage's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5<br/> Prefix: Gleaming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br/> (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT6<br/> Prefix: Magicite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT6)<br/> (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br/> +(5.0-10.0) poison damage (named WEAPON_MAT6)</p> <p>Affix: GFME_PROC_RAIDERS3<br/> Prefix: Raider's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br/> (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4_A<br/> Prefix: Sieging [ITEM]<br/> No Level Range</p> |             |              |

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| <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES2<br/> Prefix: Crab's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>Affix: BOOTS8<br/> Prefix: Rugged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br/> +(25-60) Vitality (named BOOTS8)</p> <p>Affix: DMG_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_1H<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT2<br/> Prefix: [ITEM] of the Envoy<br/> No Level Range</p> |             |              |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br/> (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS10_A<br/> Prefix: Leyline [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4_1H<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_2HR_2<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_2H<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: DODGE_REFLECT5_C<br/> Prefix: Wraith's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses LINEAR_GRAPH graph)<br/> (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS6_A<br/> Prefix: Slimy [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3_2H<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT2<br/> Prefix: [ITEM] of the Raven<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> |            |              |

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| <p>Affix: ARMOR_MAT1_A<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)<br/> (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT2<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br/> (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_1H<br/> Prefix: Cairnstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1_2H<br/> Prefix: Weighted [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS4_C<br/> Prefix: Forgeworked [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: DMG_ANGRY2_1H<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1<br/> Prefix: Ethertouched [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3_C<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE5_C<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW8<br/> Prefix: Decayed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)</p> |            |              |



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| <p>Affix: ARMOR_WEIGHT3<br/> Prefix: Extra Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br/> (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br/> (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE4_2H<br/> Prefix: Frost-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT3<br/> Prefix: [ITEM] of the Wyrn<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_2_2H<br/> Prefix: [ITEM] of Reaving<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Can't Spawn On: [RANGED WEAPON]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)<br/> (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: CLASS_BASED_B_3_2H_2<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT3<br/> Prefix: [ITEM] of the Exarch<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br/> (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_2_2H_2<br/> Prefix: [ITEM] of Reaving<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)<br/> (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_A<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED4_1HR<br/> Prefix: Artillerist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| aph graph)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_Graph graph)   |            |              |
| Affix: FAME4<br>Prefix: Illustrious [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED_D_B_2H_2<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: BOOTS9<br>Prefix: Tracker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br>+(25-60) Dexterity (named BOOTS9)  |            |              |
| Affix: CLASS_BASED_D_C_2H_2<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: ARM_BONUS_STUNRES3<br>Prefix: Armadillo's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)  |            |              |

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| h)  |            |              |
| Affix: BURN2_C<br>Prefix: Slag [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (75-100) on hit (named BURN2) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ARMOR_STATS_MAG1<br>Prefix: Mana Forged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br>+(50-100) Focus (named ARMOR_STATS_MAG1)  |            |              |
| Affix: CLASS_BASED_A_4<br>Prefix: Spirit-Slayer [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br>(100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) |            |              |
| Affix: BLINDING1_C<br>Prefix: [ITEM] of the Black<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)                             |            |              |
| Affix: DMG_BONUS_MISC4<br>Prefix: Razor-Edge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF]<br>Effects:<br>+(8.0-18.0) physical damage (named DMG_BONUS_MISC4)   |            |              |

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| <p>Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7<br/> Prefix: Caermic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) fire damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3<br/> Prefix: Spell-Striker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1<br/> Prefix: Feral [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2_C<br/> Prefix: Calishite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2_2H<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: PROC_CASTSPED1<br/> Prefix: Savant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2<br/> Prefix: Polar [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6<br/> Prefix: Disciple's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4<br/> Prefix: Forgeworked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br/> (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1<br/> Prefix: [ITEM] of the Beast<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2<br/> Prefix: Infused [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> |            |              |

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| <p>Affix: RING_MAT3<br/> Prefix: Astralite [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1<br/> Prefix: Ivory [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_2H<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ITEM_REQ1<br/> Prefix: Guide's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1<br/> Prefix: Ranger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(50-100) Vitality (named DEX_VIT1)<br/> +(50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: BLINDING3_1H</p> |            |              |

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| <p>Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4_2H<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1_C<br/> Prefix: Ethertouched [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP3<br/> Prefix: Sanguine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: CLASS_BASED1_1HR<br/> Prefix: Engraved [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> |            |              |

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| <p>Affix: PROC_MANACOST1<br/> Prefix: Auger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3_1H<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, RING, WAND]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH_H graph)<br/> (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_2H<br/> Prefix: Cairnstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT3<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT3)<br/> (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> |            |              |

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| <p>Affix: CRIT_DAMAGE4<br/> Prefix: [ITEM] of Decimation<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2<br/> Prefix: Deepwater [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph)<br/> (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_A<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)<br/> +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2_2H<br/> Prefix: [ITEM] of Rage<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3)</p> |            |              |

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| <pre> ) (Uses PERCENT graph)   (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)  Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:   (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)  Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects:   +(25-50) Dexterity (named DEX1)  Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects:   (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)  Affix: ARMOR_WEIGHT4_A Prefix: Heavy [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects:   -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) )   (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)  Affix: DEX_VIT2_A Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects:   +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)   +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph) </pre> |            |              |

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| <pre> Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects:   (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)  Affix: FACTION_ARMOR14_C Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects:   (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)   (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)  Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:   (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)  Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects:   +(175-200) Strength (named STR4)  Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects:   (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)   (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)  Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] No Level Range Spawn Weight: 3 Occupies no slots </pre> |            |              |

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| Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph)<br>(5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)  |            |              |
| Affix: ALL_STATS4<br>Prefix: [ITEM] of the Planes<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(150-250) Vitality (named ALL_STATS4)<br>+(150-250) Focus (named ALL_STATS4)<br>+(150-250) Strength (named ALL_STATS4)<br>+(150-250) Dexterity (named ALL_STATS4) |            |              |
| Affix: ARMOR_MAT2<br>Prefix: Black Iron [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT2)<br>(1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)   |            |              |
| Affix: ARMOR_STATS_DEF1<br>Prefix: Bronzed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(50-100) Vitality (named ARMOR_STATS_DEF1)  |            |              |
| Affix: BOOTS8_C<br>Prefix: Rugged [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph)<br>+(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ARM_ILLUM4_A<br>Prefix: Lightweave [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]  |            |              |

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| Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: HP2<br>Prefix: Hearty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(10.0-15.0) Max HP (named HP2)  |            |              |
| Affix: CRIT_DMG_CHANCE2<br>Prefix: Dire [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br>(2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) |            |              |
| Affix: DMG_PERCENT_ICE4_1H<br>Prefix: Frost-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)             |            |              |
| Affix: STR_MAG1<br>Prefix: Reaver's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(50-100) Strength (named STR_MAG1)<br>+(50-100) Focus (named STR_MAG1)  |            |              |
| Affix: PROC_KILLHEAL1<br>Prefix: [ITEM] of Victory<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)   |            |              |

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| <p>Affix: CHARGE_DECAY3<br/> Prefix: [ITEM] of Resolve<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT2<br/> Prefix: Crysteel [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br/> (2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_A<br/> Prefix: Ember Etched [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HELMET, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: INTERRUPT1<br/> Prefix: Distracting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5<br/> Prefix: Fur-Lined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br/> (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H_2</p> |            |              |

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| <p>Prefix: Plagued [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph)<br/> +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_2_C<br/> Prefix: Deepwater [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DEX_MAG2_A<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX<br/> Prefix: Plagued [ITEM]</p> |            |              |



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| No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br>+(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)  |            |              |
| Affix: CLASS_BASED_S_3_C<br>Prefix: Riftward [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEAR M, RIFLE, STAFF]<br>Effects:<br>(7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: CLASS_BASED_A_3_2H_2<br>Prefix: Headhunter's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: CLASS_BASED_A_2_2H_2<br>Prefix: Dark-Stalker [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)        |            |              |
| Affix: CLASS_BASED_S_3_A<br>Prefix: Riftward [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named   |            |              |

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| CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)   |            |              |
| Affix: ATK_SPEED2<br>Prefix: Fierce [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)   |            |              |
| Affix: WEAPON_MAT9<br>Prefix: Blightstone [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) poison damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)             |            |              |
| Affix: PET_BUFF5<br>Prefix: Acolyte's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph) |            |              |
| Affix: THORNS_ICE1<br>Prefix: Frosted [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% ice damage reflected (named THORNS_ICE1)   |            |              |
| Affix: PROC_CASTSPED2<br>Prefix: Occultist's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)   |            |              |
| Affix: DEX_MAG2_C<br>Prefix: Dervish's [ITEM]<br>No Level Range  |            |              |

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| <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>  +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/>  +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: EXECUTE4<br/>Prefix: Executioner's [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/>Effects:<br/>  (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2_A<br/>Prefix: Deepwater [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>  (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)<br/>  (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_PERCENT2<br/>Prefix: [ITEM] of the Whale<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>  (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS7<br/>Prefix: Sturdy [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOOTS]<br/>Effects:<br/>  (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br/>  (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT3<br/>Prefix: Staggering [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)</p> |            |              |

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| <p>Affix: DMG_PERCENT_ICE4<br/>Prefix: Frost-Torrent [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>  (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2<br/>Prefix: Mentor's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/>Effects:<br/>  +(5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: DMG_ANGRY2_2H_2<br/>Prefix: [ITEM] of Rage<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)<br/>  Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLHEAL3<br/>Prefix: [ITEM] of Conquest<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>  (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_2H_2<br/>Prefix: [ITEM] of Frenzy<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)<br/>  Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2<br/>Prefix: Onyx [ITEM]</p> |            |              |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_C<br/> Prefix: Ember Etched [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY1<br/> Prefix: Spirited [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(75-150) Vitality (named DEX_VIT2)<br/> +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5<br/> Prefix: Wraith's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br/> (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4_C<br/> Prefix: Lightweave [ITEM]<br/> No Level Range</p> |              |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST2<br/> Prefix: Seer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS8_A<br/> Prefix: Rugged [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_1<br/> Prefix: Argent [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br/> (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ICE2_2H<br/> Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH4<br/> Prefix: [ITEM] of Onslaught<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots</p> |              |

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| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)   |            |              |
| Affix: CLASS_BASED_A_4_2H<br>Prefix: Spirit-Slayer [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br>(75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: ARMOR_PERCENT_LOW6<br>Prefix: Burnt [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)  |            |              |
| Affix: FACTION_ARMOR14_A<br>Prefix: Shadivari [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses Linear_Graph graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses Linear_Graph graph)                    |            |              |
| Affix: DEX_VIT2_C<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: ARMOR_WEIGHT4_C<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots   |            |              |

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| Spawns On: [CHEST ARMOR]<br>Effects:<br>-(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br>(15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)  |            |              |
| Affix: ELEC1_2H_2<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC1_2H_2) (Uses LINEAR_GRAPH graph)                         |            |              |
| Affix: DEX2<br>Prefix: Panther's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(50-100) Dexterity (named DEX2)   |            |              |
| Affix: MANA_COST4<br>Prefix: Cryptic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)  |            |              |
| Affix: CLASS_BASED2_2HR<br>Prefix: Trueshot [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) |            |              |
| Affix: PROC_KILLMP1<br>Prefix: [ITEM] of Spiritstealing<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)   |            |              |

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| <p>Affix: MANA_COST5<br/> Prefix: Lucid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3<br/> Prefix: Expert's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7<br/> Prefix: Copper Ringed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1<br/> Prefix: Engraved [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br/> (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1<br/> Prefix: [ITEM] of Revivication<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br/> (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1<br/> Prefix: Glutton's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF]<br/> Effects:</p> |            |              |

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| <p>(15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_C<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)<br/> +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1_2H_2<br/> Prefix: Weighted [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_DEF2<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [LEGENDARY BELT, LEGENDARY BOOTS, LEGENDARY CHEST ARMOR, LEGENDARY GLOVES, LEGENDARY HELMET, LEGENDARY NECKLACE, LEGENDARY PANTS, LEGENDARY RIFLE, LEGENDARY SHIELD, LEGENDARY SHOULDER ARMOR]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT1)<br/> (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1<br/> Prefix: Spiteful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:</p> |            |              |

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|                  | (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)   |              |
|                  | (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)  |              |
|                  | Affix: PROC_MANACOST3<br>Prefix: Oracle's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)  |              |
|                  | Affix: HP1<br>Prefix: Stout [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(5.0-10.0) Max HP (named HP1)   |              |
|                  | Affix: DUAL_ELEMRED_BONUS1_A<br>Prefix: Ethertouched [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) |              |
|                  | Affix: DODGE_REFLECT4<br>Prefix: Phantom's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br>(15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)   |              |
|                  | Affix: ELEC3_2H<br>Prefix: Thundering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]  |              |

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|                  | FF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3)<br>Uses LINEAR_GRAPH graph)<br>-50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)  |              |
|                  | Affix: STR_MAG2<br>Prefix: Marauder's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(75-150) Strength (named STR_MAG2)<br>+(75-150) Focus (named STR_MAG2)  |              |
|                  | Affix: ARMOR_BONUS_MAGIC3<br>Prefix: Crystal [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br>(10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br>(10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) |              |
|                  | Affix: RING_MAT1<br>Prefix: Bloodeye [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>+(0.5-1.0) HP/Second (named RING_MAT1)<br>(5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)   |              |
|                  | Affix: ITEM_REQ3<br>Prefix: Advisor's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>+(9-15) item requirements (named ITEM_REQ3)   |              |
|                  | Affix: PROC_KILLHEAL2<br>Prefix: [ITEM] of Triumph<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)   |              |

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| <p>Affix: BOOTS6<br/> Prefix: Slimy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br/> (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT2<br/> Prefix: Dazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3<br/> Prefix: [ITEM] of the Leviathan<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED3<br/> Prefix: Cabalist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF4<br/> Prefix: Warlock's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT8<br/> Prefix: Nelumite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |             |              |

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| <p>Spawns On: [WEAPON]<br/> Effects:<br/> +(4.0-8.0) fire damage (named WEAPON_MAT8)<br/> (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br/> +(4.0-8.0) electric damage (named WEAPON_MAT8)<br/> +(4.0-8.0) physical damage (named WEAPON_MAT8)</p> <p>Affix: ATK_SPEED3<br/> Prefix: Ferocious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2_A<br/> Prefix: Calishite [ITEM]<br/> No Level Range<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses<br/> AR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH<br/> raph)<br/> (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH<br/> h)</p> <p>Affix: BOOTS2<br/> Prefix: Fleet [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br/> (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2_C<br/> Prefix: Pit Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH<br/> h)<br/> +(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: EXECUTE1<br/> Prefix: Killer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |             |              |

```
Occupies no slots
Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]
Effects:
    (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)
```

```
Affix: REFLECT_MAJ1
Prefix: Mirrored [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
Effects:
(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)
```

```

Affix: DMG_PERCENT_ICE1
Prefix: Frost-Flicker [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)

```

```
Affix: CHARGE_DECAY4
Prefix: [ITEM] of Willpower
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]
Effects:
(13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT
graph)
```

```
Affix: RING_MAT5
Prefix: Mistchurn [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [NECKLACE, RING]
Effects:
    (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)
    (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)
```

```

Affix: ARM_BONUS_STUNRES5_A
Prefix: Chitinous [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Can't Spawn On: [CHEST ARMOR]
Effects:
    (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
APH graph)
    (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRA
PH graph)

```

```
Affix: DEGRADE4_2H_2
Prefix: Sieging [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,
FF]
Effects:
    Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH)
```

```

Affix: FACTION_ARMOR6_A
Prefix: Kromzek [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI
CE, RING]
Can't Spawn On: [CHEST ARMOR]
Effects:
    (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses Linear_Graph 0
)
    (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses Linear_Gra
raph)

```

```
Affix: ARMOR_MAT5
Prefix: Sebilitate [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [ARMOR_PHYSICAL]
Effects:
+ (10.0-20.0) poison Armor (named ARMOR_MAT5)
(1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)
```

```
Affix: CRIT_DAMAGE2
Prefix: [ITEM] of Carnage
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [BELT, RING, WEAPON]
Effects:
(20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT gr
```

```
Affix: DMG_PROC_PHYS2
Prefix: Spiked [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2)
```

```
Affix: ARMOR_PERCENT_LOW7_C
Prefix: Copper Ringed [ITEM]
No Level Range
Spawn Weight: 1
```



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|                  | <p>Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_2_2H_2<br/> Prefix: Wirewood [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: STR3<br/> Prefix: Giant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1<br/> Prefix: Broad [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3_1H<br/> Prefix: Headhunter's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_C<br/> Prefix: Cygnaran [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:</p> |              |

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|                  | <p>(10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_4<br/> Prefix: Celestial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br/> (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: BLOCK3_C<br/> Prefix: [ITEM] of the Bastion<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS3<br/> Prefix: [ITEM] of the Zodiac<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(75-175) Vitality (named ALL_STATS3)<br/> +(75-175) Focus (named ALL_STATS3)<br/> +(75-175) Strength (named ALL_STATS3)<br/> +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1<br/> Prefix: Abstruse [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2<br/> Prefix: Avenger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]<br/> Effects:<br/> +(75-150) Strength (named STR_VIT2)<br/> +(75-150) Vitality (named STR_VIT2)</p> |              |

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| <p>Affix: RAMPAGE2<br/> Prefix: [ITEM] of Berserking<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5_A<br/> Prefix: Frost Covered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW3<br/> Prefix: Mithril Laced [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_2H<br/> Prefix: Elderstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW2<br/> Prefix: Steel Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> |            |              |

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| <p>Affix: CLASS_BASED_P_4_C<br/> Prefix: Celestial [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RAMPAGE3<br/> Prefix: [ITEM] of Aggression<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2<br/> Prefix: [ITEM] of the Heavens<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(50-100) Vitality (named ALL_STATS2)<br/> +(50-100) Focus (named ALL_STATS2)<br/> +(50-100) Strength (named ALL_STATS2)<br/> +(50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(75-150) Focus (named DEX_MAG2)<br/> +(75-150) Dexterity (named DEX_MAG2)</p> <p>Affix: STR2<br/> Prefix: Brute's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4<br/> Prefix: Artillerist's [ITEM]<br/> No Level Range</p> |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)  |            |               |
| Affix: ELEC1_2H<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ARMOR_MAT4<br>Prefix: Raven Scale [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) ice Armor (named ARMOR_MAT4)<br>+(0.5-1.5) Mana/s (named ARMOR_MAT4)  |            |               |
| Affix: CRIT_DAMAGE3<br>Prefix: [ITEM] of Assassination<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED3_2HR<br>Prefix: Sureshot [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PROC_WARD1<br>Prefix: [ITEM] of Shielding<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)  |            |               |

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| RCENT graph)  |            |               |
| Affix: SLOW1<br>Prefix: [ITEM] of Snaring<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)  |            |               |
| Affix: HP4<br>Prefix: Vigorous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(20.0-30.0) Max HP (named HP4)  |            |               |
| Affix: DMG_PHYS_POIS_RANGE5_2H_2<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ELEC4_1H<br>Prefix: Over-Charged [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4_1H) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: FACTION_ARMOR10_A<br>Prefix: Highguard [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses PERCENT graph)   |            |               |

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| R_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph graph)   |            |               |
| Affix: DODGE_REFLECT1<br>Prefix: Shade's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br>(1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph)             |            |               |
| Affix: CLASS_BASED_N_3_C<br>Prefix: Oath-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: DMG_PROC_PHYS2_2H<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: RING_MAT4<br>Prefix: Bladeweave [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)<br>(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)   |            |               |
| Affix: ARM_ILLUM2_A<br>Prefix: Dawnweave [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:  |            |               |

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| +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)<br>-20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ATK_SPEED5_A<br>Prefix: Lupine [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: FACTION_ARMOR12_C<br>Prefix: Thranic [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: CLASS_BASED_N_1_A<br>Prefix: Shadow-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: ARMOR_WEIGHT2_A<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br>(15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: BOOTS3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2   |            |               |

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|                  | Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)  |               |
|                  | Affix: PET_BUFF1<br>Prefix: Hunter's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)     |               |
|                  | Affix: PET_BUFF3<br>Prefix: Neophyte's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br>(10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)      |               |
|                  | Affix: ATK_SPEED4<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)   |               |
|                  | Affix: BOOTS1<br>Prefix: Sure [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br>-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_WEIGHT2_C<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br>(15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) |               |

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|                  | Affix: CLASS_BASED_N_1_C<br>Prefix: Shadow-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: EXECUTE2<br>Prefix: Slayer's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)   |               |
|                  | Affix: FACTION_ARMOR12_A<br>Prefix: Thranic [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: ATK_SPEED5_C<br>Prefix: Lupine [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: ARM_ILLUM2_C<br>Prefix: Dawnweave [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)<br>-20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: REFLECT_MAJ2<br>Prefix: Reflecting [ITEM]<br>No Level Range   |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE5_2H<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC4<br/> Prefix: Pearl [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT6<br/> Prefix: Dreadiron [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named RING_MAT6)<br/> (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE2<br/> Prefix: Frost-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4_1H<br/> Prefix: Venom-Torrent [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3_A<br/> Prefix: Oath-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more damage with wands &amp; staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT3<br/> Prefix: Spectre's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC3_1H<br/> Prefix: Honed [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2_2H_2<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2_2H_2) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: FACTION_ARMOR10_C<br/> Prefix: Highguard [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph graph)</p> <p>Affix: PROC_WARD3<br/> Prefix: [ITEM] of Negation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3<br/> Prefix: Entangling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br/> Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1<br/> Prefix: [ITEM] of Destruction<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) poison Armor (named ARMOR_MAT6)<br/> (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4_1H<br/> Prefix: Ebonwood [ITEM]<br/> No Level Range<br/> Spawn Weight: 4</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS1<br/> Prefix: Barbed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)</p> <p>Affix: DMG_PERCENT_BONUS6_1H<br/> Prefix: Merciless [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING1_1H<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH2<br/> Prefix: Sweeping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1<br/> Prefix: Vigilant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]<br/> Effects:</p> |            |               |

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|                  | +(50-100) Strength (named STR_VIT1)<br>+(50-100) Vitality (named STR_VIT1)   |               |
|                  | Affix: RAMPAGE1<br>Prefix: [ITEM] of Rampaging<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)   |               |
|                  | Affix: DEX4<br>Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(175-250) Dexterity (named DEX4)   |               |
|                  | Affix: MANA_COST2<br>Prefix: Recondite [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_P_4_A<br>Prefix: Celestial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: ARMOR_PERCENT_LOW5_C<br>Prefix: Frost Covered [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)  |               |

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|                  | Affix: DMG_PERCENT_ELEC4_2H_2<br>Prefix: Volt-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)                  |               |
|                  | Affix: ARMOR_PERCENT_LOW1<br>Prefix: Iron Shod [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)  |               |
|                  | Affix: MANA_COST3<br>Prefix: Enigmatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PROC_ELEC2_2H<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)                    |               |
|                  | Affix: ALL_STATS1<br>Prefix: [ITEM] of the Stars<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(25-50) Vitality (named ALL_STATS1)<br>+(25-50) Focus (named ALL_STATS1)<br>+(25-50) Strength (named ALL_STATS1)<br>+(25-50) Dexterity (named ALL_STATS1) |               |
|                  | Affix: BLOCK3_A<br>Prefix: [ITEM] of the Bastion<br>No Level Range  |               |



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|                  | <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_A<br/> Prefix: Cygnaran [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH3<br/> Prefix: [ITEM] of Assault<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1<br/> Prefix: Thug's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1<br/> Prefix: Corsair's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(50-100) Focus (named DEX_MAG1)<br/> +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_PERCENT_LOW7_A<br/> Prefix: Copper Ringed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |               |

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|                  | <p>Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)<br/> PH graph)</p> <p>Affix: ARMOR_MAT7<br/> Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) electric Armor (named ARMOR_MAT7)<br/> -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2<br/> Prefix: [ITEM] of Tarring<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR6_C<br/> Prefix: Kromzek [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD2<br/> Prefix: [ITEM] of Warding<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5_C<br/> Prefix: Chitinous [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:</p> |               |

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|                  | (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)   |               |
|                  | (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DODGE_REFLECT2<br>Prefix: Ghost's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br>(5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph)  |               |
|                  | Affix: DMG_PERCENT_ICE3<br>Prefix: Frost-Shock [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_BONUS_MAGIC5<br>Prefix: Astral [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br>(20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br>(20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) |               |
|                  | Affix: EXECUTE3<br>Prefix: Butcher's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_STATS_STR2_A<br>Prefix: Pit Forged [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)  |               |

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|                  | (35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: ATK_SPEED5<br>Prefix: Lupine [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)   |               |
|                  | Affix: MP_STEAL_PERCENT1<br>Prefix: Thirsty [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)  |               |
|                  | Affix: PET_BUFF2<br>Prefix: Packleader's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph) |               |
|                  | Affix: GF2<br>Prefix: Lavish [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_POIS4<br>Prefix: Venom-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)   |               |
|                  | Affix: MELEE_BLOCK1<br>Prefix: [ITEM] of Deflecting<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]  |               |

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| <p>Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_3<br/> Prefix: Riftward [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br/> (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1<br/> Prefix: Desperado's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1<br/> Prefix: Thorned [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: BOOTS9_A<br/> Prefix: Tracker's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: CLASS_BASED_N_4_A<br/> Prefix: Pact-Speaker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_B_1H<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more electric Damage Taken for 2.0 seconds (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR6<br/> Prefix: Kromzek [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3<br/> Prefix: Soulfrost [ITEM]<br/> No Level Range</p> |            |               |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/>     Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br/>     (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5<br/> Prefix: Warding [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/>     (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1_C<br/> Prefix: Argent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/>     (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)<br/>     (10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_2H<br/> Prefix: Volt-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/>     (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE6<br/> Prefix: Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/>     +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br/>     (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3<br/> Prefix: [ITEM] of Desire<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/>     (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2_A<br/> Prefix: Runeweave [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HELMET, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND]<br/> Effects:<br/>     (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)<br/>     (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/>     +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/>     +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/>     +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/>     (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3_A<br/> Prefix: Emypyreal [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/>     (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PROC_DEATHSTRIKE2<br>Prefix: [ITEM] of Death<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)   |               |
|                  | Affix: DUAL_WIELD4<br>Prefix: Mercurial [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_D_4_2H_2<br>Prefix: Ebonwood [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>-50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: CLASS_BASED_N_4<br>Prefix: Pact-Speaker's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br>(8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)  |               |
|                  | Affix: PROC_DEATHSTRIKE3<br>Prefix: [ITEM] of Doom<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)   |               |
|                  | Affix: REFLECT3   |               |

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|                  | Prefix: [ITEM] of Resonance<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)   |               |
|                  | Affix: FACTION_ARMOR3_A<br>Prefix: Tytherian [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: CHARGE_RATE2<br>Prefix: [ITEM] of Craving<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)   |               |
|                  | Affix: BLINDING2_1H_2<br>Prefix: [ITEM] of Obscuring<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PROC_ENERGYSHIELD4<br>Prefix: Shielding [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)  |               |
|                  | Affix: FREEZE2<br>Prefix: Brittlebite [ITEM]<br>No Level Range  |               |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/>   Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/>   (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/>   Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3_A<br/> Prefix: [ITEM] of the Zodiac<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, ENCHANTER, STUD]<br/> Effects:<br/>   +(50-75) Vitality (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/>   +(50-75) Focus (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/>   +(50-75) Strength (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/>   +(50-75) Dexterity (named ALL_STATS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR1_C<br/> Prefix: Sathiri [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/>   Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)<br/>   (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses Linear_Graph graph)</p> <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/>   (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/>   (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: CLASS_BASED_A_2_2H<br/> Prefix: Dark-Stalker [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/>   Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br/>   (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/>   (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2<br/> Prefix: Runeweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/>   (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br/>   (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_1_2H_2<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/>   40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br/>   Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED1_2HR<br/> Prefix: Engraved [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/>   (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/>   (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> |               |

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| <p>Affix: DEX4_C<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_POIS2_1H<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GF3<br/> Prefix: Gilded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2_C<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GF1<br/> Prefix: Gaudy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2_A<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 25</p> |            |               |

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| <p>Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NEAR_GRAPH graph]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEGRADE4_2H<br/> Prefix: Sieging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX4_A<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NEAR_GRAPH graph]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_1_2H<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> 40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS3<br/> Prefix: Chemist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: MELEE_BLOCK2<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: BLINDING2<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2<br/> Prefix: Duelist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1<br/> Prefix: [ITEM] of Rot<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2<br/> Prefix: Spined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: CLASS_BASED2_1HR</p> |            |               |

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| <p>Prefix: Trueshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses Linear Graph)<br/> (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear Graph)</p> <p>Affix: FACTION_ARMOR5<br/> Prefix: Kindathlan [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR1_A<br/> Prefix: Sathiri [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR GRAPH graph)</p> <p>Affix: BURN3<br/> Prefix: Immolating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br/> (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_2H_2<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:</p> |            |               |



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|                  | <p>Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE5<br/>Prefix: Bolted [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/>Effects:<br/>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)<br/>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_C<br/>Prefix: Tytherian [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_STR2<br/>Prefix: Pit Forged [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)<br/>+(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1<br/>Prefix: [ITEM] of Killing<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_1H<br/>Prefix: Spirit-Bound [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>+(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT1<br/>Prefix: [ITEM] of Redirection<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:<br/>(5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4<br/>Prefix: [ITEM] of Anger<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/>Effects:<br/>+(15.0-20.0) physical damage (named DMG_ANGRY4)<br/>Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4<br/>Prefix: Tainted [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/>Effects:<br/>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br/>Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 3.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2_2H<br/>Prefix: Tempered [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>+(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H<br/>Prefix: Plagued [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud)</p> |               |

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| ses LINEAR_GRAPH graph)  | + (75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)  |               |
| Affix: CLASS_BASED_P_3_C | Prefix: Emyreal [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)  |               |
| Affix: CHARGE_RATE1      | Prefix: [ITEM] of Yearning<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)   |               |
| Affix: ARM_PHYSRED_TYPE4 | Prefix: Thick [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br>(2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)   |               |
| Affix: CLASS_BASED_S_2_C | Prefix: Runeweave [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)<br>(15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph) |               |
| Affix: DEX4_2H           | Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:   |               |

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| + (75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph) |   |               |
| Affix: CLASS_BASED_P_1_A                                    | Prefix: Argent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER CE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)                         |               |
| Affix: BURN2  | Prefix: Slag [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br>Degrade enemy armor by (10-20) on hit (named BURN2)   |               |
| Affix: DMG_ANGRY1_1H  | Prefix: [ITEM] of Fury<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [RANGED WEAPON, TWO HANDED]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) |               |
| Affix: FREEZE1  | Prefix: Frigid [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)   |               |
| Affix: DEX_MAG2_1H  | Prefix: Dervish's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:   |               |

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|                  | +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: FACTION_ARMOR4<br>Prefix: Cygnaran [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph) |               |
|                  | Affix: CLASS_BASED_N_4_C<br>Prefix: Pact-Speaker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: BOOTS9_C<br>Prefix: Tracker's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: THORNS_PHYS_THORNED3<br>Prefix: Barbed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)  |               |
|                  | Affix: BLINDING3<br>Prefix: [ITEM] of Searing Light<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)   |               |

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|                  | Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)   |               |
|                  | Affix: MELEE_BLOCK3<br>Prefix: [ITEM] of Riposting<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |               |
|                  | Affix: CLASS_BASED_A_1H<br>Prefix: Magebane [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)                                |               |
|                  | Affix: CLASS_BASED_S_1<br>Prefix: Ember Etched [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)  |               |
|                  | Affix: DMG_ANGRY4_2H<br>Prefix: [ITEM] of Anger<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)                             |               |

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| d DMG_ANGRY4) (Uses LINEAR_GRAPH graph)   |            |               |
| <p>Affix: POTIONS2<br/> Prefix: Catalyzing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2<br/> Prefix: Venom-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4<br/> Prefix: Ornate [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2<br/> Prefix: Haywire [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: CLASS_BASED_S_4_A<br/> Prefix: Warpsigil [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)<br/> -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_C<br/> Prefix: Astral [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_1HR<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_2H_2<br/> Prefix: Flame-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE2<br/> Prefix: [ITEM] of Precision<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2<br/> Prefix: [ITEM] of Restoration<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, RING]<br/> Effects:<br/> +(1.0-2.0) HP/Second (named REGEN_MAX2)<br/> (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br/> (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br/> +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1</p> |            |               |

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|                  | Prefix: [ITEM] of Static<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)                      |               |
|                  | Affix: ARM_ILLUM3_C<br>Prefix: Darkweave [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DEX_MAG2_2H_2<br>Prefix: Dervish's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: ARMOR_STATS_DEF2_A<br>Prefix: Masterwork [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STAFF]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)<br>+(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: ARMOR_MAT8_A<br>Prefix: Rubicite [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STAFF]<br>Effects:<br>+(100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)<br>+(150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph) |               |

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|                  | Affix: ARMOR_WEIGHT1_A<br>Prefix: Lightweight [ITEM]<br>No Level Range<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>-(250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: CLASS_BASED_N_2_A<br>Prefix: Gravemist [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: THORNS_ELEC1<br>Prefix: Static [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)  |               |
|                  | Affix: PROC_ENERGYSHIELD3<br>Prefix: Pulsing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)  |               |
|                  | Affix: FACTION_ARMOR11_C<br>Prefix: Muursat [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)   |               |

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| graph)   |            |               |
| Affix: ARM_ILLUM1_A  |            |               |
| Prefix: Duskweave [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]        |            |               |
| Can't Spawn On: [CHEST ARMOR]  |            |               |
| Effects:   |            |               |
| + (100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)                      |            |               |
| (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)            |            |               |
| Affix: MP2   |            |               |
| Prefix: [ITEM] of Conjuration  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]   |            |               |
| Effects:   |            |               |
| + (10.0-15.0) Mana (named MP2)   |            |               |
| Affix: PROC_CRUSHBLOW3   |            |               |
| Prefix: [ITEM] of Shattering   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]   |            |               |
| Effects:   |            |               |
| (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph) |            |               |
| Affix: CHARGE_RATE5  |            |               |
| Prefix: [ITEM] of Ascension  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [NECKLACE, SHOULDER ARMOR]  |            |               |
| Effects:   |            |               |
| (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)                        |            |               |
| Affix: CLASS_BASED_B_3_2H  |            |               |
| Prefix: Ancestral [ITEM]   |            |               |
| Minimum Level: 25  |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]              |            |               |
| Effects:   |            |               |
| Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)      |            |               |
| (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)                |            |               |

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| Affix: ARMOR_WEIGHT3_C   |            |               |
| Prefix: Extra Heavy [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [CHEST ARMOR]   |            |               |
| Effects:   |            |               |
| + (250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)                                 |            |               |
| (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)                               |            |               |
| (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)                                 |            |               |
| Affix: CLASS_BASED_N_3   |            |               |
| Prefix: Oath-Bound [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [GLOVES, HELMET, PANTS]   |            |               |
| Effects:   |            |               |
| (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)                       |            |               |
| (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)                                |            |               |
| Affix: DMG_ANGRY1  |            |               |
| Prefix: [ITEM] of Fury   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]                              |            |               |
| Effects:   |            |               |
| (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)                          |            |               |
| Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph) |            |               |
| Affix: DUAL_WIELD2   |            |               |
| Prefix: Nimble [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]   |            |               |
| Effects:   |            |               |
| (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)                           |            |               |
| Affix: PROC_DEATHSTRIKE4   |            |               |
| Prefix: Vorpall [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)                      |            |               |

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| <p>Affix: FACTION_ARMOR13_A<br/> Prefix: Battle Scarred [ITEM]<br/> No Level Range<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT4<br/> Prefix: [ITEM] of Reverberation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5_1H<br/> Prefix: Gleaming [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD3<br/> Prefix: Swift [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_2H<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:</p> |            |               |

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| <p>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS1<br/> Prefix: Envenomed [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/> Prefix: Gravemist [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/> (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/> Prefix: [ITEM] of Awakening<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/> Prefix: Reinforced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/> (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4_C<br/> Prefix: Manafused [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)</p> |            |               |

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|                  | +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PROC_CRUSHBLOW2<br>Prefix: [ITEM] of Crushing<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)   |               |
|                  | Affix: ELEC_DOT2_2H<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: MP3<br>Prefix: [ITEM] of Evocation<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(15.0-20.0) Mana (named MP3)   |               |
|                  | Affix: PROC_ENERGYSHIELD2<br>Prefix: Glowing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)                             |               |
|                  | Affix: DMG_PROC_POIS2<br>Prefix: Blight-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)  |               |
|                  | Affix: FREEZE4<br>Prefix: Shattering [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots  |               |

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|                  | Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)  |               |
|                  | Affix: THORNS_FIRE1<br>Prefix: Smouldering [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% fire damage reflected (named THORNS_FIRE1)  |               |
|                  | Affix: ARMOR_PERCENT_LOW6_A<br>Prefix: Burnt [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: FACTION_ARMOR1<br>Prefix: Sathiri [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph) |               |
|                  | Affix: CLASS_BASED_S_4<br>Prefix: Warpsigil [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)<br>-20.0 knockback (named CLASS_BASED_S_4)  |               |
|                  | Affix: FACTION_ARMOR7_C<br>Prefix: Efreeti [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]  |               |



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| <p>Effects:<br/> (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses LINEAR_GRAPH graph h)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE3<br/> Prefix: Deadeye [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph )</p> <p>Affix: DMG_ANGRY3_1H<br/> Prefix: [ITEM] of Frenzy<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_C<br/> Prefix: Adamantine Studded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH PH graph)</p> <p>Affix: CLASS_BASED_D_2_1H<br/> Prefix: Wirewood [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR5_A<br/> Prefix: Kindathlan [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |             |               |

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| <p>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_POIS3<br/> Prefix: Venom-Shock [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph h)</p> <p>Affix: DMG_PERCENT_POIS1<br/> Prefix: Venom-Flicker [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H_2<br/> Prefix: [ITEM] of Anger<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_2H<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC_DOT1<br/> Prefix: Surging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> |             |               |

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| 1)               |   |               |
|                  | <p>Affix: FACTION_ARMOR5_C<br/> Prefix: Kindathlan [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_A<br/> Prefix: Adamantine Studded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_4_2H_2<br/> Prefix: Spirit-Slayer [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br/> (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING4<br/> Prefix: [ITEM] of Distortion<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1<br/> Prefix: [ITEM] of Accuracy<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]</p> |               |

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|                  | <p>Effects:<br/> (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7_A<br/> Prefix: Efreeti [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph graph)</p> <p>Affix: REGEN_MAX1<br/> Prefix: [ITEM] of Replenishing<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named REGEN_MAX1)<br/> (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br/> (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br/> +(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5<br/> Prefix: Philosopher's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3<br/> Prefix: Tytherian [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6_C<br/> Prefix: Burnt [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]</p> |               |

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| Effects:<br>(10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: THORNS_PHYS_THORNED4<br>Prefix: Jagged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)  |            |               |
| Affix: THORNS_FIRE3<br>Prefix: Red Hot [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% fire damage reflected (named THORNS_FIRE3)   |            |               |
| Affix: PROC_SHOCK_ARMOR2<br>Prefix: [ITEM] of Shocking<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1) |            |               |
| Affix: REGEN_MAX_MP1<br>Prefix: [ITEM] of Clarity<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>+(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br>(5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)  |            |               |
| Affix: THORNS_ELEC2<br>Prefix: Buzzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% electric damage reflected (named THORNS_ELEC2)   |            |               |
| Affix: MP1<br>Prefix: Chanter's [ITEM]  |            |               |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(5.0-10.0) Mana (named MP1)  |            |               |
| Affix: ARM_PHYSRED_TYPE3<br>Prefix: Layered [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br>(2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)   |            |               |
| Affix: DUAL_ELEMRED_BONUS4_A<br>Prefix: Manafused [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br>+(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: POIS3<br>Prefix: Rusted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)<br>Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)  |            |               |
| Affix: DUAL_WIELD1<br>Prefix: Deft [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PERCENT_POIS4_2H_2<br>Prefix: Venom-Torrent [ITEM]<br>No Level Range   |            |               |

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|                  | <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2<br/>Prefix: [ITEM] of Rage<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/>Effects:<br/>(15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br/>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: ELEC2_1H<br/>Prefix: Resonant [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Can't Spawn On: [TWO HANDED]<br/>Effects:<br/>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)<br/>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR13_C<br/>Prefix: Battle Scarred [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY3<br/>Prefix: [ITEM] of Frenzy<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/>Effects:<br/>(2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: ARMOR_WEIGHT3_A<br/>Prefix: Extra Heavy [ITEM]<br/>No Level Range<br/>Spawn Weight: 6<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>(25.0-25.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)<br/>(25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)<br/>(25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_1<br/>Prefix: Shadow-Bound [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [GLOVES, HELMET, PANTS]<br/>Effects:<br/>(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/>(8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/>Prefix: Festering [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/>Effects:<br/>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)<br/>(3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/>Prefix: [ITEM] of Smashing<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/>Effects:<br/>(5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2<br/>Prefix: Studded [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/>Effects:<br/>(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)</p> |               |

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| (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)   |            |               |
| Affix: ARM_ILLUM1_C<br>Prefix: Duskweave [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: DMG_PROC_POIS1<br>Prefix: Blight-Barb [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)   |            |               |
| Affix: FACTION_ARMOR11_A<br>Prefix: Muursat [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PROC_ENERGYSHIELD1<br>Prefix: Glittering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)  |            |               |
| Affix: THORNS_ELEC3<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% electric damage reflected (named THORNS_ELEC3)   |            |               |

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| Affix: CLASS_BASED1_2HR_2<br>Prefix: Engraved [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>(10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: CLASS_BASED_N_2_C<br>Prefix: Gravemist [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ARMOR_WEIGHT1_C<br>Prefix: Lightweight [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>-(250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: ARMOR_MAT8_C<br>Prefix: Rubicite [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)<br>+(150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: THORNS_FIRE2<br>Prefix: Scorching [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% fire damage reflected (named THORNS_FIRE2)   |            |               |
| Affix: ARM_ILLUM3_A   |            |               |

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|                  | <p>Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_SHOCK_ARMOR3<br/> Prefix: [ITEM] of Electrocution<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARMOR_STATS_DEF2_C<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4<br/> Prefix: Detonating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2<br/> Prefix: Calishite [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)</p> |               |

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|                  | <p>ENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5<br/> Prefix: [ITEM] of Confusion<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2_2H_2<br/> Prefix: Haywire [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_A<br/> Prefix: Astral [ITEM]<br/> No Level Range<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 4</p> |               |

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|                  | Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: CLASS_BASED_S_4_C<br>Prefix: Warpsigil [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)<br>-10.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DMG_PERCENT_FIRE4_2H<br>Prefix: Flame-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_PROCKILL_ZOMBIE_10_1H<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)   |               |
|                  | Affix: OF_TL2_DRAWMANA3_A_E<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFTHEMASTER<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1  |               |

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|                  | Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: PETTAG_PROC_STORMCLAW10<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)                                     |               |
|                  | Affix: OF_TL2_DAMAGEOVERTIME3<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OF_TL2_DAMAGE BONUS)  |               |
|                  | Affix: TRINKET_ICEDDEFENSE5_A<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_ATTRIB_STRENGTH5<br>Prefix: [ITEM] of Might<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(170-200) Strength (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: PETTRINKET_THORNS7_ELEC_A<br>Prefix: Electro-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% electric damage reflected (Uses Linear_Graph graph)   |               |
|                  | Affix: PETTRINKET_ARMOR7_A_E<br>Prefix: Armored [ITEM]  |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) physical Armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A_E<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% electric damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7_A<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_ICEDEFENSE3_A<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:</p> |               |

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|                  | <p>+(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_ATTRIB_STRENGTH3_A_E<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_2H<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> |               |



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| <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A_E<br/> Prefix: Freezing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMA<br/> STER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ICE7_A_E<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH<br/> graph)</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSL<br/> AYER_MONSTER25_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RA<br/> NDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_1H<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H_2<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEP<br/> HANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2<br/> Prefix: Regenerating [ITEM]</p> |             |               |

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| <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fu<br/> al) (Level 1)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON3_A_E<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH<br/> APH graph)</p> <p>Affix: OFHTERAM3_2H_2<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH g</p> <p>Affix: OF_TL2_DRAWHEALTH5<br/> Prefix: [ITEM] of Restoration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawl<br/> hx5)</p> <p>Affix: OFICE3_1H<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH g<br/> )</p> |             |               |

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| <p>Affix: OF_TL2_CHARGEDECAY3_C<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER3_2H_2<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4_2H_2<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHETURTLE3_A<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFLIGHTNING3_2H<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_A_E<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DOT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)</p> <p>Affix: OF_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFRESISTANCE5_A<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]</p> |            |               |

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|                  | <p>Effects:<br/>           +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)<br/>           +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_Graph graph)<br/>           +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_Graph graph)<br/>           +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E<br/>           Prefix: Silencing [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>           Effects:<br/>           Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A<br/>           Prefix: Ice-Surge [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>           Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2<br/>           Prefix: Engulfing [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [WEAPON]<br/>           Effects:<br/>           (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5<br/>           Prefix: [ITEM] of Venom<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [WEAPON]<br/>           Effects:<br/>           +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER3_2H_2<br/>           Prefix: Skillful [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> |               |

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|                  | <p>FF]<br/>           Effects:<br/>           (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_STRENGTH5<br/>           Prefix: [ITEM] of Strength<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>           Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE<br/>           Prefix: Restorative [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [ARMOR]<br/>           Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5_A<br/>           Prefix: [ITEM] of Insulating<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>           Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEARCHER5_2H_2<br/>           Prefix: [ITEM] of the Archer<br/>           Minimum Level: 25<br/>           Spawn Weight: 4<br/>           Occupies no slots<br/>           Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/>           Effects:<br/>           (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/>           -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/>           (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/>           (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL_1H<br/>           Prefix: Augmented [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>           Effects:</p> |               |

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|                  | Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)   |               |
|                  | Affix: OF_TL2_DAMAGEOVERTIME2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEAR_DAMAGE_BONUS)   |               |
|                  | Affix: OFLEARNING_MONSTER250_ATTACKSPEED_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT) |               |
|                  | Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)      |               |
|                  | Affix: OF_TL2_RESIST_IMMOB50_A_E<br>Prefix: [ITEM] of Escape<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OF_ATTRIB_DEFENSE3_2H<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]  |               |

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|                  | Effects:<br>+(50-70) Vitality (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: PETTAG_DEGRADE_ARMOR5_A_E<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE_DEGRADE_ARMOR5_A_E) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OF_PERCENT_FLAME3_A<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)                                  |               |
|                  | Affix: DMG_PHYS_POIS_RANGE5_1H<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_PERCENT_FLAME3_C<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_ATTRIB_MAGIC3_1H<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Focus (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)  |               |

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| <p>Affix: OF_TL2_MANA_REGEN3<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> + (2.5-2.5) Mana/s</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SHORTSTUN2<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEWIZARD<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> + (22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: PETTRINKET_DAMAGE_POIS3<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_2H_2<br/> Prefix: Pounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_ACIDRAIN_10_1H<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (15.0-20.0) electrical armor</p> <p>Affix: OF_TL2_MANA_REGEN3_A_E<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> + (15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5</p> |            |               |

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|                  | Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)  |               |
|                  | Affix: OFLEARNING_MONSTER25_SPLASH_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH)<br>Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT) |               |
|                  | Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_TL2_MANA_REGEN<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>+ (0.5-0.5) Mana/s  |               |
|                  | Affix: OF_TL2_SHIELDBREAK3_2H<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)  |               |
|                  | Affix: OF_PROC_STORMCLAW10_2H<br>Prefix: [ITEM] of Zapping<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)                                 |               |

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|                  | Affix: OFTHESOLDIER5_1H<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)            |               |
|                  | Affix: OFRESISTANCE5_C<br>Prefix: [ITEM] of Resistance<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br>+ (100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br>+ (100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br>+ (100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_PERCENT_ICE3_C<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)  |               |
|                  | Affix: OFTHETURTLE3_C  |               |

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|                  | Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: PETTRINKET_LIFESTEAL2<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |               |
|                  | Affix: OF_PROCGETHIT_FULLHEAL_1<br>Prefix: Regenerating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)  |               |
|                  | Affix: OF_TL2_CHARGEDECAY3_A<br>Prefix: Grasping [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFLEARNING_CHAMP10_SPLASH<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT) |               |
|                  | Affix: PETTRINKET_THORNS7_POISON_A<br>Prefix: Poison-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:   |               |

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|                  | (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)   |               |
|                  | Affix: OFLEARNING_MONSTER25_MANASTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT) |               |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER5_A_E<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OFTHEMULE5<br>Prefix: [ITEM] of the Mule<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)  |               |
|                  | Affix: OF_PROC_THUNDERSTORM_10<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)   |               |
|                  | Affix: PETTRINKET_LIFESTEAL3<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |               |
|                  | Affix: OFLEARNING_CHAMP10_TANGLE<br>Prefix: Augmented [ITEM]<br>No Level Range  |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OF_TL2_BLINDING3_1H<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblindingblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% electric damage reflected</p> <p>Affix: OF_PROCKILL_FULLHEAL_1<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_ICEDEFENSE3_C<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A_E<br/> Prefix: Ice-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% ice damage reflected (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: OFLEARNING_MONSTER25_EXECUTE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OFTHEMISER5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEWINDS3_A_E<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS<br/> Prefix: Energizing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (3.0-3.0)% more charge rate</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100<br/> Prefix: Liberating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (100.0-100.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: PETTAG_ATTACK_SPEED<br/> Prefix: Agitating [ITEM]<br/> No Level Range</p> |            |               |



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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |               |
| Affix: OFLEARNING_CHAMP10_TURNALIGNMENT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_POIS2<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) poison damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_PERCENT_FLAME_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFLEARNING_MONSTER25_TURNALIGNMENT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)                     |            |               |
| Affix: OF_TL2_SHORTSTUN3<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE)   |            |               |

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| Affix: OF_TL2_SILENCE5<br>Prefix: [ITEM] of Silence<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.    |            |               |
| Affix: OF_PERCENT_ALL_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OF_TL2_MANA_REGEN2<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>+(1.0-1.0) Mana/s   |            |               |
| Affix: PETTAG_TL2_SHORTSTUN5_A<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE) (Uses Linear_Graph graph) |            |               |
| Affix: OF_PERCENT_ELECTRIC2_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OF_PERCENT_FLAME3_WANDS_2H<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:   |            |               |

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|                  | (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PETTRINKET_THORNS5_POISON<br>Prefix: Poison-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% poison damage reflected  |               |
|                  | Affix: OF_TL2_RESIST_SLOW50<br>Prefix: [ITEM] of Momentum<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, NECKLACE]<br>Effects:<br>(50.0-50.0)% more resistance to Slow (named resist_slow)  |               |
|                  | Affix: OF_ATTRIB_STRENGTH<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(30-40) Strength (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OFLEARNING_CHAMP10_DUALWIELD<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)<br>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT) |               |
|                  | Affix: OF_TL2_DRAWARMOR3_C<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: PETTAG_DIRECT_POISON_PERCENT_05<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 2  |               |

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|                  | Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Poison for 5.0 seconds (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OF_TL2_DAMAGEOVERTIME5<br>Prefix: [ITEM] of Mortal Wounds<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OF_PERCENT_POISON<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OF_ATTRIB_STRENGTH3<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(100-120) Strength (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT) |               |
|                  | Affix: OFLEARNING_MONSTER25_CRIT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)  |               |

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| ER_MONSTER25_CRIT_COUNT)  |            |               |
| Affix: PETTRINKET_THORNS7_ICE_A   |            |               |
| Prefix: Ice-Spiked [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [COLLAR, STUD]   |            |               |
| Effects:  |            |               |
| (750.0-1000.0)% ice damage reflected (Uses Linear_Graph graph)  |            |               |
| Affix: OFVENOM2   |            |               |
| Prefix: Venomous [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [STAFF, WAND]  |            |               |
| Effects:  |            |               |
| +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)  |            |               |
| Affix: OFTHESOLDIER5_2H_2   |            |               |
| Prefix: [ITEM] of the Soldier   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 4   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]                     |            |               |
| Effects:  |            |               |
| (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)      |            |               |
| (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)    |            |               |
| Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)  |            |               |
| (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_HEALTHANDMANA   |            |               |
| Prefix: Invigorating [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [COLLAR, STUD]   |            |               |
| Effects:  |            |               |
| +(2.0-4.0) Max HP   |            |               |
| Affix: OFTHEMULE3_C   |            |               |
| Prefix: Intractable [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [CHEST ARMOR]  |            |               |
| Effects:  |            |               |
| -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_POISONDEFENSE3_A  |            |               |

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| Prefix: Restorative [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]           |            |               |
| Can't Spawn On: [COLLAR, STUD]  |            |               |
| Effects:  |            |               |
| +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFTHEARCHER5_1H  |            |               |
| Prefix: [ITEM] of the Archer  |            |               |
| Minimum Level: 25   |            |               |
| Spawn Weight: 8   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [PISTOL, WAND]   |            |               |
| Effects:  |            |               |
| (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)    |            |               |
| -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)                          |            |               |
| (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)  |            |               |
| (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PROCKILL_FULLHEAL_5   |            |               |
| Prefix: Regenerating [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [NECKLACE]   |            |               |
| Can't Spawn On: [COLLAR, STUD]  |            |               |
| Effects:  |            |               |
| (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)             |            |               |
| Affix: OF_TL2_RESIST_IMMOB50_A  |            |               |
| Prefix: [ITEM] of Escape  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]           |            |               |
| Effects:  |            |               |
| (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)    |            |               |
| Affix: PETTRINKET_LIFESTEAL7  |            |               |
| Prefix: Feasting [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 5   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [COLLAR, STUD]   |            |               |
| Effects:  |            |               |
| +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |               |
| Affix: OFTHESEEKER3_2H_2  |            |               |

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|                  | Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br>FF]<br>Effects:<br>(10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses<br>LINEAR_GRAPH graph)<br><br>Affix: OF_FIREDEFENSE2<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)<br><br>Affix: TRINKET_GOLDFIND5<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)<br><br>Affix: OF_PERCENT_ELECTRIC<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OF_TL2_DRAWHEALTH2<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES]<br>Effects:<br>(2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt<br>hx2)<br><br>Affix: OFTHEELEPHANT3_A<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING] |               |

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|                  | Effects:<br>+(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH<br>)<br><br>Affix: OF_TL2_DRAWHEALTH3<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES]<br>Effects:<br>(3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw<br>hx3)<br><br>Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOM<br>ER_CHAMP10_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named<br>OMSLAYER_CHAMP10_MISSILERANGE_COUNT)<br><br>Affix: OF_FIREDEFENSE3<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)<br><br>Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RAN<br>AYER_MONSTER250_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (name<br>NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)<br><br>Affix: OF_PROCGETHIT_FULLHEAL_5<br>Prefix: [ITEM] of Regeneration<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE]<br>Effects:<br>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_f<br>al) (Level 1) |               |

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| <p>Affix: OFLEARNING_MONSTER250_EXECUTE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_C<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H_E<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_LIFESTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT)</p> <p>Affix: OFVENOM3<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER<br/> Prefix: Soldier [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (4.0-5.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (6-10) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_2H<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_FIREDEFENSE<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OF_TL2_SHIELDBREAK<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS<br/> Prefix: [ITEM] of Fire Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:</p> |            |               |

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|                  | (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OF_ATTRIB_STRENGTH2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+ (65-80) Strength (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: PETTRINKET_DAMAGE_POIS7<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER5_A<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses Linear_Graph graph)                                    |               |
|                  | Affix: PETTAG_DIRECT_POISON_PERCENT_10<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA<br>STER CRITICAL CHANCE)                         |               |
|                  | Affix: OF_PERCENT_ELECTRIC3_WANDS_1H<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_<br>GRAPH graph) |               |
|                  | Affix: OF_TL2_SILENCE2<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL   |               |

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|                  | EARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.   |               |
|                  | Affix: OF_TL2_MANA_REGEN5<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>+ (2.5-2.5) Mana/s               |               |
|                  | Affix: PETTRINKET_DAMAGE_POIS5<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS) |               |
|                  | Affix: OFTHEBULL3<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)                            |               |
|                  | Affix: OF_TL2_FUMBLECHANCE<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-3.0)% less chance to fumble                                      |               |
|                  | Affix: OFTHEMISER2<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, HELMET]<br>Effects:<br>(2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) |               |
|                  | Affix: PETTRINKET_DAMAGE_ELEC7_A<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:   |               |

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|                  | <p>+ (100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4_1H<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> + (1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_A<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> + (25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_2H_2<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_1H<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE2<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OFTHEVAMPIRE3_2H_2<br/> Prefix: Vampiric [ITEM]<br/> No Level Range</p> |               |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEELEPHANT3_C<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> + (750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H<br/> Prefix: [ITEM] of Blood<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PROC_FIRESTORM_10<br/> Prefix: [ITEM] of the Fire Storm<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5_A<br/> Prefix: [ITEM] of Shock<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEMULE3<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:</p> |               |

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|                  | -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |               |
|                  | Affix: PETTRINKET_THORNS7_FIRE<br>Prefix: Fire-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% fire damage reflected   |               |
|                  | Affix: PETTRINKET_LIFESTEAL5<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |               |
|                  | Affix: PETTRINKET_THORNS7_FIRE_A_E<br>Prefix: Fire-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% fire damage reflected (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OF_TL2_RESIST_IMMOB50_C<br>Prefix: [ITEM] of Escape<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFLEARNING_MONSTER25_DOT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT) |               |
|                  | Affix: OFTHEBEAR3_2H_2<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots   |               |

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|                  | Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFICE3_2H_2<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: TRINKET_FIREPERCENT_DEFENSE5_A<br>Prefix: [ITEM] of Cooling<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph) |               |
|                  | Affix: OF_POISONDEFENSE3_C<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)                                     |               |
|                  | Affix: OFTHEMULE3_A<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>(50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)              |               |
|                  | Affix: OF_PERCENT_ALL<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]  |               |



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| <p>Effects:<br/>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)<br/>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFTHEBULL2<br/>Prefix: Slamming [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [MELEE]<br/>Effects:<br/>-20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_ATTACK_SPEED5_A_E<br/>Prefix: Agitating [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER<br/>Prefix: Hasty [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3<br/>Prefix: Wealthy [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [GLOVES, HELMET]<br/>Effects:<br/>(4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_ACIDRAIN_10<br/>Prefix: [ITEM] of Acid Rain<br/>No Level Range<br/>Spawn Weight: 4</p> |            |               |

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| <p>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H<br/>Prefix: Ice-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/>Effects:<br/>(10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3_1H<br/>Prefix: Vampiric [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>+(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE3<br/>Prefix: Silencing [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, PISTOL, RIFLE, SHOTGUN]<br/>Effects:<br/>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OF_TL2_RESIST_SLOW50_A_E<br/>Prefix: [ITEM] of Momentum<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SWORD, TROUSERS, WAND]<br/>Effects:<br/>(10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10<br/>Prefix: [ITEM] of the Glacier<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> |            |               |

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| <p>Affix: OF_TL2_SHORTSTUN5<br/> Prefix: [ITEM] of Stunning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWARMOR3_A<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_2H<br/> Prefix: Pounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, NECKLACE]<br/> Effects:<br/> (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5<br/> Prefix: [ITEM] of Luck<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H_2<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY3_A_E<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW5<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named OFTHEMASTER CRITICAL CHANCE) (Level 1)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 7<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (20.0-20.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_10<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_STAT_STRENGTH5_A<br/> Prefix: [ITEM] of Strength<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(25-35) Strength (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> |            |               |

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| <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER3_1H<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWIZARD3_1H_E<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME2_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA2<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmana2)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_SHORTSTUN3_2H_2<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHETIGER CRITICAL CHANCE)</p> <p>Affix: OF_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_ELECTRICDEFENSE3_A<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:</p> |            |               |

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| +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHEWINDS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>(9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFTHEOWL3_C<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)  |            |               |
| Affix: PETTRINKET_ARMOR_ICE<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) ice armor   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT) |            |               |
| Affix: OF_TL2_MANA_REGEN3_C<br>Prefix: Focusing [ITEM]   |            |               |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_THORNS5_A_E<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_DAMAGEOVERTIME<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTRINKET_DAMAGE BONUS)  |            |               |
| Affix: OF_TL2_FUMBLECHANCE3_1H_E<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_DAMAGE_PHYS<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OF_PROCKILL_FULLHEAL_3_2H_2<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OFTHEMAGE3_2H   |            |               |

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|                  | Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br>FF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINE<br>AR_GRAPH graph)                             |               |
|                  | Affix: OFTHETURTLE<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |               |
|                  | Affix: OFTHESAVAGE3<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |               |
|                  | Affix: OFTHEMISER3_A<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Effects:<br>(10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEA<br>R_GRAPH graph) |               |
|                  | Affix: OFTHEVAMPIRE3<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |               |
|                  | Affix: OFTHEVAMPIRE2<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |               |

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|                  | Affix: PETTAG_DIRECT_FREEZE_PERCENT_20<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OF<br>STER CRITICAL CHANCE)   |            |
|                  | Affix: OFLEARNING_MONSTER250_SPLASH_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSL<br>MONSTER250_SPLASH)<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RA<br>SLAYER_MONSTER250_SPLASH_COUNT)                               |            |
|                  | Affix: PETTRINKET_ARMOR_ICE7<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) ice armor   |            |
|                  | Affix: OFTHESAVAGE2<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |            |
|                  | Affix: OFLEARNING_MONSTER25_SHORTSTUN_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOM<br>R_MONSTER25_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named R<br>MSLAYER_MONSTER25_SHORTSTUN_COUNT) |            |
|                  | Affix: OFTHEBEAR3_1H<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 2   |            |

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|                  | <p>Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> + (50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A_E<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3_2H_2<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblindingblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_2H<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H_2<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> |               |

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|                  | <p>Affix: OF_TL2_PETDAMAGE3_A_E<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H_2<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_C<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_EXECUTE3_1H_E<br/> Prefix: Paired [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_1H_E<br/> Prefix: [ITEM] of the Fire Storm<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |               |

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|                  | <p>Occupies no slots<br/>Spawns On: [SHIELD, SHOULDER ARMOR]<br/>Effects:<br/>(5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OFTHEWINDS2<br/>Prefix: Deflecting [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>(6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEMISER3_A_E<br/>Prefix: Wealthy [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>(10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)<br/>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H<br/>Prefix: Silencing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER5<br/>Prefix: [ITEM] of Haste<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> |               |

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|                  | <p>Affix: OF_TL2_SPLASH2_2H_2<br/>Prefix: Slashing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/>Effects:<br/>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWMANA3<br/>Prefix: Grasping [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [HELMET, RING]<br/>Effects:<br/>(5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawmana3)</p> <p>Affix: OFTHESTORMS5<br/>Prefix: [ITEM] of Deflection<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [SHIELD]<br/>Effects:<br/>(18.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)<br/>Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH3_A_E<br/>Prefix: Salving [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H<br/>Prefix: Prismatic [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots</p> |               |

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| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br>FF]<br>Effects:<br>(10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH<br>graph)  |            |               |
| Affix: OFTHEMASTER3_1H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses<br>LINEAR_GRAPH graph)   |            |               |
| Affix: PETTAG_DIRECT_BURN_PERCENT_05<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER<br>CRITICAL CHANCE)  |            |               |
| Affix: OFLEARNING_MONSTER250_LIFESTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAY<br>ER_MONSTER250_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RAND<br>OMSLAYER_MONSTER250_LIFESTEAL_COUNT) |            |               |
| Affix: OF_PROC_ACIDRAIN_10_1H_E<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid<br>Rain) (Uses LINEAR_GRAPH graph) (Level 1)   |            |               |
| Affix: TRINKET_ELECTRIC_BONUS5_A<br>Prefix: [ITEM] of Jolting<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEF   |            |               |

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| ENSE) (Uses Linear_Graph graph)  |            |               |
| Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20_A_E<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OF<br>STER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1<br>exclusive)  |            |               |
| Affix: OFLEARNING_MONSTER250_IMMOB_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAY<br>ONSTER250_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RAND<br>AYER_MONSTER250_IMMOB_COUNT) |            |               |
| Affix: OF_PERCENT_ALL3_WANDS_1H_E<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_<br>graph)  |            |               |
| Affix: OF_TL2_PETDAMAGE<br>Prefix: Commanding [ITEM]   |            |               |



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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_RESISTALL3<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-15.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(15.0-15.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(15.0-15.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(15.0-15.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS2<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_1H_E<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME5<br/> Prefix: [ITEM] of Fire Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5<br/> Prefix: [ITEM] of Draining<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PROC_THUNDERSTORM_10_2H_2<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named OFTHUNDERSTORM) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_ALL3_A_E<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER3_2H<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> |               |

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| <p>Affix: PETTRINKET_LIFESTEAL_MASTER7_A_E<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWIZARD3_1H<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FUMBLECHANCE5<br/> Prefix: [ITEM] of Precision<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-15.0)% less chance to fumble</p> <p>Affix: OFTHESAGE3_A<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_ARMOR_POISON7_A<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) poison armor (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20_A<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEWIZARD CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H_E<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESAVANT5_A_E<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ICE5<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) ice armor</p> <p>Affix: PETTRINKET_THORNS7_POISON<br/> Prefix: Poison-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% poison damage reflected</p> |            |               |

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|                  | <p>Affix: OFFLAME3_2H_2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETHORN5<br/> Prefix: [ITEM] of Vengeance<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: OFTHEMISER3_C<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFFLAME3_2H<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_1H<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:</p> |               |

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|                  | <p>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_1H_E<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7_A_E<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H_2<br/> Prefix: [ITEM] of Blood<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEOWL3_A<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10<br/> Prefix: [ITEM] of Blood</p> |               |

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| No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)   |            |               |
| Affix: OF_TL2_MANA_REGEN3_A<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_ELECTRICDEFENSE3_C<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)                                   |            |               |
| Affix: OF_PERCENT_ELECTRIC3_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) fire damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_TL2_DRAWARMOR3_A_E<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph) |            |               |

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| Affix: OFLEARNING_MONSTER25_CRIT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)                                      |            |               |
| Affix: OF_PERCENT_ELECTRIC3_A_E<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_DAMAGE_PHYS3<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: PETTRINKET_RESISTALL2<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(10.0-10.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(10.0-10.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(10.0-10.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(10.0-10.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |               |
| Affix: TRINKET_ICE_PERCENT5_A<br>Prefix: [ITEM] of Freezing<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)  |            |               |

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| <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_C<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3)<br/> (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_2H_2<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> |            |               |

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| <p>Affix: OFLEARNING_MONSTER25_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DRAWMANA3_A<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER CE, RING]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named OF_TL2_DRAWMANA3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range</p> |            |               |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)      |            |               |
| Affix: OF_PROC_GLACIALSPIKE_10_1H_E<br>Prefix: [ITEM] of the Glacier<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OF_TL2_SHIELDBREAK3_2H_2<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)  |            |               |
| Affix: PETTRINKET_DAMAGE_PHYS7<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OFTHETIGER2<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)  |            |               |
| Affix: OFTHESTORMS2<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |            |               |

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| Affix: OF_ATTRIB_DEFENSE<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(30-40) Vitality (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: TRINKET_ICE_BONUS5_A<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)  |            |               |
| Affix: OF_ELECTRICDEFENSE3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |               |
| Affix: OFTHEWINDS5<br>Prefix: [ITEM] of Deflection<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFTHEARCHER5<br>Prefix: [ITEM] of the Archer<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>(3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-50.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(7.0-7.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)<br>(7.0-7.0)% more Cast Speed |            |               |
| Affix: TRINKET_POISONDEFENSE5<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots   |            |               |

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| Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |               |
| Affix: PETTRINKET_ARMOR_ICE7_A<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) ice armor (Uses Linear_Graph graph)   |            |               |
| Affix: OFTHESAVANT5<br>Prefix: [ITEM] of the Savant<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)  |            |               |
| Affix: OF_PERCENT_POISON3_WANDS_2H_2<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                             |            |               |
| Affix: OF_FIREDEFENSE3_A<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_TL2_SILENCE_STAFFANDWAND<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.  |            |               |

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| Affix: PETTAG_TL2_SHORTSTUN<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEVAMPIRE CRITICAL CHANCE)   |            |               |
| Affix: OFTHEVAMPIRE5<br>Prefix: [ITEM] of the Vampire<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |               |
| Affix: OFTHESAVAGE5<br>Prefix: [ITEM] of Demolishing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |               |
| Affix: OFLEARNING_CHAMP10_MANASTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT) |            |               |
| Affix: PETTRINKET_LIFESTEAL_MASTER7_A<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_DUALWIELDBONUS<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:   |            |               |

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| (3.0-5.0)% more Damage while Dual Wielding  |            |               |
| Affix: SKILL_ADD_MASTERY_OFFENSE<br>Prefix: [ITEM] of Offense<br>Minimum Level: 777<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]<br>Effects:<br>+(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Master y)  |            |               |
| Affix: OF_TL2_PETHEALTH3_A<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)                       |            |               |
| Affix: PETTAG_PROC_STORMCLAW10_A<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)   |            |               |
| Affix: OF_ELECTRICDEFENSE2<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |               |
| Affix: OF_TL2_DAMAGEOVERTIME3_2H<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFLEARNING_CHAMP10_SPLASH_1H   |            |               |

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| Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)   |            |               |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br>Prefix: [ITEM] of the Citadel<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 100% exclusive)   |            |               |
| Affix: OFTHESAVAGE3_2H<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHESTORMS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFLEARNING_MONSTER25_ATTACKSPEED<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT) |            |               |
| Affix: OF_TL2_DRAWMANA5<br>Prefix: [ITEM] of the Usurper<br>No Level Range  |            |               |



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|                  | <p>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [HELMET, RING]<br/>Effects:<br/>(7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman ax5)</p> <p>Affix: OFTHETIGER3<br/>Prefix: Hasty [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWHEALTH3_A<br/>Prefix: Restoring [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>(25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A_E<br/>Prefix: Shocking [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC<br/>Prefix: Adept [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5_A<br/>Prefix: [ITEM] of Burning<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(100.0-150.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> |               |

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|                  | <p>Affix: TRINKET_POISONPERCENT_DEFENSE5_A<br/>Prefix: [ITEM] of Curing<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>(7.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVAGE3_1H_E<br/>Prefix: Demolishing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_RESISTALL7<br/>Prefix: Resisting [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/>+(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/>+(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/>+(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHECHEETAH<br/>Prefix: Brisk [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOOTS, BELT]<br/>Effects:<br/>(3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3_2H_2<br/>Prefix: Adept [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/>Effects:<br/>+(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3<br/>Prefix: Electric-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 3</p> |               |

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|                  | Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: TRINKET_GOLDFIND5_A<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP) (Uses Linear_Graph graph) |               |
|                  | Affix: TRINKET_STAT_MAGIC5<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: PETTAG_TL2_RESIST_SLOW100<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-100.0)% more resistance to Slow (named resist_slow)  |               |
|                  | Affix: OFVENOM3_1H<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                                       |               |
|                  | Affix: OF_ICEDEFENSE3<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)   |               |

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|                  | Affix: PETTRINKET_RESISTALL5<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |               |
|                  | Affix: OFTHEMAGE3_2H_2<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses AR_GRAPH graph)  |               |
|                  | Affix: OF_PERCENT_ELECTRIC5_WANDS<br>Prefix: [ITEM] of Electric Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OF_ATTRIB_DEFENSE3_2H_2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>+(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OF_TL2_SPLASH2_1H<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PETTAG_TL2_RESIST_SLOW100_A<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]   |               |

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| <p>Effects:<br/> (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5_A<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH3_C<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A_E<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME</p> |            |               |

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| <p>Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM3_1H<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, CROSSBOW]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLIGHTNING3_2H_2<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, CROSSBOW]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAVANT<br/> Prefix: Savant [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: PETTRINKET_ARMOR_POISON<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |            |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) poison armor   |            |               |
| Affix: OF_PROC_FIRESTORM_10_1H<br>Prefix: [ITEM] of the Fire Storm<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT) |            |               |
| Affix: OF_TL2_EXECUTE<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-5.0)% more Execute Chance  |            |               |
| Affix: OF_PERCENT_FLAME3_WANDS_1H_E<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHEBATTLEMENTS<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OF_TL2_FUMBLECHANCE3<br>Prefix: Precise [ITEM]  |            |               |

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| No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(9.0-9.0)% less chance to fumble  |            |               |
| Affix: OF_PERCENT_FLAME3_A_E<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, CE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_TL2_PETHEALTH3_C<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: MANA_ADDER<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) Mana (named MANA_ADDER MAX MANA)   |            |               |
| Affix: TRINKET_ICE_BONUS5<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |               |
| Affix: PETTAG_DEGRADE_ARMOR2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |            |               |

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| <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_DOT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)</p> <p>Affix: OFTHETHORN3<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: PETTRINKET_ARMOR_ICE3<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) ice armor</p> <p>Affix: PETTRINKET_ARMOR_ICE2<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(30.0-40.0) ice armor</p> <p>Affix: OFTHETHORN2<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: TRINKET_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTAG_DEGRADE_ARMOR3<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A_E<br/> Prefix: Liberating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_2H<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_1H<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE_1H<br/> Prefix: Augmented [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7_A_E<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_C<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FUMBLECHANCE2<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-6.0)% less chance to fumble</p> <p>Affix: OFLEARNING_MONSTER25_DUALWIELD_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_DOT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)</p> <p>Affix: OF_ELECTRICDEFENSE<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_ATTRIB_STRENGTH3_1H_E<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETHORN<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS5<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME2<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD2</p> |            |               |

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|                  | <p>Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PROC_THUNDERSTROM_10_1H<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_SHORTSTUN<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWMANA<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawman ax1)</p> <p>Affix: OF_TL2_FEAR3_1H<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_BONUS5_A<br/> Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |               |

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|                  | <p>SE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ICEDEFENSE2<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA3_C<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawman ax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/> Effects:<br/> +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC5<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range</p> |               |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) electrical armor  |            |               |
| Affix: OFLEARNING_MONSTER25_SPLASH<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH)<br>Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT) |            |               |
| Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)                                |            |               |
| Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)                    |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3<br>Prefix: Energizing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br>Effects:<br>(9.0-9.0)% more charge rate   |            |               |
| Affix: OFTHETHORN3_A_E<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 1   |            |               |

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| Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br>Effects:<br>(325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)<br>) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_SPLASH2_2H<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ELECTRIC3_C<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)      |            |               |
| Affix: TRINKET_STAT_DEXTERITY5_A<br>Prefix: [ITEM] of Swiftess<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(25-35) Dexterity (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_PROCKILL_ZOMBIE_10<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OFTHETHORN_Zombie Proc Skill) (Level 1)                          |            |               |
| Affix: OF_TL2_RESIST_SLOW50_C<br>Prefix: [ITEM] of Momentum<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)   |            |               |



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| <p>Affix: OFTHEBEAR2<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: MANA_ADDER_2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-11.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: OFHTERAM3_2H<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_C<br/> Prefix: Rejuvenating [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_2H<br/> Prefix: [ITEM] of the Fire Storm<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESEEKER3_1H_E<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR2<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(25.0-30.0) physical Armor</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A_E<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) electrical armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT)</p> |            |               |

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| <p>Affix: OFTHESOLDIER5<br/>Prefix: [ITEM] of the Soldier<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/>    (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/>    Degrade enemy armor by (10-15) on hit (named OFTHESOLDIER DEGRADE ARMOR)<br/>    (7.0-9.0)% more Cast Speed</p> <p>Affix: OF_ATTRIB_DEXTERITY2<br/>Prefix: Agile [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>    +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH2<br/>Prefix: Salving [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/>Effects:<br/>    (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHESOLDIER5_1H_E<br/>Prefix: [ITEM] of the Soldier<br/>No Level Range<br/>Spawn Weight: 8<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/>    Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br/>    (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING2<br/>Prefix: Blinding [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/>Effects:<br/>    Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> |            |               |

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| <p>Affix: OFLEARNING_MONSTER25_TANGLE_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [PISTOL, WAND]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)<br/>    Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7<br/>Prefix: Synergistic [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [PISTOL, RIFLE, WAND]<br/>Can't Spawn On: [MAGIC]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)<br/>    Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: PETTRINKET_THORNS5_FIRE<br/>Prefix: Fire-Spiked [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    (30.0-35.0)% fire damage reflected</p> <p>Affix: TRINKET_POISONDEFENSE5_A<br/>Prefix: [ITEM] of Curing<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(100.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_2H_2<br/>Prefix: Savage [ITEM]<br/>No Level Range</p> |            |               |

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|                  | <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3<br/>Prefix: Blinding [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/>Effects:<br/>  Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OF_TL2_PETHEALTH3<br/>Prefix: Salving [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/>Effects:<br/>  (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_2H<br/>Prefix: Precise [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>  (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H<br/>Prefix: [ITEM] of Annihilation<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>  (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>  Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)<br/>  Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named</p> |               |

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|                  | <p>RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3<br/>Prefix: Agile [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>  +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE3_A_E<br/>Prefix: Restorative [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER CE, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>  +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR3<br/>Prefix: Armored [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>  +(38.0-45.0) physical Armor</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [PISTOL, WAND]<br/>Effects:<br/>  Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE)<br/>  Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: MANA_ADDER_3<br/>Prefix: Mystical [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>  +(13.0-17.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5_A<br/>Prefix: [ITEM] of Warming</p> |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEBEAR3<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH5<br/> Prefix: [ITEM] of Carnage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PROC_THUNDERSTORM_10_2H<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_POISON3_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_M</p> |               |

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|                  | <p>ONSTER25_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A_E<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE FEAR MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS2<br/> Prefix: Energizing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more charge rate</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: OF_TL2_FEAR5<br/> Prefix: [ITEM] of Terror<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE FEAR MAX HP)</p> |               |

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| <p>Affix: OF_PERCENT_ALL2_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) electrical armor (Uses Linear_Graph graph)</p> <p>Affix: OFRESISTANCE5<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)</p> <p>Affix: OF_PERCENT_ICE3<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A_E<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(750.0-1000.0) Max HP (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.3-0.3) HP/Second</p> <p>Affix: PETTAG_CRIT_CHANCE5_A_E<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E<br/> Prefix: [ITEM] of Annihilation</p> |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_POISONDEFENSE2<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHEVAMPIRE3_1H_E<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE3<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMULE<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> |               |

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|                  | <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)</p> <p>Affix: OF_PERCENT_ICE3_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFICE3<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5<br/> Prefix: [ITEM] of Lightning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER5<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |               |

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| <p>Effects:<br/>         +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_SPLASH<br/>         Prefix: Slashing [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/>         Effects:<br/>         (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OFLEARNING_CHAMP10_KNOCKBACK_1H<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [PISTOL, WAND]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)<br/>         Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: OF_TL2_HEALTH_REGEN5<br/>         Prefix: [ITEM] of Rejuvenation<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/>         Effects:<br/>         +(1.5-0.2) HP/Second</p> <p>Affix: OFICE3_1H_E<br/>         Prefix: Icy [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph )</p> <p>Affix: OFTHEDRAKE<br/>         Prefix: [ITEM] of the Drake<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [GLOVES]<br/>         Effects:<br/>         +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/>         +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/>         +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2<br/>         Prefix: Icy [ITEM]</p> |            |               |

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| <p>No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [STAFF, WAND]<br/>         Effects:<br/>         +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON3<br/>         Prefix: Poison-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/>         Prefix: [ITEM] of Insulating<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE5 PHYSICAL DEFENSE)</p> <p>Affix: TRINKET_STAT_MAGIC5_A<br/>         Prefix: [ITEM] of Focus<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_DAMAGE_POIS<br/>         Prefix: Virulent [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         +(7.0-10.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR<br/>         Prefix: Armored [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         +(10.0-15.0) physical Armor</p> |            |               |

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| <p>Affix: OF_TL2_PETDAMAGE2<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_CHAMP10_IMMOB<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_1H_E<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> |            |               |

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| <p>Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(750.0-1000.0) Max HP (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_FIREDEFENSE5_A<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVAGE3_1H<br/> Prefix: Demolishing [ITEM]<br/> No Level Range</p> |            |               |



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| <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)<br/>    Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OF_TL2_RESIST_SLOW50_A<br/>Prefix: [ITEM] of Momentum<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>    (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE2<br/>Prefix: Ice-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A<br/>Prefix: Electric-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H_E<br/>Prefix: [ITEM] of Shadow<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots</p> |            |               |

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| <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_RESISTALL7_A<br/>Prefix: Resisting [ITEM]<br/>No Level Range<br/>Spawn Weight: 8<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    +(50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/>    +(50.0-75.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>    +(50.0-75.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>    +(50.0-75.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLINDCLOUD_10<br/>Prefix: [ITEM] of Clouded Vision<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5<br/>Prefix: [ITEM] of Mystery<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(22.0-28.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: TRINKET_STAT_DEFENSE5_A<br/>Prefix: [ITEM] of Vitality<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(25-35) Vitality (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2<br/>Prefix: Brutal [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots</p> |            |               |

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| Spawns On: [WEAPON]<br>Effects:<br>(20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFTHEMAGE5<br>Prefix: [ITEM] of the Invoker<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, STAFF, WAND]<br>Effects:<br>(13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)   |            |               |
| Affix: OFTHEBEAR<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS) |            |               |
| Affix: PETTRINKET_ARMOR_ELECTRIC7<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) electrical armor   |            |               |
| Affix: OF_TL2_CHARGERATEBONUS5<br>Prefix: [ITEM] of Energy<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, WEAPON]<br>Effects:<br>(15.0-15.0)% more charge rate   |            |               |
| Affix: PETTRINKET_ARMOR_ELECTRIC3<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) electrical armor  |            |               |
| Affix: OFLEARNING_CHAMP10_IMMOB_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]   |            |               |

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| Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)<br>Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)   |            |               |
| Affix: OF_PERCENT_POISON3_A<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH)  |            |               |
| Affix: OFTHEELEPHANT3_A_E<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH)  |            |               |
| Affix: OF_TL2_SPLASH2<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br>Effects:<br>(30.0-30.0)% more Damage to Secondary Targets   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT) |            |               |
| Affix: OFTHECHEETAH_C<br>Prefix: Brisk [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:  |            |               |

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| (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)  |            |               |
| <p>Affix: OF_TL2_FEAR3_1H_E<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p>  |            |               |
| <p>Affix: OFRESISTANCE<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> |            |               |
| <p>Affix: OFTHECHEETAH5<br/> Prefix: [ITEM] of Speed<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p>  |            |               |
| <p>Affix: OFTHESEEKER3_1H<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p>  |            |               |
| <p>Affix: OFTHEWIZARD3_2H<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p>   |            |               |

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| <p>Affix: OF_ATTRIB_MAGIC3_A<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>   |            |               |
| <p>Affix: OF_PROC_GLACIALSPIKE_10_1H<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p>  |            |               |
| <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)</p>   |            |               |
| <p>Affix: CLASS_BASED_D_3_2H_2<br/> Prefix: Cairnstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (4-8) second increased duration of elemental effects (named CLASS_BASED_D_3_2H_2_EFFECT) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3_2H_2_EFFECT) (Uses LINEAR_GRAPH graph)</p> |            |               |
| <p>Affix: OF_PERCENT_POISON5_WANDS<br/> Prefix: [ITEM] of Poison Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p>  |            |               |
| <p>Affix: OFLEARNING_MONSTER250_SHIELDBREAKER<br/> Prefix: Augmented [ITEM]<br/> No Level Range</p>  |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA<br>FF, CROSSBOW]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM<br>SLAYER_MONSTER250_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named<br>RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)  |            |               |
| Affix: OFLEARNING_CHAMP10_MANASTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_<br>CHAMP10_MANASTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMS<br>LAYER_CHAMP10_MANASTEAL_COUNT)                     |            |               |
| Affix: OFLEARNING_MONSTER25_ATTACKSPEED_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLA<br>YER_MONSTER25_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RAN<br>DOMSLAYER_MONSTER25_ATTACKSPEED_COUNT) |            |               |
| Affix: OFLEARNING_MONSTER250_IMMOB<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PISTOL, RIFLE, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_M<br>ONSTER250_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMS<br>LAYER_MONSTER250_IMMOB_COUNT)  |            |               |
| Affix: OF_TL2_BLINDING5<br>Prefix: [ITEM] of Blinding<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindi<br>ngblinding)  |            |               |
| Affix: OFFLAME3_1H  |            |               |

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| Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH<br>aph)   |            |               |
| Affix: OF_TL2_DRAWHEALTH3_A_E<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br>CE, RING]<br>Effects:<br>(25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named d<br>althx3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_ATTRIB_STRENGTH3_C<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H_2<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses L<br>_GRAPH graph)                |            |               |
| Affix: TRINKET_FIRE_PERCENT5_A<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL I<br>SE) (Uses Linear_Graph graph)             |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3_C<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]   |            |               |

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| Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A_E<br>Prefix: Fortified [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_PETHEALTH5<br>Prefix: [ITEM] of Invigoration<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)   |            |               |
| Affix: OF_PERCENT_POISON3_WANDS_2H<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHETIGER3_1H_E<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_MONSTER25_LIFESTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT) |            |               |

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| Affix: OF_ATTRIB_DEXTERITY5<br>Prefix: [ITEM] of Agility<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(170-200) Dexterity (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFHTERAM3_1H_E<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_THORNS5_ELEC<br>Prefix: Electro-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% electric damage reflected  |            |               |
| Affix: OF_TL2_MISSILERANGEBONUS4_1H_E<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PETTRINKET_ARMOR5<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(65.0-75.0) physical Armor  |            |               |
| Affix: MANA_ADDER_5<br>Prefix: [ITEM] of Wisdom<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(25.0-35.0) Mana (named MANA_ADDER_3 MAX MANA) (Uses Linear_Graph graph)     |            |               |

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| <p>Affix: OFTHESAVANT5_A<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR5<br/> Prefix: [ITEM] of Lethality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH3<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFTHEOWL<br/> Prefix: Mystical [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OFLEARNING_CHAMP10_DOT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)</p> <p>Affix: OFTHEMASTER3_1H_E<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFTHEARCHER5_1H_E<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC2</p> |            |               |

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|                  | <p>Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(30.0-40.0) electrical armor</p> <p>Affix: OF_TL2_CRITICALDAMAGE5<br/> Prefix: [ITEM] of Violence<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_10<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 7<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (20.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMAGE2<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, STAFF, WAND]<br/> Effects:<br/> (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FEAR3<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> |               |

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|                  | <p>Affix: PETTRINKET_DAMAGE_ICE7_A<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_POISON_BONUS5<br/> Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHETIGER3_2H<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEOWL2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-11.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H_E<br/> Prefix: Bifold [ITEM]<br/> No Level Range</p> |               |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_MONSTER250_DAMAGEPCT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT) |            |               |
| Affix: OF_PERCENT_ICE5<br>Prefix: [ITEM] of Ice Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFLEARNING_CHAMP10_ATTACKSPEED_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)      |            |               |
| Affix: PETTAG_TL2_RESIST_IMMOB100_A<br>Prefix: Liberating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses Linear_Graph graph)   |            |               |
| Affix: OFTHESAVANT5_C<br>Prefix: [ITEM] of the Savant<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:  |            |               |

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| (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>+ (20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_THORNS7_ICE<br>Prefix: Ice-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% ice damage reflected   |            |               |
| Affix: OFTHESEEKER2<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |            |               |
| Affix: PETTRINKET_ARMOR7<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (65.0-75.0) physical Armor  |            |               |
| Affix: OFTHESTORMS3_SH_E<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PETTRINKET_LIFESTEAL<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)                                   |            |               |
| Affix: OF_TL2_PETDAMAGE5<br>Prefix: [ITEM] of Command<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots  |            |               |



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| Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)  |            |               |
| Affix: OFLEARNING_CHAMP10_KNOCKBACK<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT) |            |               |
| Affix: PETTRINKET_ARMOR_ICE7_A_E<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ELECTRIC3_WANDS_2H_2<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFTHEMAGE3_1H<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, WAND]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3_A<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)   |            |               |

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| Affix: PETTRINKET_LIFESTEAL_MASTER2<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |            |               |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_05<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEVAMPIRE CRITICAL CHANCE)                                      |            |               |
| Affix: OF_TL2_HEALTH_REGEN2<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>+(0.6-0.6) HP/Second   |            |               |
| Affix: TRINKET_POISONPERCENT_DEFENSE5<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE_ELEMENTAL DEFENSE) |            |               |
| Affix: OFLIGHTNING3<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |               |
| Affix: OF_ATTRIB_STRENGTH3_A<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)            |            |               |

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| <p>Affix: OFICE5<br/> Prefix: [ITEM] of Ice<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING2<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_10<br/> Prefix: Freezing [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_EXECUTE3_1H<br/> Prefix: Paired [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: OF_ATTRIB_STRENGTH3_1H<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_2H<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_CRIT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_10_CRIT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3_C<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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|                  | <p>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(5.0-7.0)% physical damage reflected</p> <p>Affix: OF_ICEDEFENSE3_A_E<br/>Prefix: Warming [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/>CE, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_<br/>GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE5<br/>Prefix: [ITEM] of Remedy<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3<br/>Prefix: Lucky [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [HELMET]<br/>Effects:<br/>(3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_<br/>CHAMP10_DUALWIELD)<br/>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMS<br/>LAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OF_PROC_STORMCLAW10<br/>Prefix: [ITEM] of Zapping<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named W<br/>C_Stormclaw Proc) (Level 1)</p> |               |

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|                  | <p>Affix: OF_PERCENT_ICE5_WANDS<br/>Prefix: [ITEM] of Ice Rage<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHECHEETAH_A<br/>Prefix: Brisk [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/>CE, RING]<br/>Effects:<br/>(10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Use<br/>NEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON_WANDS<br/>Prefix: Poison-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETURTLE3_A_E<br/>Prefix: Superior [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/>CE, RING]<br/>Effects:<br/>+(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LIN<br/>RAPH graph)</p> <p>Affix: OFLIGHTNING<br/>Prefix: Charged [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>+(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H<br/>Prefix: Silencing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,</p> |               |

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| FF] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_ARMOR7_A Prefix: Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) physical Armor (Uses Linear_Graph graph)   |            |               |
| Affix: OF_PERCENT_ALL3_WANDS_1H Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTAG_TL2_SHORTSTUN5_A_E Prefix: Frightening [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, STAFF, WAND, POLEARM] Effects: 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: OF_TL2_SHORTSTUN3_2H Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE)  |            |               |

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| Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)  |            |            |
| Affix: PETTAG_DIRECT_BURN_PERCENT_20_A_E Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTH ER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) |            |            |
| Affix: PETTRINKET_THORNS7_POISON_A_E Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% poison damage reflected (Uses LINEAR_GRAPH graph)   |            |            |
| Affix: OF_PERCENT_POISON3_C Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINE APH graph)              |            |            |
| Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEE NT MAX HP)   |            |            |
| Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF, WAND]   |            |            |

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| Effects:<br>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)  |            |               |
| Affix: PETTAG_DIRECT_SHOCK_PERCENT_05<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)   |            |               |
| Affix: OFTHEMASTER3_2H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ELECTRIC3_WANDS_2H<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_MONSTER25_SHIELDBREAKER_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT) |            |               |
| Affix: OFLEARNING_CHAMP10_SHIELDBREAKER_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)           |            |               |

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| DOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)   |            |               |
| Affix: OF_TL2_SILENCE<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.   |            |               |
| Affix: OF_TL2_SHIELDBREAK3_1H_E<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)  |            |               |
| Affix: OF_PROC_METEORSTRIKE_5<br>Prefix: [ITEM] of the Meteor<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)  |            |               |
| Affix: OFTHEBATTLEMENTS5<br>Prefix: [ITEM] of Deflection<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)  |            |               |
| Affix: OFLEARNING_CHAMP10_MISSILERANGE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT) |            |               |
| Affix: OF_PROC_GLACIALSPIKE_10_2H_2<br>Prefix: [ITEM] of the Glacier<br>No Level Range<br>Spawn Weight: 1  |            |               |

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| Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)  |            |               |
| Affix: OFTHEMASTER3<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |               |
| Affix: OFLEARNING_MONSTER25_DOT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)  |            |               |
| Affix: PETTRINKET_DAMAGE_ICE<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) ice damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OFLEARNING_MONSTER250_SPLASH<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH)<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT) |            |               |
| Affix: PETTAG_CRIT_CHANCE<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:   |            |               |

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| (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |               |
| Affix: OFLEARNING_MONSTER250_MANASTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT) |            |               |
| Affix: OFTHEBATTLEMENTS3_SH<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_ATTRIB_MAGIC2<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Focus (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFHTERAM5<br>Prefix: [ITEM] of the Ram<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |               |
| Affix: OF_TL2_MISSILERANGEPLUS4_2H<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHESAGE2<br>Prefix: Sage [ITEM]<br>No Level Range<br>Spawn Weight: 2  |            |               |

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|                  | Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |               |
|                  | Affix: PETTRINKET_THORNS5<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% physical damage reflected   |               |
|                  | Affix: PETTRINKET_HEALTHANDMANA2<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(6.0-8.0) Max HP   |               |
|                  | Affix: OF_TL2_DUALWIELDBONUS3<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(11.0-13.0)% more Damage while Dual Wielding |               |
|                  | Affix: PETTRINKET_DAMAGE_FIRE5<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)                  |               |
|                  | Affix: PETTRINKET_ARMOR_FIRE<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) fire armor   |               |
|                  | Affix: PETTAG_CRIT_CHANCE5_A<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]   |               |

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|                  | Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PETTAG_TL2_RESIST_SLOW100_A_E<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: TEST_SKILL<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |               |
|                  | Affix: OF_TL2_FEAR<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_PERCENT_POISON3_WANDS_1H_E<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                     |               |
|                  | Affix: OF_TL2_CRITICALDAMAGE3_2H<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: TRINKET_ICEPERCENT_DEFENSE5<br>Prefix: [ITEM] of Warming  |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OF_PROC_BLOODWASH_10_1H<br/> Prefix: [ITEM] of Blood<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_POISON2_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: CLASS_BASED_A_2H_2<br/> Prefix: Magebane [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE3_A<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |               |

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|                  | <p>Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A<br/> Prefix: Fire-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWINDS<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A_E<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC5<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER<br/> Prefix: Archer [ITEM]</p> |               |



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|                  | <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -20.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA3<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-11.0) Max HP</p> <p>Affix: OFLEARNING_CHAMP10_CRIT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OFTHESAGE3<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> |               |

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|                  | <p>Affix: OFTHESAVAGE3_2H_2<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR ses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEVAMPIRE3_2H<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H_E<br/> Prefix: Adept [ITEM]</p> |            |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHECHEETAH_A_E<br/> Prefix: Brisk [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ICE5<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEMASTER2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:</p> |            |               |

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| <p>(2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A_E<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named offblinding)</p> <p>Affix: OF_TL2_EXECUTES<br/> Prefix: [ITEM] of Duality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A_E<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHETURTLE3<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)  |            |               |
| Affix: OFLIGHTNING3_1H_E<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFLEARNING_MONSTER25_TURNALIGNMENT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, WAND]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_ICE7<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_PERCENT_ICE2_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL   |            |               |

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| Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT) |            |               |
| Affix: OF_TL2_SILENCE_STAFFANDWAND3<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.   |            |               |
| Affix: OFTHEMAGE3_1H_E<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, WAND]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_ATTRIB_DEFENSE3_1H_E<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_FIREDEFENSE3_A_E<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)                                       |            |               |
| Affix: PETTRINKET_ARMOR_POISON2<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots   |            |               |

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|                  | <p>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(30.0-40.0) poison armor</p> <p>Affix: OFTHEOWL3_A_E<br/>Prefix: Mystical [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE5<br/>Prefix: [ITEM] of Fortification<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5<br/>Prefix: [ITEM] of Grasping<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/>Effects:<br/>(35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS<br/>Prefix: Prismatic [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>(4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER5_2H<br/>Prefix: [ITEM] of the Archer<br/>Minimum Level: 25<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/>Effects:<br/>(7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/>-75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/>(7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/>(7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>Affix: OF_TL2_DRAWARMOR3<br/>Prefix: Bolstered [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, NECKLACE]<br/>Effects:<br/>(3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Effects are additive)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7<br/>Prefix: Juiced [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_LIFESTEAL<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL)<br/>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE3_C<br/>Prefix: Commanding [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARMS, STAFF, CROSSBOW]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br/>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: PETTAG_TL2_SHORTSTUN5<br/>Prefix: Frightening [ITEM]<br/>No Level Range</p> |               |

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|                  | <p>Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>     Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_CHARGEDECAY<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/>     (8.0-8.0)% less charge bar decay rate</p> <p>Affix: PETTRINKET_ARMOR_FIRE3<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>     +(45.0-60.0) fire armor</p> <p>Affix: PETTRINKET_THORNS5_ICE<br/> Prefix: Ice-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>     (30.0-35.0)% ice damage reflected</p> <p>Affix: OF_TL2_SHIELDBREAK3<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/>     (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5<br/> Prefix: [ITEM] of Swiftess<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/>     +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> Minimum Level: 20</p> |               |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/>     (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_2H_2<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD, SWORD, THORNS, WAND]<br/> Effects:<br/>     (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_A_E<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SWORD, THORNS, WAND]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/>     +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/>     +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>     +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>     +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/>     Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT)<br/>     Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)</p> <p>Affix: PETTAG_CRIT_CHANCE5<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>     (10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> |               |

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| <pre> Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects:     (20.0-20.0)% more chance to break shields (named sheildbreakaffix)  Affix: OFLEARNING_MONSTER250_DUALWIELD_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:     Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)     Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)  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: OFFLAMES Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects:     +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)  Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE] Effects:     (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)  Affix: OF_PROC_BLINDCLOUD_10_1H Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:     (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_Bl</pre> |            |               |

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| <pre> indCloud) (Uses LINEAR_GRAPH graph) (Level 1)  Affix: PETTRINKET_DAMAGE_FIRE7 Prefix: Burning [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:     +(40.0-50.0) fire 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: OFLEARNING_MONSTER250_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects:     Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)     Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)  Affix: PETTRINKET_THORNS7 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: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock No Level Range 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 ELECTRICDEFENSE)  Affix: OF_TL2_SILENCE_STAFFANDWAND2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2</pre> |            |               |

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|                  | Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.   |               |
|                  | Affix: OF_PERCENT_ICE<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OFLEARNING_MONSTER250_CRIT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)   |               |
|                  | Affix: PETTRINKET_RESISTALL<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |               |
|                  | Affix: OF_TL2_MISSILERANGEPLUS2<br>Prefix: Long Range [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>+(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)   |               |
|                  | Affix: OFLEARNING_MONSTER250_EXECUTE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE)  |               |

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|                  | _MONSTER250_EXECUTE)<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT)  |               |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER5<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-100.0)% more chance to break shields (named unique_shieldbreak)  |               |
|                  | Affix: OF_ATTRIB_STRENGTH3_2H_2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: PETTRINKET_ARMOR_FIRE7_A_E<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) fire armor (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_PERCENT_ALL5<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OFTHETURTLE2<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |               |
|                  | Affix: OFLEARNING_MONSTER250_SHORTSTUN<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots  |               |

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| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT) |            |               |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |            |               |
| Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)  |            |               |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20_A<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)                    |            |               |
| Affix: OFTHEBATTLEMENTS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OF_TL2_EXECUTE2<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFTHEWIZARD3_2H_2  |            |               |

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| Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3_A_E<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER CE, RING]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFLEARNING_MONSTER250_CRIT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_ICE2<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |               |
| Affix: OFTHEMASTER5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:   |            |               |



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|                  | (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: OF_ATTRIB_MAGIC3_2H<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+ (50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrad enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |               |
|                  | Affix: OFHTERAM3<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |               |
|                  | Affix: OF_PROC_ACIDRAIN_10_2H<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1) |               |
|                  | Affix: PETTRINKET_DAMAGE_FIRE3<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: OF_PROCKILL_FULLHEAL_3_1H_E<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]   |               |

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|                  | Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)  |               |
|                  | Affix: OF_TL2_DUALWIELDBONUS5<br>Prefix: [ITEM] of Re-Doubling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(18.0-22.0)% more Damage while Dual Wielding  |               |
|                  | Affix: OFTHEWINDS3_C<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: TRINKET_MAGICFIND5_A<br>Prefix: [ITEM] of Luck<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP) (Uses Linear_Graph graph) |               |
|                  | Affix: PETTRINKET_THORNS3<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(17.0-21.0)% physical damage reflected  |               |
|                  | Affix: OF_TL2_FUMBLECHANCE3_2H_2<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)                          |               |
|                  | Affix: PETTRINKET_ARMOR_POISON7<br>Prefix: Poison-Armored [ITEM]<br>No Level Range   |               |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) poison armor   |            |               |
| Affix: OFTHETHORN3_C<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br>(Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PROC_STORMCLAW10_1H<br>Prefix: [ITEM] of Zapping<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)  |            |               |
| Affix: OFTHESOLDIER5_2H<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_TL2_SHIELDBREAK3_1H<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)   |            |               |
| Affix: PETTRINKET_DAMAGE_ELEC2<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]  |            |               |

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| Effects:<br>+(14.0-20.0) electric damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_PERCENT_ALL3_A<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFTHEMULE3_A_E<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)                 |            |               |
| Affix: OF_ATTRIB_DEXTERITY3_1H_E<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_BLINDING3_2H<br>Prefix: Blinding [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named oftbl2blinding) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_ARMOR_FIRE7<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) fire armor   |            |               |
| Affix: OF_PROC_FIRESTORM_10_2H_2<br>Prefix: [ITEM] of the Fire Storm  |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC3<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(24.0-30.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHORTSTUN_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>Affix: OFTHESAGE5<br/> Prefix: [ITEM] of the Sage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_THORNS2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (11.0-14.0)% physical damage reflected</p> |               |

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|                  | <p>Affix: OF_PERCENT_ICE3_WANDS_1H_E<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_HEALTHANDMANA5<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) Max HP</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE2<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_BLINDING3_1H_E<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named offblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)</p> |               |

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| R_MONSTER25_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO<br>MSLAYER_MONSTER25_LIFESTEAL_COUNT)   |            |               |
| Affix: OF_ATTRIB_MAGIC5<br>Prefix: [ITEM] of the Mage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(170-200) Focus (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFHTERAM2<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |               |
| Affix: TRINKET_POISON_PERCENT5<br>Prefix: [ITEM] of Poisoning<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DE<br>FENSE) |            |               |
| Affix: OF_PROCGETHIT_FULLHEAL_3_C<br>Prefix: Regenerating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe<br>al) (Uses LINEAR_GRAPH graph) (Level 1)            |            |               |
| Affix: OFICE<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)   |            |               |
| Affix: OF_PROC_ACIDRAIN_10_2H_2<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 1  |            |               |

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| Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]  |            |               |
| Effects:<br>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC<br>Rain) (Uses LINEAR_GRAPH graph) (Level 1)  |            |               |
| Affix: OFLEARNING_MONSTER25_IMMOB_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAY<br>NSTER25_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDO<br>YER_MONSTER25_IMMOB_COUNT)  |            |               |
| Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named<br>OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner<br>d RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT) |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDO<br>YER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named<br>DOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)   |            |               |
| Affix: PETTRINKET_DAMAGE_ICE3<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_TL2_SPLASH2_1H_E<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 1  |            |               |

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| Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)   |             |               |
| Affix: OF_PERCENT_FLAME3_WANDS_1H<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |             |               |
| Affix: OFTHEBATTLEMENTS2<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |             |               |
| Affix: OF_TL2_EXECUTE3<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)                                     |             |               |
| Affix: OFTHETURTLE5<br>Prefix: [ITEM] of the Castle<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |             |               |
| Affix: OF_PERCENT_ALL2<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)                                   |             |               |
| Affix: OF_PROC_THUNDERSTROM_10_1H_E<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 1   |             |               |

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| Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)   |             |               |
| Affix: OF_TL2_CRITICALDAMAGE3_2H_2<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |             |               |
| Affix: OF_PROCKILL_ZOMBIE_10_2H<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1) |             |               |
| Affix: OF_TL2_DRAWHEALTH<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES]<br>Effects:<br>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth1)  |             |               |
| Affix: PETTAG_TL2_SHIELDBREAKER2<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(40.0-40.0)% more chance to break shields (named unique_shieldbreak)   |             |               |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEBEAR CRITICAL CHANCE) (Uses Linear_Graph graph)  |             |               |

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| <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5<br/> Prefix: [ITEM] of Silence<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_ELECTRICDEFENSE3_A_E<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESTORMS3_SH<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS5_A<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H_2<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_PERCENT5_A<br/> Prefix: [ITEM] of Poisoning<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: PETTRINKET_HEALTHANDMANA7<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) Max HP</p> <p>Affix: OF_PROC_STORMCLAW10_2H_2<br/> Prefix: [ITEM] of Zapping<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_TL2_SHORTSTUN3<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME3_1H_E<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> |            |               |

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| <p>Affix: OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE5<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) fire armor</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_CRIT_CHANCE3<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:</p> |            |               |

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|                  | (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: OFTHESEEKER<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |               |
|                  | Affix: TRINKET_ICE_PERCENT5<br>Prefix: [ITEM] of Freezing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |               |
|                  | Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT) |               |
|                  | Affix: OF_PROC_BLOODWASH_10_1H_E<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)   |               |
|                  | Affix: OFLEARNING_CHAMP10_TANGLE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)<br>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)  |               |

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|                  | Affix: OFICE3_2H<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                   |               |
|                  | Affix: PETTAG_CRIT_CHANCE2<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |               |
|                  | Affix: OF_PERCENT_ALL3_C<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                      |               |
|                  | Affix: OFLIGHTNING3_1H<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                        |               |
|                  | Affix: PETTAG_PROC_STORMCLAW10_A_E<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1) |               |
|                  | Affix: OFFLAME3<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots   |               |



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|                  | Spawns On: [WEAPON]<br>Effects:<br>+(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OFTHETHORN3_A<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Effects:<br>(325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION<br>) (Uses LINEAR_GRAPH graph)<br><br>Affix: PETTAG_TL2_SHORTSTUN2<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST<br>ER CRITICAL CHANCE)<br><br>Affix: OFTHESTORMS<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br><br>Affix: PETTRINKET_ARMOR_POISON5<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) poison armor<br><br>Affix: OF_TL2_CHARGEDECAY2<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>(16.0-16.0)% less charge bar decay rate<br><br>Affix: OF_ATTRIB_DEFENSE3_3<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2 |               |

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|                  | Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_ATTRIB_DEFENSE2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Vitality (named OFFLAME DAMAGE BONUS)<br><br>Affix: PETTRINKET_ARMOR_POISON7_A_E<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHEWINDS3_A<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br>CE, RING]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br>es LINEAR_GRAPH graph)<br><br>Affix: OFVENOM3_2H_2<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>+(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_G<br>graph)<br><br>Affix: OF_PROC_BLINDCLOUD_10_1H_E<br>Prefix: [ITEM] of Clouded Vision<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named V<br>indCloud) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OFLEARNING_CHAMP10_SHORTSTUN |               |

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|                  | Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT) |               |
|                  | Affix: PETTRINKET_LIFESTEAL7_A<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses Linear_Graph graph)  |               |
|                  | Affix: TRINKET_FIRE_PERCENT5<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |               |
|                  | Affix: PETTRINKET_ARMOR_FIRE7_A<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) fire armor (Uses Linear_Graph graph)   |               |
|                  | Affix: PETTAG_DEGRADE_ARMOR<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (8-8) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |               |
|                  | Affix: OFLEARNING_MONSTER250_KNOCKBACK_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]  |               |

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|                  | Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)                                  |               |
|                  | Affix: OFTHEBULL<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)  |               |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER3<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(60.0-60.0)% more chance to break shields (named unique_shieldbreak)                                |               |
|                  | Affix: OF_ATTRIB_DEFENSE3_1H<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_PERCENT_ALL5_WANDS<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OFTHEBATTLEMENTS3_SH_E<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)                |               |
|                  | Affix: OF_TL2_MISSILERANGEBONUS4<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 4  |               |

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| Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>+ (2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)<br><br>Affix: PETTAG_ATTACK_SPEED5_A<br>Prefix: Agitating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses Linear_Graph graph)<br><br>Affix: OFLEARNING_CHAMP10_EXECUTE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT)<br><br>Affix: OF_TL2_DRAWARMOR<br>Prefix: Bolstered [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE]<br>Effects:<br>(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclusive)<br><br>Affix: OF_PERCENT_ALL3<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: ELEC2<br>Prefix: Resonant [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) |            |               |

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| Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)<br><br>Affix: CRIT_CHANCE1<br>Prefix: [ITEM] of Ire<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)<br><br>Affix: DEX_VIT2_1H<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+ (35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br>+ (35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br><br>Affix: CAST_SPEED4_C<br>Prefix: War-Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)<br><br>Affix: RED_DMG_MELEE_DMG1<br>Prefix: Strife-Sigil [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses LINEAR_GRAPH graph)<br><br>Affix: MAG1<br>Prefix: Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+ (25-50) Focus (named MAG1)<br><br>Affix: PROC_OPENWOUND3<br>Prefix: [ITEM] of Wounding<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] |            |               |

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|                  | <p>Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrad enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_POIS3<br/> Prefix: Noxious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1<br/> Prefix: Shard-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1<br/> Prefix: Jolt-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12<br/> Prefix: Hexsteel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |               |

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|                  | <p>Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT12)<br/> Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> 40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: BOOTS1_A<br/> Prefix: Sure [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph)<br/> -25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: XP2<br/> Prefix: Wanderer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6_A<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)<br/> (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE1<br/> Prefix: Flame-Flicker [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |               |

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|                  | Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)  |               |
|                  | Affix: BOOTS3_C<br>Prefix: Grounded [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: RED_ELEMENTAL_RANGE2<br>Prefix: Flux [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) |               |
|                  | Affix: ELEC2_2H<br>Prefix: Resonant [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)                              |               |
|                  | Affix: ARMOR_MAT4_C<br>Prefix: Raven Scale [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)<br>+(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_PERCENT_BONUS4<br>Prefix: Grim [ITEM]<br>No Level Range<br>Spawn Weight: 2   |               |

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|                  | Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_BONUS5<br>Prefix: Cruel [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)  |               |
|                  | Affix: DMG_PERCENT_ELEC1<br>Prefix: Volt-Flicker [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)   |               |
|                  | Affix: DEX4_2H_2<br>Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: RED_ELEMENTAL_RANGE3<br>Prefix: Chaotic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) |               |
|                  | Affix: VIT4<br>Prefix: Guardian's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:  |               |

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|                  | <p>+ (175-250) Vitality (named VIT4)</p> <p>Affix: MF1<br/> Prefix: Vintage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1<br/> Prefix: Bandit's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HSWORD, BELT, FIST]<br/> Effects:<br/> + (50-100) Strength (named STR_DEX1)<br/> + (50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3<br/> Prefix: Explorer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14<br/> Prefix: Shadivari [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR9_C<br/> Prefix: Greenmist [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT13<br/> Prefix: Saronite [ITEM]</p> |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (5.0-10.0) ice damage (named WEAPON_MAT13)<br/> (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)<br/> + (5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1<br/> Prefix: Flare-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)</p> <p>Affix: ARMOR_STATS_MAG2_C<br/> Prefix: Etherbrand [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> + (50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)<br/> + (35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW8_A<br/> Prefix: Decayed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_POIS2<br/> Prefix: Despoiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2<br/> Prefix: [ITEM] of Bloodletting<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARMS]<br/> Effects:</p> |               |

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| (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)   |            |               |
| Affix: BLINDING4_A<br>Prefix: [ITEM] of Distortion<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses Linear_Graph graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses Linear_Graph graph) |            |               |
| Affix: DMG_ELEMENTAL_RANGE1<br>Prefix: Elemental [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)   |            |               |
| Affix: ARM_PHYSRED_TYPE6_A<br>Prefix: Plated [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)                         |            |               |
| Affix: DMG_PERCENT_FIRE4_1H<br>Prefix: Flame-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)   |            |               |
| Affix: ELEC3<br>Prefix: Thundering [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br>-25.0 knockback (named ELEC3)  |            |               |
| Affix: DMG_PHYS_POIS_RANGE5_1H<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: CRIT_CHANCE2<br>Prefix: [ITEM] of Menace<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)  |            |               |
| Affix: ELEC1<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)   |            |               |
| Affix: ARM_PHYSRED_TYPE6_C<br>Prefix: Plated [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: RED_DMG_MELEE_DMG2<br>Prefix: Battle-Rune [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots  |            |               |

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|                  | <p>Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> )<br/> (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3<br/> Prefix: Chaotic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> )<br/> (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2<br/> Prefix: Wizard's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2<br/> Prefix: Shattering [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4<br/> Prefix: Ebonwood [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> -25.0 knockback (named CLASS_BASED_D_4)<br/> (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (U</p> |               |

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|                  | <p>ses PERCENT graph)</p> <p>Affix: BLINDING4_C<br/> Prefix: [ITEM] of Distortion<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named DING4) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ELEC2<br/> Prefix: Jolt-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)</p> <p>Affix: ARMOR_STATS_MAG2_A<br/> Prefix: Etherbrand [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)<br/> h)<br/> +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2<br/> Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)</p> <p>Affix: ARMOR_PERCENT_LOW8_C<br/> Prefix: Decayed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_B</p> |               |



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|                  | <p>Prefix: Elderstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name d CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR9_A<br/> Prefix: Greenmist [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_Graph gr aph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_Graph g raph)</p> <p>Affix: WEAPON_MAT11<br/> Prefix: Thorium [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) electric damage (named WEAPON_MAT11)<br/> Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT1 1) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2<br/> Prefix: [ITEM] of Reaving<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT grap h)<br/> (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1<br/> Prefix: Seeker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: MF3<br/> Prefix: Antique [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4<br/> Prefix: Lightweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) electric Armor (named ARM_ILLUM4)<br/> (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT gra ph)</p> <p>Affix: DMG_PERCENT_FIRE2<br/> Prefix: Flame-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT gra ph)</p> <p>Affix: DMG_PERCENT_ELEC3<br/> Prefix: Volt-Shock [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3_1H<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots</p> |               |

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|                  | Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br><br>Affix: DMG_PERCENT_BONUS6<br>Prefix: Merciless [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)<br><br>Affix: ARMOR_MAT4_A<br>Prefix: Raven Scale [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD, ENCHANTER]<br>Effects:<br>+(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)<br>+(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)<br><br>Affix: BLINDING2_1H<br>Prefix: [ITEM] of Obscuring<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br><br>Affix: EXECUTE4_1H<br>Prefix: Executioner's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(10.0-15.0)% more Execute Chance (named EXECUTE4) (Uses LINEAR_GRAPH graph)<br><br>Affix: DMG_PERCENT_ELEC2<br>Prefix: Volt-Flare [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects: |               |

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|                  | (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)<br><br>Affix: DMG_BONUS_MISC5_2H<br>Prefix: Gleaming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br>(8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br><br>Affix: DMG_PERCENT_FIRE3<br>Prefix: Flame-Shock [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)<br><br>Affix: ELEC_DOT2_1H<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)<br><br>Affix: BOOTS3_A<br>Prefix: Grounded [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)<br><br>Affix: ARMOR_MAT6_C<br>Prefix: Serpentine [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph) |               |

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| (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: STR_DEX2<br>Prefix: Outlaw's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, BELT, FIST]<br>Effects:<br>+(75-150) Strength (named STR_DEX2)<br>+(75-150) Dexterity (named STR_DEX2)   |            |               |
| Affix: MF2<br>Prefix: Archaic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)  |            |               |
| Affix: BOOTS1_C<br>Prefix: Sure [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph)<br>-25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)                            |            |               |
| Affix: CLASS_BASED_B_3<br>Prefix: Ancestral [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br>(5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)    |            |               |
| Affix: WEAPON_MAT10<br>Prefix: Elementium [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT10)<br>(2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br>+(5.0-10.0) ice damage (named WEAPON_MAT10) |            |               |
| Affix: DMG_PROC_FIRE2<br>Prefix: Flare-Spike [ITEM]<br>No Level Range   |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)   |            |               |
| Affix: THORNS_POIS1<br>Prefix: Foul [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% poison damage reflected (named THORNS_POIS1)  |            |               |
| Affix: DMG_ANGRY3_2H<br>Prefix: [ITEM] of Frenzy<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, SMITHHAMMER, SWORD, THUNDERBOLT, WARHAMMER, WHIP, WINDUP, WOLF, ZEPHYRUS]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: CLASS_BASED_D_C<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED4_2HR_2<br>Prefix: Artillerist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: DODGE4<br>Prefix: Phased [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:  |            |               |

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|                  | (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)  |               |
|                  | Affix: DEGRADE3<br>Prefix: Sundering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (15-20) on hit (named Degrade3)   |               |
|                  | Affix: PROC_OPENWOUND1<br>Prefix: [ITEM] of Cutting<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)   |               |
|                  | Affix: MAG3<br>Prefix: Sorcerer's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(100-175) Focus (named MAG3)  |               |
|                  | Affix: CLASS_BASED_D_2_2H<br>Prefix: Wirewood [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)                             |               |
|                  | Affix: DMG_ELEMENTAL_RANGE2<br>Prefix: Flux [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) |               |

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|                  | Affix: CLASS_BASED_B_4_2H_2<br>Prefix: Spirit-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)<br>(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)                                  |               |
|                  | Affix: RED_DMG_MELEE_DMG3<br>Prefix: War-Glyph [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)   |               |
|                  | Affix: CAST_SPEED4_A<br>Prefix: War-Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: CRIT_CHANCE3<br>Prefix: [ITEM] of Havoc<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)  |               |
|                  | Affix: GFMF_PROC_LOOTERS1<br>Prefix: Looter's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br>(1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br>(1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph) |               |
|                  | Affix: BOOTS5_C   |               |

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|                  | Prefix: Fur-Lined [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: DEGRADE4_1H<br>Prefix: Sieging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph graph)  |               |
|                  | Affix: ELEC4<br>Prefix: Over-Charged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses PERCENT graph) |               |
|                  | Affix: ARMOR_MAT2_C<br>Prefix: Black Iron [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: CLASS_BASED_B_1_1H<br>Prefix: Totemic [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)                   |               |
|                  | Affix: BOOTS7_A<br>Prefix: Sturdy [ITEM]<br>Minimum Level: 25   |               |

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|                  | Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_ANGRY1_2H_2<br>Prefix: [ITEM] of Fury<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, MACE, HAMMER, SWORD, STAFF, WAND]<br>Can't Spawn On: [RANGED WEAPON]<br>Effects:<br>(75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: WEAPON_MAT14<br>Prefix: Titansteel [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) ice damage (named WEAPON_MAT14)<br>(4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT14)  |               |
|                  | Affix: XP4<br>Prefix: Adventurer's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)  |               |
|                  | Affix: BLOCK3<br>Prefix: [ITEM] of the Bastion<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)  |               |
|                  | Affix: FACTION_ARMOR13<br>Prefix: Battle Scarred [ITEM]<br>No Level Range  |               |

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|                  | <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3<br/> Prefix: Sentinel's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(100-175) Vitality (named VIT3)</p> <p>Affix: BOOTS11_A<br/> Prefix: Spiked [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC2_2H_2<br/> Prefix: Resonant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM1<br/> Prefix: Duskweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) poison Armor (named ARM_ILLUM1)<br/> (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: DMG_PERCENT_BONUS2<br/> Prefix: Wicked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1<br/> Prefix: Shaman's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> +(50-100) Vitality (named VIT_MAG1)<br/> +(50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H<br/> Prefix: Spirit-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)<br/> +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> |               |

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| T graph)  |            |               |
| Affix: REFLECT_LITE1<br>Prefix: Rebounding [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)  |            |               |
| Affix: DMG_BONUS_MISC3_2H_2<br>Prefix: Honed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)                        |            |               |
| Affix: DIVINE_WEAP_TOXX_1H<br>Prefix: Plagued [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(75.0-100.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph)<br>+(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: DMG_PERCENT_BONUS3<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)  |            |               |
| Affix: BURN3_C<br>Prefix: Immolating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)   |            |               |

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| (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: DMG_BONUS_MISC2_2H_2<br>Prefix: Tempered [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)     |            |               |
| Affix: DMG_BONUS_MISC2_1H<br>Prefix: Tempered [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: CHARGE_DECAY4_C<br>Prefix: [ITEM] of Willpower<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: BURN1_A<br>Prefix: Blazing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: VIT2<br>Prefix: Defender's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]  |            |               |

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| <p>Effects:<br/> +(50-100) Vitality (named VIT2)</p> <p>Affix: DEX4_1H<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_A<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR12<br/> Prefix: Thranic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY1_2H<br/> Prefix: [ITEM] of Fury<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Can't Spawn On: [RANGED WEAPON]</p> |            |               |

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| <p>Effects:<br/> (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLOCK2<br/> Prefix: Defiant [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_C<br/> Prefix: [ITEM] of Decimation<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR8<br/> Prefix: Aesir [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15<br/> Prefix: Cobalt [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: ARMOR_STATS2_C<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:</p> |            |               |



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|                  | +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_PROC_ELEC2_2H_2<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: DMG_ANGRY4_1H<br>Prefix: [ITEM] of Anger<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)           |               |
|                  | Affix: DODGE1<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)  |               |
|                  | Affix: PROC_OPENWOUND4<br>Prefix: [ITEM] of Severing<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)   |               |
|                  | Affix: CLASS_BASED_A_2H<br>Prefix: Magebane [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) |               |

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|                  | Affix: CHARGE_RATE5_A<br>Prefix: [ITEM] of Ascension<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DMG_PERCENT_BONUS6_2H_2<br>Prefix: Merciless [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)                                      |               |
|                  | Affix: CRIT_CHANCE4<br>Prefix: [ITEM] of Ruin<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)   |               |
|                  | Affix: BOOTS10<br>Prefix: Leyline [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br>+(25-60) Focus (named BOOTS10)  |               |
|                  | Affix: MAG4<br>Prefix: Arcanist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(175-250) Focus (named MAG4)  |               |
|                  | Affix: DMG_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots   |               |

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|                  | <p>Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5_C<br/> Prefix: [ITEM] of Ascension<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE3<br/> Prefix: Hazy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2<br/> Prefix: Wirewood [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4<br/> Prefix: Sieging [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: ARMOR_STATS2_A<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>+(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT17<br/> Prefix: Nethricite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: CLASS_BASED_D_B_2H<br/> Prefix: Elderstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/> Effects:<br/> (10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GFMF_PROC_THIEFS2<br/> Prefix: Thief's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br/> (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_A<br/> Prefix: [ITEM] of Decimation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10<br/> Prefix: Highguard [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |               |

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|                  | <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_C</p> <p>Prefix: [ITEM] of Obscuring</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_4</p> <p>Prefix: Spirit-Bound [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]</p> <p>Effects:</p> <p>(5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)</p> <p>+(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: BURN1_C</p> <p>Prefix: Blazing [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_1H</p> <p>Prefix: Volt-Torrent [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [TWO HANDED]</p> <p>Effects:</p> <p>(25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4</p> <p>Prefix: Flame-Torrent [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>(15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: CLASS_BASED4_2HR</p> <p>Prefix: Artillerist's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW]</p> <p>Effects:</p> <p>Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p> <p>APH graph)</p> <p>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM2</p> <p>Prefix: Dawnweave [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+(20.0-40.0) fire Armor (named ARM_ILLUM2)</p> <p>-15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY4_A</p> <p>Prefix: [ITEM] of Willpower</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]</p> <p>Effects:</p> <p>(10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN3_A</p> <p>Prefix: Immolating [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS1</p> <p>Prefix: Heavy [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> |               |

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| <p>Affix: CLASS_BASED2_2HR_2<br/> Prefix: Trueshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT_MAG2<br/> Prefix: Hermit's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> +(75-150) Vitality (named VIT_MAG2)<br/> +(75-150) Focus (named VIT_MAG2)</p> <p>Affix: REFLECT_LITE2<br/> Prefix: Ricochet [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC4<br/> Prefix: Volt-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM3<br/> Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) ice Armor (named ARM_ILLUM3)<br/> (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: BOOTS11_C<br/> Prefix: Spiked [ITEM]</p> |            |               |

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| <p>Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT1<br/> Prefix: Sentry's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(25-50) Vitality (named VIT1)</p> <p>Affix: MF4<br/> Prefix: Ancient [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11<br/> Prefix: Muursat [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1<br/> Prefix: Vigilant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16<br/> Prefix: Pyrite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT16)<br/> (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)</p> |            |               |

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|                  | +(5.0-10.0) electric damage (named WEAPON_MAT16)  |               |
|                  | Affix: CLASS_BASED_D_3<br>Prefix: Cairnstone [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)<br>Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)  |               |
|                  | Affix: DODGE2<br>Prefix: [ITEM] of Blurring<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)   |               |
|                  | Affix: CLASS_BASED_A_2_1H<br>Prefix: Dark-Stalker [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: BOOTS7_C<br>Prefix: Sturdy [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_ELEMENTAL_RANGE4<br>Prefix: Aetheric [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)  |               |

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|                  | h)  |               |
|                  | Affix: ARMOR_MAT2_A<br>Prefix: Black Iron [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_ELEMENTAL_RANGE5_2H_2<br>Prefix: Primordial [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: CRIT_CHANCE5<br>Prefix: [ITEM] of Calamity<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)  |               |
|                  | Affix: BOOTS11<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br>+(25-60) Strength (named BOOTS11)   |               |
|                  | Affix: DMG_PROC_POIS2_2H<br>Prefix: Blight-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)  |               |

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| <p>Affix: BOOTS5_A<br/> Prefix: Fur-Lined [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT3<br/> Prefix: Velium [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) ice damage (named WEAPON_MAT3)<br/> Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1<br/> Prefix: [ITEM] of the Wastes<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PERCENT_POIS4_2H<br/> Prefix: Venom-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DMG_PERCENT_ICE4_2H_2<br/> Prefix: Frost-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PET_BUFF13<br/> Prefix: Lord's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RING]<br/> Effects:<br/> (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE5_1H<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [RING, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS2<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS2)<br/> +(75-150) Dexterity (named ARMOR_STATS2)</p> <p>Affix: DMG_BONUS_MISC3_2H<br/> Prefix: Honed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)</p> |            |               |

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|                  | (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: HP_MP_STEAL_PERCENT1<br>Prefix: Siphoning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br>(1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br>)  |               |
|                  | Affix: ELEC4_2H_2<br>Prefix: Over-Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: BLINDING1_2H<br>Prefix: [ITEM] of the Black<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)                                     |               |
|                  | Affix: CLASS_BASED_D_4_2H<br>Prefix: Ebonwood [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>-50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: FACTION_ARMOR8_A<br>Prefix: Aesir [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots  |               |

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|                  | Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_PERCENT_BONUS6_2H<br>Prefix: Merciless [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: BURN4_A<br>Prefix: Detonating [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4_A) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DUAL_ELEMRED_BONUS4<br>Prefix: Manafused [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br>+(0.5-1.3) Mana/s (named dual_elemred_bonus4)  |               |
|                  | Affix: FUMBLE_DAMAGE1<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)  |               |
|                  | Affix: DMG_PROC_ELEC2_1H   |               |

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|                  | <p>Prefix: Jolt-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: DMG_BONUS_MISC4_2H_2<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME4_A<br/> Prefix: Illustrious [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC5_2H_2<br/> Prefix: Gleaming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7_C</p> |               |

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|                  | <p>Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)<br/> -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME1<br/> Prefix: Acclaimed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12<br/> Prefix: Commander's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, CANNON]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5_A<br/> Prefix: Sebilite [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS2_A<br/> Prefix: Fleet [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots</p> |               |



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| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: WEAPON_MAT2<br>Prefix: Obsidian [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT2)<br>(4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT2)  |            |               |
| Affix: CLASS_BASED_A_1<br>Prefix: Magebane [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: DMG_BONUS_MISC1<br>Prefix: Weighted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br>Effects:<br>+(10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br>Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)   |            |               |
| Affix: ICE_DOT2<br>Prefix: [ITEM] of Desolation<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)   |            |               |
| Affix: DMG_BONUS_MISC3<br>Prefix: Honed [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]   |            |               |

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| Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br>(10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_A_3<br>Prefix: Headhunter's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>(3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br>(3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)           |            |               |
| Affix: CAST_SPEED4<br>Prefix: War-Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF]<br>Effects:<br>(15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)   |            |               |
| Affix: BOOTS2_C<br>Prefix: Fleet [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)                                       |            |               |
| Affix: ARM_BONUS_STUNRES4<br>Prefix: Turtle's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_MAT5_C<br>Prefix: Sebilitate [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)                                    |            |               |

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| <p>Affix: PET_BUFF10<br/> Prefix: Thaumaturgist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1<br/> Prefix: Silvery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS1)<br/> +(50-100) Dexterity (named ARMOR_STATS1)</p> <p>Affix: FAME3<br/> Prefix: Notorious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT7_A<br/> Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)<br/> -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD4_1H<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE5<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> |            |               |

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| <p>Effects:<br/> (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT2<br/> Prefix: Parasitic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br/> (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: FAME4_C<br/> Prefix: Illustrious [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Fame Gain (named FAME4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_3_2H<br/> Prefix: Headhunter's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE2<br/> Prefix: [ITEM] of Expertise<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: BURN4_C<br/> Prefix: Detonating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4_C)</p> |            |               |

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| <p>Uses LINEAR_GRAPH graph)<br/>         Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 s<br/>         econds (named fire_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE3<br/>         Prefix: [ITEM] of Mastery<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [GLOVES, WEAPON]<br/>         Effects:<br/>         (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_1H<br/>         Prefix: Elderstone [ITEM]<br/>         Minimum Level: 25<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         (10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br/>         Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CL<br/>         ASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT1<br/>         Prefix: [ITEM] of Incineration<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Effects:<br/>         Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)</p> <p>Affix: FACTION_ARMOR8_C<br/>         Prefix: Aesir [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses LINEAR_GRAPH<br/>         graph)<br/>         (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses LINEAR_GRAPH g<br/>         raph)</p> <p>Affix: ELEC1_1H<br/>         Prefix: Shocking [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Can't Spawn On: [TWO HANDED]<br/>         Effects:<br/>         Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (<br/>         Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: ARMOR_MAT8<br/>         Prefix: Rubicite [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_PHYSICAL]<br/>         Effects:<br/>         +(10.0-20.0) fire Armor (named ARMOR_MAT8)<br/>         +(0.5-1.5) HP/Second (named ARMOR_MAT8)</p> <p>Affix: RED_PHYS_POIS_RANGE4<br/>         Prefix: Writhing [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>         Effects:<br/>         (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses<br/>         RCENT graph)<br/>         (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses<br/>         ENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT3<br/>         Prefix: Consuming [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/>         Effects:<br/>         (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT<br/>         )<br/>         (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT<br/>         )</p> <p>Affix: CRIT_DMG_CHANCE3_2H_2<br/>         Prefix: Sinister [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/>         FF]<br/>         Effects:<br/>         (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR<br/>         H graph)<br/>         (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR<br/>         graph)</p> <p>Affix: DMG_PROC_PHYS2_1H<br/>         Prefix: Spiked [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Can't Spawn On: [TWO HANDED]<br/>         Effects:<br/>         20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses<br/>         R_GRAPH graph)</p> |            |               |

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| <p>Affix: ELEC4_2H<br/> Prefix: Over-Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME2<br/> Prefix: Famed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF11<br/> Prefix: Officer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, CANNON]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5<br/> Prefix: Chitinous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2<br/> Prefix: Dark-Stalker [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: DMG_BONUS_MISC2<br/> Prefix: Tempered [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br/> (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT1<br/> Prefix: Bone [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) physical damage (named WEAPON_MAT1)<br/> (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1<br/> Prefix: Spell-Slinger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9<br/> Prefix: Summoner's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5<br/> Prefix: Diamondine [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) electric damage (named WEAPON_MAT5)<br/> Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_A<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN2_A<br/> Prefix: Slag [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses Linear_Graph graph)<br/> Degrade enemy armor by (75-100) on hit (named BURN2) (Uses Linear_Graph graph)</p> <p>Affix: ARM_BONUS_STUNRES1<br/> Prefix: Beetle's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2_2H_2<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_FIRE2_2H_2H<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2</p> |            |               |

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| <p>Prefix: Oozing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: BLINDING3_C<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT1<br/> Prefix: [ITEM] of the Herald<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2_2H_2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_2H_2<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: DMG_PROC_PHYS2_2H_2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_2H_2<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT1<br/> Prefix: [ITEM] of the Weaver<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1<br/> Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br/> (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br/> (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_1H<br/> Prefix: Spirit-Slayer [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br/> (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2_1H</p> |            |               |

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| <p>Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2<br/> Prefix: Skymetal [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DODGE5_A<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT3_A<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3<br/> Prefix: Fellwarped [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br/> +(15.0-30.0) poison Armor (named dual_elemred_bonus3)</p> |            |               |

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| <p>Affix: BOOTS4_A<br/> Prefix: Forgeworked [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT1_C<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)<br/> (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT5_A<br/> Prefix: Wraith's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS6_C<br/> Prefix: Slimy [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>(10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2_2H_2<br/> Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/> Effects:<br/> 20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC3_1H<br/> Prefix: Thundering [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph)<br/> -50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS10_C<br/> Prefix: Leyline [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14<br/> Prefix: General's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RING]<br/> Effects:<br/> (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br/> (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)</p> |            |               |

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|                  | (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_STATS_MAG2<br>Prefix: Etherbrand [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+ (18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br>+ (75-150) Focus (named ARMOR_STATS_MAG2)  |               |
|                  | Affix: DEGRADE4_C<br>Prefix: Sieging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph graph)   |               |
|                  | Affix: WEAPON_MAT4<br>Prefix: Crystalline [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+ (4.0-8.0) fire damage (named WEAPON_MAT2)<br>Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph)<br>+ (4.0-8.0) electric damage (named WEAPON_MAT4)<br>+ (4.0-8.0) ice damage (named WEAPON_MAT4) |               |
|                  | Affix: PET_BUFF8<br>Prefix: Major's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)  |               |
|                  | Affix: FIRE_DOT2_1H<br>Prefix: [ITEM] of the Inferno<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)  |               |

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|                  | Affix: CAST_SPEED2<br>Prefix: Battle-Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)  |               |
|                  | Affix: DMG_BONUS_MISC5<br>Prefix: Gleaming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+ (10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br>(1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)  |               |
|                  | Affix: WEAPON_MAT6<br>Prefix: Magicite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+ (5.0-10.0) fire damage (named WEAPON_MAT6)<br>(5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br>+ (5.0-10.0) poison damage (named WEAPON_MAT6)  |               |
|                  | Affix: GFMF_PROC_RAIDERS3<br>Prefix: Raider's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(12.0-20.0)% chance to cast treasurehuntest on kill (named treasurehunter) (Uses PERCENT graph) (Level 1)<br>(15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br>(10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph) |               |
|                  | Affix: DEGRADE4_A<br>Prefix: Sieging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph graph)   |               |
|                  | Affix: ARM_BONUS_STUNRES2<br>Prefix: Crab's [ITEM]   |               |



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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>Affix: BOOTS8<br/> Prefix: Rugged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br/> +(25-60) Vitality (named BOOTS8)</p> <p>Affix: DMG_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_1H<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT2<br/> Prefix: [ITEM] of the Envoy<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br/> (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS10_A<br/> Prefix: Leyline [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4</p> |               |

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|                  | <p>Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHIELD, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4_1H<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_2HR_2<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_2H<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT5_C<br/> Prefix: Wraith's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> |               |

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| <p>Affix: RED_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: BOOTS6_A<br/> Prefix: Slimy [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3_2H<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT2<br/> Prefix: [ITEM] of the Raven<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT1_A<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> + (50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>(5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT2<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br/> (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_1H<br/> Prefix: Cairnstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1_2H<br/> Prefix: Weighted [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS4_C<br/> Prefix: Forgeworked [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2_1H<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1<br/> Prefix: Ethertouched [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3_C<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE5_C<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW8<br/> Prefix: Decayed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3<br/> Prefix: Extra Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br/> (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br/> (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DMG_PERCENT_ICE4_2H<br/> Prefix: Frost-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT3<br/> Prefix: [ITEM] of the Wyrn<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_2_2H<br/> Prefix: [ITEM] of Reaving<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)<br/> (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_3_2H_2<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| Affix: HP_MP_PERCENT3<br>Prefix: [ITEM] of the Exarch<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br>(8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_B_2_2H_2<br>Prefix: [ITEM] of Reaving<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)<br>(75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: BLINDING3_A<br>Prefix: [ITEM] of Searing Light<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: CLASS_BASED4_1HR<br>Prefix: Artillerist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses Linear_Graph graph)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_Graph graph)  |            |               |
| Affix: FAME4<br>Prefix: Illustrious [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:  |            |               |

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| (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_D_B_2H_2<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: BOOTS9<br>Prefix: Tracker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br>+(25-60) Dexterity (named BOOTS9)  |            |               |
| Affix: CLASS_BASED_D_C_2H_2<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: ARM_BONUS_STUNRES3<br>Prefix: Armadillo's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)  |            |               |
| Affix: BURN2_C<br>Prefix: Slag [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2_C) (Uses LINEAR_GRAPH graph)   |            |               |

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| <p>Degrade enemy armor by (75-100) on hit (named BURN2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_MAG1<br/> Prefix: Mana Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br/> +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4<br/> Prefix: Spirit-Slayer [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br/> (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_C<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF]<br/> Effects:<br/> +(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br/> Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7<br/> Prefix: Caermic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) fire damage (named WEAPON_MAT7)</p> |            |               |

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| <p>Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3<br/> Prefix: Spell-Striker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1<br/> Prefix: Feral [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2_C<br/> Prefix: Calishite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2_2H<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2_2H) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_CASTSPED1<br/> Prefix: Savant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2</p> |            |               |

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|                  | <p>Prefix: Polar [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6<br/> Prefix: Disciple's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4<br/> Prefix: Forgeworked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br/> (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1<br/> Prefix: [ITEM] of the Beast<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2<br/> Prefix: Infused [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> <p>Affix: RING_MAT3<br/> Prefix: Astralite [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses</p> |               |

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|                  | <p>PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1<br/> Prefix: Ivory [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> h) (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_2H<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more fire Damage (named DMG_PROC_FIRE2) (Uses LINEAR GRAPH)</p> <p>Affix: ITEM_REQ1<br/> Prefix: Guide's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1<br/> Prefix: Ranger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(50-100) Vitality (named DEX_VIT1)<br/> +(50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: BLINDING3_1H<br/> Prefix: [ITEM] of Searing Light<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> |               |

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| <p>Affix: DMG_BONUS_MISC4_2H<br/> Prefix: Razor-Edge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1_C<br/> Prefix: Ethertouched [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP3<br/> Prefix: Sanguine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: CLASS_BASED1_1HR<br/> Prefix: Engraved [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST1<br/> Prefix: Auger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: CRIT_DMG_CHANCE3_1H<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, RING, WAND]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3<br/> Prefix: Sinister [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_2H<br/> Prefix: Cairnstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT3<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT3)<br/> (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4<br/> Prefix: [ITEM] of Decimation<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2</p> |            |               |

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|                  | <p>Prefix: Deepwater [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_B<br/> ASED_P_2) (Uses PERCENT graph)<br/> (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap<br/> h)</p> <p>Affix: DUAL_ELEMRED_BONUS3_A<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/> CE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR<br/> _GRAPH graph)<br/> +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH g<br/> raph)</p> <p>Affix: DMG_ANGRY2_2H<br/> Prefix: [ITEM] of Rage<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH grap<br/> h)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (name<br/> d DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3<br/> ) (Uses PERCENT graph)<br/> (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5<br/> Prefix: Frost Covered [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: DEX1<br/> Prefix: Hawk's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3<br/> Prefix: [ITEM] of Devouring<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana<br/> (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT4_A<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH c<br/> )<br/> (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRA<br/> aph)</p> <p>Affix: DEX_VIT2_A<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLMP2<br/> Prefix: [ITEM] of Soulcatching<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana<br/> (Uses PERCENT graph)</p> |            |



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| Affix: FACTION_ARMOR14_C<br>Prefix: Shadivari [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ARMOR_PERCENT_LOW4<br>Prefix: Adamantine Studed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)   |            |               |
| Affix: STR4<br>Prefix: Titan's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(175-200) Strength (named STR4)   |            |               |
| Affix: CLASS_BASED2<br>Prefix: Trueshot [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)<br>(5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED_P_3<br>Prefix: Empyreal [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph)<br>(5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph) |            |               |
| Affix: ALL_STATS4<br>Prefix: [ITEM] of the Planes<br>No Level Range<br>Spawn Weight: 5   |            |               |

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| Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(150-250) Vitality (named ALL_STATS4)<br>+(150-250) Focus (named ALL_STATS4)<br>+(150-250) Strength (named ALL_STATS4)<br>+(150-250) Dexterity (named ALL_STATS4)  |            |               |
| Affix: ARMOR_MAT2<br>Prefix: Black Iron [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT2)<br>(1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_STATS_DEF1<br>Prefix: Bronzed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(50-100) Vitality (named ARMOR_STATS_DEF1)   |            |               |
| Affix: BOOTS8_C<br>Prefix: Rugged [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph)<br>+(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ARM_ILLUM4_A<br>Prefix: Lightweave [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: HP2<br>Prefix: Hearty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots   |            |               |

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|                  | <p>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]</p> <p>Effects:</p> <p>+ (10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2</p> <p>Prefix: Dire [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [RING, WEAPON]</p> <p>Effects:</p> <p>(15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>(2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE4_1H</p> <p>Prefix: Frost-Torrent [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [TWO HANDED]</p> <p>Effects:</p> <p>(25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG1</p> <p>Prefix: Reaver's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HSWORD, BELT]</p> <p>Effects:</p> <p>+ (50-100) Strength (named STR_MAG1)</p> <p>+ (50-100) Focus (named STR_MAG1)</p> <p>Affix: PROC_KILLHEAL1</p> <p>Prefix: [ITEM] of Victory</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>(10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY3</p> <p>Prefix: [ITEM] of Resolve</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: RING_MAT2</p> <p>Prefix: Crysteel [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING]</p> <p>Effects:</p> <p>-15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)</p> <p>(2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_A</p> <p>Prefix: Ember Etched [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HEADGEAR, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND]</p> <p>Effects:</p> <p>(10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH)</p> <p>(8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH)</p> <p>Affix: INTERRUPT1</p> <p>Prefix: Distracting [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5</p> <p>Prefix: Fur-Lined [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BOOTS]</p> <p>Effects:</p> <p>(1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)</p> <p>(2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H_2</p> <p>Prefix: Plagued [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph)</p> <p>+ (75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> |               |

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| <p>Affix: CLASS_BASED_P_2_C<br/> Prefix: Deepwater [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DEX_MAG2_A<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX<br/> Prefix: Plagued [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br/> +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: CLASS_BASED_S_3_C<br/> Prefix: Riftward [ITEM]</p> |            |               |

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| <p>Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_3_2H_2<br/> Prefix: Headhunter's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_2_2H_2<br/> Prefix: Dark-Stalker [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_3_A<br/> Prefix: Riftward [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more physical damage/monster within 10.0 meters (Up to 1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED2<br/> Prefix: Fierce [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:</p> |            |               |

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|                       | (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)   |               |
| Affix: WEAPON_MAT9    | Prefix: Blightstone [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+ (10.0-20.0) poison damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)              |               |
| Affix: PET_BUFF5      | Prefix: Acolyte's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph) |               |
| Affix: THORNS_ICE1    | Prefix: Frosted [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% ice damage reflected (named THORNS_ICE1)   |               |
| Affix: PROC_CASTSPED2 | Prefix: Occultist's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)  |               |
| Affix: DEX_MAG2_C     | Prefix: Dervish's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+ (35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br>+ (35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)                                       |               |
| Affix: EXECUTE4       | Prefix: Executioner's [ITEM]<br>No Level Range<br>Spawn Weight: 4  |               |

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|                          | Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)   |               |
| Affix: CLASS_BASED_P_2_A | Prefix: Deepwater [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) |               |
| Affix: HP_PERCENT2       | Prefix: [ITEM] of the Whale<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)  |               |
| Affix: BOOTS7            | Prefix: Sturdy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br>(2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)  |               |
| Affix: INTERRUPT3        | Prefix: Staggering [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)   |               |
| Affix: DMG_PERCENT_ICE4  | Prefix: Frost-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)   |               |

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| <p>Affix: ITEM_REQ2<br/> Prefix: Mentor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> + (5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: DMG_ANGRY2_2H_2<br/> Prefix: [ITEM] of Rage<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLHEAL3<br/> Prefix: [ITEM] of Conquest<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_2H_2<br/> Prefix: [ITEM] of Frenzy<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2<br/> Prefix: Onyx [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_C</p> |            |               |

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| <p>Prefix: Ember Etched [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY1<br/> Prefix: Spirited [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> + (75-150) Vitality (named DEX_VIT2)<br/> + (75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5<br/> Prefix: Wraith's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br/> (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4_C<br/> Prefix: Lightweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> + (100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST2<br/> Prefix: Seer's [ITEM]<br/> No Level Range</p> |            |               |

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|                  | <p>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/>Effects:<br/>(4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: BOOTS8_A<br/>Prefix: Rugged [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/>Effects:<br/>(3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph)<br/>+(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_1<br/>Prefix: Argent [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/>Effects:<br/>(10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br/>(3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ICE2_2H<br/>Prefix: Shard-Spike [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>20.0% (100.0-150.0)% more ice Damage (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH4<br/>Prefix: [ITEM] of Onslaught<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/>Effects:<br/>(50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_2H<br/>Prefix: Spirit-Slayer [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots</p> |               |

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|                  | <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br/>(75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW6<br/>Prefix: Burnt [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>(5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14_A<br/>Prefix: Shadivari [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses Linear_GRAPH graph)<br/>(10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses Linear_GRAPH graph)</p> <p>Affix: DEX_VIT2_C<br/>Prefix: Pathfinder's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>+(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br/>+(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT4_C<br/>Prefix: Heavy [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(15.0-15.0)% physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br/>(15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELECL_2H_2<br/>Prefix: Shocking [ITEM]<br/>No Level Range<br/>Spawn Weight: 1</p> |               |

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| Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC1)<br>(Uses LINEAR_GRAPH graph)  |            |               |
| Affix: DEX2<br>Prefix: Panther's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(50-100) Dexterity (named DEX2)   |            |               |
| Affix: MANA_COST4<br>Prefix: Cryptic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED2_2HR<br>Prefix: Trueshot [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PROC_KILLMP1<br>Prefix: [ITEM] of Spiritstealing<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)<br>(Uses PERCENT graph)  |            |               |
| Affix: MANA_COST5<br>Prefix: Lucid [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)   |            |               |

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| Affix: DEX3<br>Prefix: Expert's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(100-175) Dexterity (named DEX3)   |            |               |
| Affix: ARMOR_PERCENT_LOW7<br>Prefix: Copper Ringed [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED1<br>Prefix: Engraved [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br>(5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)          |            |               |
| Affix: REGEN_MAX_HP1<br>Prefix: [ITEM] of Revivication<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>+(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br>(5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)   |            |               |
| Affix: HP_STEAL_PERCENT1<br>Prefix: Glutton's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF]<br>Effects:<br>(15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)   |            |               |
| Affix: DUAL_ELEMRED_BONUS3_C<br>Prefix: Fellwarped [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph) |            |               |

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| _GRAPH graph)<br>+(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: DMG_BONUS_MISC1_2H_2<br>Prefix: Weighted [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: ARMOR_STATS_DEF2<br>Prefix: Masterwork [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(75-150) Vitality (named ARMOR_STATS_DEF1)  |            |               |
| Affix: ARMOR_MAT1<br>Prefix: Bone Carved [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [LEGENDARY BELT, LEGENDARY BOOTS, LEGENDARY CHEST ARMOR, LEGENDARY GLOVES, LEGENDARY HELMET, LEGENDARY NECKLACE, LEGENDARY PANTS, LEGENDARY RING, LEGENDARY SHIELD, LEGENDARY SHOULDER ARMOR]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_MAT1)<br>(1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph) |            |               |
| Affix: CRIT_DMG_CHANCE1<br>Prefix: Spiteful [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)<br>(1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)  |            |               |
| Affix: PROC_MANACOST3<br>Prefix: Oracle's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]  |            |               |

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| Effects:<br>(8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: HP1<br>Prefix: Stout [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(5.0-10.0) Max HP (named HP1)  |            |               |
| Affix: DUAL_ELEMRED_BONUS1_A<br>Prefix: Ethertouched [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: DODGE_REFLECT4<br>Prefix: Phantom's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br>(15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)  |            |               |
| Affix: ELEC3_2H<br>Prefix: Thundering [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph)<br>-50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: STR_MAG2<br>Prefix: Marauder's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots  |            |               |



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| Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(75-150) Strength (named STR_MAG2)<br>+(75-150) Focus (named STR_MAG2)  |            |               |
| Affix: ARMOR_BONUS_MAGIC3<br>Prefix: Crystal [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br>(10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br>(10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) |            |               |
| Affix: RING_MAT1<br>Prefix: Bloodeye [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>+(0.5-1.0) HP/Second (named RING_MAT1)<br>(5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)   |            |               |
| Affix: ITEM_REQ3<br>Prefix: Advisor's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>+(9-15) item requirements (named ITEM_REQ3)   |            |               |
| Affix: PROC_KILLHEAL2<br>Prefix: [ITEM] of Triumph<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)   |            |               |
| Affix: BOOTS6<br>Prefix: Slimy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br>(2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)  |            |               |

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| Affix: INTERRUPT2<br>Prefix: Dazing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)  |            |               |
| Affix: HP_PERCENT3<br>Prefix: [ITEM] of the Leviathan<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)  |            |               |
| Affix: PROC_CASTSPED3<br>Prefix: Cabalist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)  |            |               |
| Affix: PET_BUFF4<br>Prefix: Warlock's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br>(15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)  |            |               |
| Affix: WEAPON_MAT8<br>Prefix: Nelumite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT8)<br>(2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT8)<br>+(4.0-8.0) physical damage (named WEAPON_MAT8) |            |               |
| Affix: ATK_SPEED3<br>Prefix: Ferocious [ITEM]<br>No Level Range<br>Spawn Weight: 3   |            |               |

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|                  | Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)   |               |
|                  | Affix: FACTION_ARMOR2_A<br>Prefix: Calishite [ITEM]<br>No Level Range<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: BOOTS2<br>Prefix: Fleet [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br>(1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_STATS_STR2_C<br>Prefix: Pit Forged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: EXECUTE1<br>Prefix: Killer's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)  |               |
|                  | Affix: REFLECT_MAJ1<br>Prefix: Mirrored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]  |               |

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|                  | Effects:<br>(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_ICE1<br>Prefix: Frost-Flicker [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)  |               |
|                  | Affix: CHARGE_DECAY4<br>Prefix: [ITEM] of Willpower<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)   |               |
|                  | Affix: RING_MAT5<br>Prefix: Mistchurn [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br>(2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)   |               |
|                  | Affix: ARM_BONUS_STUNRES5_A<br>Prefix: Chitinous [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DEGRADE4_2H_2<br>Prefix: Sieging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br>Effects:<br>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)   |               |

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| <p>Affix: FACTION_ARMOR6_A<br/> Prefix: Kromzek [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses Linear_Graph graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses Linear_Graph graph)</p> <p>Affix: ARMOR_MAT5<br/> Prefix: Sebilite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) poison Armor (named ARMOR_MAT5)<br/> (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE2<br/> Prefix: [ITEM] of Carnage<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2)</p> <p>Affix: ARMOR_PERCENT_LOW7_C<br/> Prefix: Copper Ringed [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_2_2H_2<br/> Prefix: Wirewood [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: STR3<br/> Prefix: Giant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1<br/> Prefix: Broad [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3_1H<br/> Prefix: Headhunter's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_C<br/> Prefix: Cygnaran [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_4<br/> Prefix: Celestial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]</p> |            |               |

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| Effects:<br>(0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br>(5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)  |            |               |
| Affix: BLOCK3_C<br>Prefix: [ITEM] of the Bastion<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ALL_STATS3<br>Prefix: [ITEM] of the Zodiac<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(75-175) Vitality (named ALL_STATS3)<br>+(75-175) Focus (named ALL_STATS3)<br>+(75-175) Strength (named ALL_STATS3)<br>+(75-175) Dexterity (named ALL_STATS3)                             |            |               |
| Affix: MANA_COST1<br>Prefix: Abstruse [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)   |            |               |
| Affix: STR_VIT2<br>Prefix: Avenger's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARM]<br>Effects:<br>+(75-150) Strength (named STR_VIT2)<br>+(75-150) Vitality (named STR_VIT2)  |            |               |
| Affix: RAMPAGE2<br>Prefix: [ITEM] of Berserking<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph) |            |               |

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| Affix: ARMOR_PERCENT_LOW5_A<br>Prefix: Frost Covered [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: ARMOR_PERCENT_LOW3<br>Prefix: Mithril Laced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_D_C_2H<br>Prefix: Elderstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more fire Damage Taken for 2.0 seconds (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: ARMOR_PERCENT_LOW2<br>Prefix: Steel Plated [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_P_4_C<br>Prefix: Celestial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)   |            |               |

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| <p>Affix: RAMPAGE3<br/> Prefix: [ITEM] of Aggression<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2<br/> Prefix: [ITEM] of the Heavens<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(50-100) Vitality (named ALL_STATS2)<br/> +(50-100) Focus (named ALL_STATS2)<br/> +(50-100) Strength (named ALL_STATS2)<br/> +(50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(75-150) Focus (named DEX_MAG2)<br/> +(75-150) Dexterity (named DEX_MAG2)</p> <p>Affix: STR2<br/> Prefix: Brute's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4<br/> Prefix: Artillerist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)<br/> +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ELECL_2H<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELECL_2H)<br/> Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT4<br/> Prefix: Raven Scale [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) ice Armor (named ARMOR_MAT4)<br/> +(0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3<br/> Prefix: [ITEM] of Assassination<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED3_2HR<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3_2HR)<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD1<br/> Prefix: [ITEM] of Shielding<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1<br/> Prefix: [ITEM] of Snaring<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: HP4<br/> Prefix: Vigorous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> + (20.0-30.0) Max HP (named HP4)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H_2<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_1H<br/> Prefix: Over-Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10_A<br/> Prefix: Highguard [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph graph)</p> <p>Affix: DODGE_REFLECT1<br/> Prefix: Shade's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:</p> |            |               |

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| <p>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_3_C<br/> Prefix: Oath-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more damage with wands &amp; staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_2H<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more physical Damage (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RING_MAT4<br/> Prefix: Bladeweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)<br/> (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2_A<br/> Prefix: Dawnweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)<br/> -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED5_A<br/> Prefix: Lupine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]</p> |            |               |

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| Effects:<br>(10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: FACTION_ARMOR12_C<br>Prefix: Thranic [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: CLASS_BASED_N_1_A<br>Prefix: Shadow-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: ARMOR_WEIGHT2_A<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br>(15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: BOOTS3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF1<br>Prefix: Hunter's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots   |            |               |

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| Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)  |            |               |
| Affix: PET_BUFF3<br>Prefix: Neophyte's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br>(10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)                  |            |               |
| Affix: ATK_SPEED4<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)   |            |               |
| Affix: BOOTS1<br>Prefix: Sure [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br>-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)   |            |               |
| Affix: ARMOR_WEIGHT2_C<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)<br>(15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: CLASS_BASED_N_1_C<br>Prefix: Shadow-Bound [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) |            |               |

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| <p>Affix: EXECUTE2<br/> Prefix: Slayer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR12_A<br/> Prefix: Thranic [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED5_C<br/> Prefix: Lupine [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM2_C<br/> Prefix: Dawnweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)<br/> -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT_MAJ2<br/> Prefix: Reflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE5_2H<br/> Prefix: Primordial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD, SWORD, THROWING KNIFE]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC4<br/> Prefix: Pearl [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT6<br/> Prefix: Dreadiron [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named RING_MAT6)<br/> (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE2<br/> Prefix: Frost-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4_1H<br/> Prefix: Venom-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3_A<br/> Prefix: Oath-Bound [ITEM]<br/> No Level Range</p> |            |               |



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| Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)                      |            |               |
| Affix: DODGE_REFLECT3<br>Prefix: Spectre's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)   |            |               |
| Affix: DMG_BONUS_MISC3_1H<br>Prefix: Honed [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>+(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: FIRE_DOT2_2H_2<br>Prefix: [ITEM] of the Inferno<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: FACTION_ARMOR10_C<br>Prefix: Highguard [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph graph)   |            |               |

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| Affix: PROC_WARD3<br>Prefix: [ITEM] of Negation<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)  |            |               |
| Affix: SLOW3<br>Prefix: Entangling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br>Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) |            |               |
| Affix: CRIT_DAMAGE1<br>Prefix: [ITEM] of Destruction<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_MAT6<br>Prefix: Serpentine [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-25.0) poison Armor (named ARMOR_MAT6)<br>(5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED_D_4_1H<br>Prefix: Ebonwood [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>-50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)                         |            |               |
| Affix: DMG_PROC_PHYS1<br>Prefix: Barbed [ITEM]<br>No Level Range<br>Spawn Weight: 2   |            |               |

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|                  | Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)   |               |
|                  | Affix: DMG_PERCENT_BONUS6_1H<br>Prefix: Merciless [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: BLINDING1_1H<br>Prefix: [ITEM] of the Black<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: SPLASH2<br>Prefix: Sweeping [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)  |               |
|                  | Affix: STR_VIT1<br>Prefix: Vigilant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARM]<br>Effects:<br>+(50-100) Strength (named STR_VIT1)<br>+(50-100) Vitality (named STR_VIT1)   |               |
|                  | Affix: RAMPAGE1<br>Prefix: [ITEM] of Rampaging<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses LINEAR_GRAPH graph)   |               |

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|                  | AGE1) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)  |               |
|                  | Affix: DEX4<br>Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(175-250) Dexterity (named DEX4)   |               |
|                  | Affix: MANA_COST2<br>Prefix: Recondite [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_P_4_A<br>Prefix: Celestial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: ARMOR_PERCENT_LOW5_C<br>Prefix: Frost Covered [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: DMG_PERCENT_ELEC4_2H_2<br>Prefix: Volt-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)   |               |

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| <p>Affix: ARMOR_PERCENT_LOW1<br/> Prefix: Iron Shod [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3<br/> Prefix: Enigmatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2_2H<br/> Prefix: Jolt-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 20.0% (100.0-150.0)% more electric Damage (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS1<br/> Prefix: [ITEM] of the Stars<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(25-50) Vitality (named ALL_STATS1)<br/> +(25-50) Focus (named ALL_STATS1)<br/> +(25-50) Strength (named ALL_STATS1)<br/> +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: BLOCK3_A<br/> Prefix: [ITEM] of the Bastion<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_A<br/> Prefix: Cygnaran [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH3<br/> Prefix: [ITEM] of Assault<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1<br/> Prefix: Thug's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1<br/> Prefix: Corsair's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(50-100) Focus (named DEX_MAG1)<br/> +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_PERCENT_LOW7_A<br/> Prefix: Copper Ringed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7<br/> Prefix: Oiled [ITEM]<br/> No Level Range</p> |            |               |

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|                  | <p>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>  +(10.0-25.0) electric Armor (named ARMOR_MAT7)<br/>  -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2<br/>Prefix: [ITEM] of Tarring<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, RANGED WEAPON]<br/>Effects:<br/>  Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2)<br/>(Exclusive) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR6_C<br/>Prefix: Kromzek [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>  (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)<br/>  (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD2<br/>Prefix: [ITEM] of Warding<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, RING, SHIELD]<br/>Effects:<br/>  (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5_C<br/>Prefix: Chitinous [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>  (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)<br/>  (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT2<br/>Prefix: Ghost's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, PANTS, SHOULDER ARMOR]</p> |               |

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|                  | <p>Effects:<br/>  (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br/>  (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3<br/>Prefix: Frost-Shock [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>  (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5<br/>Prefix: Astral [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/>Effects:<br/>  (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/>  (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/>  (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3<br/>Prefix: Butcher's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/>Effects:<br/>  (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2_A<br/>Prefix: Pit Forged [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/>Effects:<br/>  +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)<br/>  +(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED5<br/>Prefix: Lupine [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [PANTS, RING, WEAPON]<br/>Effects:<br/>  (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> |               |

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| <p>Affix: MP_STEAL_PERCENT1<br/> Prefix: Thirsty [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2<br/> Prefix: Packleader's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, BOW]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)</p> <p>Affix: GF2<br/> Prefix: Lavish [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4<br/> Prefix: Venom-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK1<br/> Prefix: [ITEM] of Deflecting<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_3<br/> Prefix: Riftward [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named LASS_BASED_S_3) (Uses PERCENT graph)<br/> (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1<br/> Prefix: Desperado's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1<br/> Prefix: Thorned [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: BOOTS9_A<br/> Prefix: Tracker's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3</p> |            |               |

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|                  | Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)<br>)<br><br>Affix: CLASS_BASED_N_4_A<br>Prefix: Pact-Speaker's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph<br>)<br>(10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph<br>)<br><br>Affix: CLASS_BASED_D_B_1H<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10-15)% more Vitality (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more electric Damage Takenfor 2.0 seconds (name<br>d CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br><br>Affix: FACTION_ARMOR6<br>Prefix: Kromzek [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)<br><br>Affix: FREEZE3<br>Prefix: Soulfrost [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3)<br>(Uses PERCENT graph)<br>(2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)<br><br>Affix: PROC_ENERGYSHIELD5<br>Prefix: Warding [ITEM]<br>No Level Range |               |

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|                  | Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_sh<br>_5) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_P_1_C<br>Prefix: Argent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_G<br>graph)<br>(10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_G<br>graph)<br><br>Affix: DMG_PERCENT_ELEC4_2H<br>Prefix: Volt-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>(25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR<br>PH graph)<br><br>Affix: ARM_PHYSRED_TYPE6<br>Prefix: Plated [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+ (20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br>(4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses<br>NT graph)<br><br>Affix: CHARGE_RATE3<br>Prefix: [ITEM] of Desire<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_S_2_A<br>Prefix: Runeweave [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HE<br>NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND] |               |

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| <p>Effects:<br/> (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)<br/> (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/> +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3_A<br/> Prefix: Empyreal [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> |            |               |

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| <p>CENT graph)</p> <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4_2H_2<br/> Prefix: Ebonwood [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_4<br/> Prefix: Pact-Speaker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br/> (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3<br/> Prefix: [ITEM] of Doom<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3<br/> Prefix: [ITEM] of Resonance<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_A<br/> Prefix: Tytherian [ITEM]</p> |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE2<br/> Prefix: [ITEM] of Craving<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_1H_2<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_ENERGYSHIELD4<br/> Prefix: Shielding [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2<br/> Prefix: Brittlebite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/> (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]</p> |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3_A<br/> Prefix: [ITEM] of the Zodiac<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, ENCHANTER, STUD]<br/> Effects:<br/> +(50-75) Vitality (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/> +(50-75) Focus (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/> +(50-75) Strength (named ALL_STATS3) (Uses LINEAR_GRAPH graph)<br/> +(50-75) Dexterity (named ALL_STATS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR1_C<br/> Prefix: Sathiri [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2_2H<br/> Prefix: Dark-Stalker [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> |               |



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| <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2<br/> Prefix: Runeweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br/> (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_1_2H_2<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED1_2HR<br/> Prefix: Engraved [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX4_C<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: DMG_PROC_POIS2_1H<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> 20.0% (100.0-150.0)% more poison Damage (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GF3<br/> Prefix: Gilded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2_C<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GF1<br/> Prefix: Gaudy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2_A<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: DEGRADE4_2H<br/> Prefix: Sieging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX4_A<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_1_2H<br/> Prefix: Totemic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> 40.0% (75.0-100.0)% more physical Damage (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS3<br/> Prefix: Chemist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK2<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)</p> |            |               |

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| <p>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: BLINDING2<br/> Prefix: [ITEM] of Obscuring<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2<br/> Prefix: Duelist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1<br/> Prefix: [ITEM] of Rot<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2<br/> Prefix: Spined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: CLASS_BASED2_1HR<br/> Prefix: Trueshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses Linear_GRAPH graph)<br/> (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear_GRAPH graph)</p> |            |               |

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| <p>Affix: FACTION_ARMOR5<br/> Prefix: Kindathlan [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR1_A<br/> Prefix: Sathiri [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN3<br/> Prefix: Immolating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br/> (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_2H_2<br/> Prefix: [ITEM] of the Black<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE5<br/> Prefix: Bolted [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]</p> |            |               |

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| <p>Effects:<br/> +(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)<br/> (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_C<br/> Prefix: Tytherian [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_STR2<br/> Prefix: Pit Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)<br/> +(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_1H<br/> Prefix: Spirit-Bound [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)<br/> +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT1<br/> Prefix: [ITEM] of Redirection<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DMG_ANGRY4<br/> Prefix: [ITEM] of Anger<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> +(15.0-20.0) physical damage (named DMG_ANGRY4)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4<br/> Prefix: Tainted [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2_2H<br/> Prefix: Tempered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H<br/> Prefix: Plagued [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph)<br/> +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_3_C<br/> Prefix: Empyrean [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:</p> |            |               |

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| <p>(7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE1<br/> Prefix: [ITEM] of Yearning<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4<br/> Prefix: Thick [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br/> (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2_C<br/> Prefix: Runeweave [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)<br/> (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX4_2H<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_1_A<br/> Prefix: Argent [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:</p> |            |               |

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|                  | (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: BURN2<br>Prefix: Slag [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br>Degrade enemy armor by (10-20) on hit (named BURN2)  |               |
|                  | Affix: DMG_ANGRY1_1H<br>Prefix: [ITEM] of Fury<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [RANGED WEAPON, TWO HANDED]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: FREEZE1<br>Prefix: Frigid [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)  |               |
|                  | Affix: DEX_MAG2_1H<br>Prefix: Dervish's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: FACTION_ARMOR4<br>Prefix: Cygnaran [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]   |               |

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|                  | Effects:<br>(5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)   |               |
|                  | Affix: CLASS_BASED_N_4_C<br>Prefix: Pact-Speaker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)               |               |
|                  | Affix: BOOTS9_C<br>Prefix: Tracker's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph)<br>+(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: THORNS_PHYS_THORNED3<br>Prefix: Barbed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)  |               |
|                  | Affix: BLINDING3<br>Prefix: [ITEM] of Searing Light<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)           |               |
|                  | Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph) |               |

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| <p>Affix: MELEE_BLOCK3<br/> Prefix: [ITEM] of Riposting<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_1H<br/> Prefix: Magebane [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_1<br/> Prefix: Ember Etched [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br/> (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H<br/> Prefix: [ITEM] of Anger<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)<br/> Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS2<br/> Prefix: Catalyzing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DMG_PERCENT_POIS2<br/> Prefix: Venom-Flare [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4<br/> Prefix: Ornate [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2<br/> Prefix: Haywire [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: CLASS_BASED_S_4_A<br/> Prefix: Warpsigil [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)<br/> -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_C<br/> Prefix: Astral [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: CLASS_BASED3_1HR<br/> Prefix: Sureshot [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3)<br/> (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_2H_2<br/> Prefix: Flame-Torrent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE2<br/> Prefix: [ITEM] of Precision<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2<br/> Prefix: [ITEM] of Restoration<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, RING]<br/> Effects:<br/> +(1.0-2.0) HP/Second (named REGEN_MAX2)<br/> (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br/> (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br/> +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1<br/> Prefix: [ITEM] of Static<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> |            |               |

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| <p>Affix: ARM_ILLUM3_C<br/> Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H_2<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_DEF2_A<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8_A<br/> Prefix: Rubicite [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)<br/> +(150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT1_A<br/> Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> -(250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br/> (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| aph)                      | (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)   |               |
| Affix: CLASS_BASED_N_2_A  | Prefix: Gravemist [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph) |               |
| Affix: THORNS_ELEC1       | Prefix: Static [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)  |               |
| Affix: PROC_ENERGYSHIELD3 | Prefix: Pulsing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)  |               |
| Affix: FACTION_ARMOR11_C  | Prefix: Muursat [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)  |               |
| Affix: ARM_ILLUM1_A       | Prefix: Duskweave [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:   |               |

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|                           | +(100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)  |               |
| Affix: MP2                | Prefix: [ITEM] of Conjuration<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(10.0-15.0) Mana (named MP2)  |               |
| Affix: PROC_CRUSHBLOW3    | Prefix: [ITEM] of Shattering<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)  |               |
| Affix: CHARGE_RATE5       | Prefix: [ITEM] of Ascension<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)  |               |
| Affix: CLASS_BASED_B_3_2H | Prefix: Ancestral [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)           |               |
| Affix: ARMOR_WEIGHT3_C    | Prefix: Extra Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(25.0-25.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)<br>(25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) |               |



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| h)   |            |               |
| Affix: CLASS_BASED_N_3   |            |               |
| Prefix: Oath-Bound [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [GLOVES, HELMET, PANTS]   |            |               |
| Effects:   |            |               |
| (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)                       |            |               |
| (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)                                |            |               |
| Affix: DMG_ANGRY1  |            |               |
| Prefix: [ITEM] of Fury   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]                              |            |               |
| Effects:   |            |               |
| (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)                          |            |               |
| Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph) |            |               |
| Affix: DUAL_WIELD2   |            |               |
| Prefix: Nimble [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]   |            |               |
| Effects:   |            |               |
| (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)                           |            |               |
| Affix: PROC_DEATHSTRIKE4   |            |               |
| Prefix: Vorpall [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)                      |            |               |
| Affix: FACTION_ARMOR13_A   |            |               |
| Prefix: Battle Scarred [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 6  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]                        |            |               |
| Can't Spawn On: [CHEST ARMOR]  |            |               |
| Effects:   |            |               |
| (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH)                               |            |               |

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| APH graph)   |            |               |
| (10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH)                         |            |               |
| (10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH)                   |            |               |
| Affix: REFLECT4  |            |               |
| Prefix: [ITEM] of Reverberation  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]   |            |               |
| Effects:   |            |               |
| (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)                       |            |               |
| Affix: DMG_BONUS_MISC5_1H  |            |               |
| Prefix: Gleaming [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  |            |               |
| Effects:   |            |               |
| + (75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH)                           |            |               |
| (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH)                         |            |               |
| Affix: DUAL_WIELD3   |            |               |
| Prefix: Swift [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]   |            |               |
| Effects:   |            |               |
| (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)                |            |               |
| Affix: BLINDING2_2H  |            |               |
| Prefix: [ITEM] of Obscuring  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE]                           |            |               |
| Effects:   |            |               |
| Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH) |            |               |
| (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH)                 |            |               |
| Affix: POIS1   |            |               |
| Prefix: Envenomed [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]                                       |            |               |

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| <p>Effects:<br/>           Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1)<br/> (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/> Prefix: Gravemist [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/>           (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/>           (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/> Prefix: [ITEM] of Awakening<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/>           (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/> Prefix: Reinforced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/>           +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/>           (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4_C<br/> Prefix: Manafused [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/>           (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br/>           (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br/>           +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_CRUSHBLOW2<br/> Prefix: [ITEM] of Crushing<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/>           (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: ELEC_DOT2_2H<br/> Prefix: Haywire [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/>           Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP3<br/> Prefix: [ITEM] of Evocation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/>           +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2<br/> Prefix: Glowing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/>           (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/>           20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4<br/> Prefix: Shattering [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/>           Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE)<br/>           Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1<br/> Prefix: Smouldering [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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|                  | <p>Occupies no slots<br/>         Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>         Effects:<br/>         (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: ARMOR_PERCENT_LOW6_A<br/>         Prefix: Burnt [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/>         CE, RING]<br/>         Can't Spawn On: [CHEST ARMOR]<br/>         Effects:<br/>         (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH g<br/>         raph)</p> <p>Affix: FACTION_ARMOR1<br/>         Prefix: Sathiri [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/>         CE, RING]<br/>         Can't Spawn On: [CHEST ARMOR]<br/>         Effects:<br/>         Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br/>         (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4<br/>         Prefix: Warpsigil [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/>         Effects:<br/>         (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_<br/>         BASED_S_4)<br/>         -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FACTION_ARMOR7_C<br/>         Prefix: Efreeti [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses LINEAR_GRAPH grap<br/>         h)<br/>         (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH g<br/>         raph)</p> <p>Affix: FUMBLE_CHANCE3<br/>         Prefix: Deadeye [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots</p> |               |

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|                  | <p>Spawns On: [GLOVES, WEAPON]<br/>         Effects:<br/>         (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT c<br/>         )</p> <p>Affix: DMG_ANGRY3_1H<br/>         Prefix: [ITEM] of Frenzy<br/>         Minimum Level: 25<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Can't Spawn On: [TWO HANDED]<br/>         Effects:<br/>         (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH gra<br/>         Inflict on Hit: (10.0-15.0)% more physical Damage Takenfor 3.0 seconds<br/>         d DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_C<br/>         Prefix: Adamantine Studded [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR<br/>         PH graph)</p> <p>Affix: CLASS_BASED_D_2_1H<br/>         Prefix: Wirewood [ITEM]<br/>         Minimum Level: 25<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/>         Effects:<br/>         (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRA<br/>         aph)<br/>         Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BA<br/>         _2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR5_A<br/>         Prefix: Kindathlan [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/>         CE, RING]<br/>         Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br/>         Effects:<br/>         (10.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Use<br/>         NEAR_GRAPH graph)<br/>         (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRA<br/>         raph)</p> <p>Affix: DMG_PERCENT_POIS3<br/>         Prefix: Venom-Shock [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3</p> |            |

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|                  | <p>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1<br/>Prefix: Venom-Flicker [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H_2<br/>Prefix: [ITEM] of Anger<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>+(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)<br/>Inflict on Hit: (10.0-15.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_2H<br/>Prefix: Pathfinder's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>+(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)<br/>+(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC_DOT1<br/>Prefix: Surging [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: FACTION_ARMOR5_C<br/>Prefix: Kindathlan [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_A<br/>Prefix: Adamantine Studded [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_4_2H_2<br/>Prefix: Spirit-Slayer [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)<br/>(75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING4<br/>Prefix: [ITEM] of Distortion<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br/>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1<br/>Prefix: [ITEM] of Accuracy<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [GLOVES, WEAPON]<br/>Effects:<br/>(2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7_A<br/>Prefix: Efreeti [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Can't Spawn On: [CHEST ARMOR]</p> |               |

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| Effects:<br>(10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph graph)   |            |               |
| Affix: REGEN_MAX1<br>Prefix: [ITEM] of Replenishing<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(0.5-1.0) HP/Second (named REGEN_MAX1)<br>(1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br>(1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br>+(0.5-1.0) Mana/s (named REGEN_MAX1)                                       |            |               |
| Affix: POTIONS5<br>Prefix: Philosopher's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)   |            |               |
| Affix: FACTION_ARMOR3<br>Prefix: Tytherian [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_PERCENT_LOW6_C<br>Prefix: Burnt [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: THORNS_PHYS_THORNED4<br>Prefix: Jagged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:   |            |               |

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| (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)   |            |               |
| Affix: THORNS_FIRE3<br>Prefix: Red Hot [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% fire damage reflected (named THORNS_FIRE3)   |            |               |
| Affix: PROC_SHOCK_ARMOR2<br>Prefix: [ITEM] of Shocking<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) PERCENT graph)<br>(20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1) |            |               |
| Affix: REGEN_MAX_MP1<br>Prefix: [ITEM] of Clarity<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>+(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br>(5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)  |            |               |
| Affix: THORNS_ELEC2<br>Prefix: Buzzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% electric damage reflected (named THORNS_ELEC2)   |            |               |
| Affix: MP1<br>Prefix: Chanter's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(5.0-10.0) Mana (named MP1)  |            |               |
| Affix: ARM_PHYSRED_TYPE3<br>Prefix: Layered [ITEM]<br>No Level Range<br>Spawn Weight: 2   |            |               |

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| Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+ (10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br>(2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)  |            |               |
| Affix: DUAL_ELEMRED_BONUS4_A<br>Prefix: Manafused [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)<br>+ (5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: POIS3<br>Prefix: Rusted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)<br>Inflict on Hit: + (5.0-9.0) physical damage (named POIS3)  |            |               |
| Affix: DUAL_WIELD1<br>Prefix: Deft [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PERCENT_POIS4_2H_2<br>Prefix: Venom-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: DMG_ANGRY2<br>Prefix: [ITEM] of Rage<br>No Level Range  |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, STAFF]<br>Effects:<br>(15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)   |            |               |
| Affix: ELEC2_1H<br>Prefix: Resonant [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2_1H) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_1H) (Uses LINEAR_GRAPH graph)        |            |               |
| Affix: FACTION_ARMOR13_C<br>Prefix: Battle Scarred [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: DMG_ANGRY3<br>Prefix: [ITEM] of Frenzy<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, STAFF]<br>Effects:<br>(2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)                               |            |               |
| Affix: ARMOR_WEIGHT3_A<br>Prefix: Extra Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>+ (250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)  |            |               |

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| <pre> )     (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)     (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)  Affix: CLASS_BASED_N_1   Prefix: Shadow-Bound [ITEM]   No Level Range   Spawn Weight: 3   Occupies no slots   Spawns On: [GLOVES, HELMET, PANTS]   Effects:     +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)     (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)  Affix: POIS2   Prefix: Festering [ITEM]   No Level Range   Spawn Weight: 3   Occupies no slots   Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]   Effects:     Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)     (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)  Affix: PROC_CRUSHBLOW1   Prefix: [ITEM] of Smashing   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]   Effects:     (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)  Affix: ARM_PHYSRED_TYPE2   Prefix: Studded [ITEM]   No Level Range   Spawn Weight: 1   Occupies no slots   Spawns On: [CHEST ARMOR, HELMET, SHIELD]   Effects:     +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)     (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)  Affix: ARM_ILLUM1_C   Prefix: Duskweave [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [CHEST ARMOR]   Effects:     +(100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph) </pre> |            |               |

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| <pre>     (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)  Affix: DMG_PROC_POIS1   Prefix: Blight-Barb [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [NECKLACE, WEAPON]   Effects:     20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)  Affix: FACTION_ARMOR11_A   Prefix: Muursat [ITEM]   Minimum Level: 25   Spawn Weight: 4   Occupies no slots   Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]   Can't Spawn On: [CHEST ARMOR]   Effects:     (10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)     (10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)  Affix: PROC_ENERGYSHIELD1   Prefix: Glittering [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]   Effects:     (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)  Affix: THORNS_ELEC3   Prefix: Arcing [ITEM]   No Level Range   Spawn Weight: 3   Occupies no slots   Spawns On: [ARMOR_PHYSICAL, SHIELD]   Effects:     (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)  Affix: CLASS_BASED1_2HR_2   Prefix: Engraved [ITEM]   No Level Range   Spawn Weight: 2   Occupies no slots   Spawns On: [BOW, CROSSBOW]   Effects:     (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)     (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) </pre> |            |               |

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| <p>Affix: CLASS_BASED_N_2_C<br/> Prefix: Gravemist [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT1_C<br/> Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> -(250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br/> (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)<br/> (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8_C<br/> Prefix: Rubicite [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)<br/> +(150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_FIRE2<br/> Prefix: Scorching [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: ARM_ILLUM3_A<br/> Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: PROC_SHOCK_ARMOR3<br/> Prefix: [ITEM] of Electrocution<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARMOR_STATS_DEF2_C<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)<br/> +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4<br/> Prefix: Detonating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2<br/> Prefix: Calishite [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:</p> |            |               |



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|                  | (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)   |               |
|                  | Affix: BLINDING5<br>Prefix: [ITEM] of Confusion<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)  |               |
|                  | Affix: ELEC_DOT2_2H_2<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: ARMOR_BONUS_MAGIC5_A<br>Prefix: Astral [ITEM]<br>No Level Range<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DMG_PHYS_POIS_RANGE5_2H<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: CLASS_BASED_S_4_C<br>Prefix: Warpsigil [ITEM]   |               |

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|                  | No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)<br>-10.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: DMG_PERCENT_FIRE4_2H<br>Prefix: Flame-Torrent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_PROCKILL_ZOMBIE_10_1H<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OF_PROCKILL_ZOMBIE_10_1H) (Uses LINEAR_GRAPH graph) (Level 1)                         |               |
|                  | Affix: OF_TL2_DRAWMANA3_A_E<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named OF_TL2_DRAWMANA3_A_E) (Uses LINEAR_GRAPH graph)              |               |
|                  | Affix: OFTHEMASTER<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: PETTAG_PROC_STORMCLAW10<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]  |               |

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| <p>Effects:<br/> (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: TRINKET_ICEDEFENSE5_A<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_STRENGTH5<br/> Prefix: [ITEM] of Might<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% electric damage reflected (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_ARMOR7_A_E<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) physical Armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A_E<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% electric damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7_A<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_ICEDEFENSE3_A<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)</p> |            |               |

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| (Level 1)   |            |               |
| Affix: OF_ATTRIB_STRENGTH3_A_E  |            |               |
| Prefix: Mighty [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]                                     |            |               |
| Effects:  |            |               |
| +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_MONSTER250_TURNALIGNMENT  |            |               |
| Prefix: Augmented [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [POLEARM, STAFF, WAND]   |            |               |
| Effects:  |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)                |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)    |            |               |
| Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL  |            |               |
| Prefix: Augmented [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [WEAPON]   |            |               |
| Effects:  |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)                |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)    |            |               |
| Affix: OF_PROCKILL_FULLHEAL_3_2H  |            |               |
| Prefix: Engulfing [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]   |            |               |
| Effects:  |            |               |
| (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)             |            |               |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A_E  |            |               |
| Prefix: Freezing [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [COLLAR, STUD]   |            |               |
| Effects:  |            |               |
| Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) |            |               |

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| Affix: PETTRINKET_DAMAGE_ICE7_A_E  |            |               |
| Prefix: Frozen [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [COLLAR, STUD]  |            |               |
| Effects:   |            |               |
| +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                                     |            |               |
| Affix: OFLEARNING_MONSTER250_MISSILERANGE  |            |               |
| Prefix: Augmented [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BOW, CROSSBOW, PISTOL, WAND]   |            |               |
| Can't Spawn On: [MAGIC]  |            |               |
| Effects:   |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)             |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT) |            |               |
| Affix: OF_ATTRIB_DEXTERITY3_1H   |            |               |
| Prefix: Agile [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  |            |               |
| Effects:   |            |               |
| +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_FEAR3_2H_2   |            |               |
| Prefix: Creepy [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]                                      |            |               |
| Effects:   |            |               |
| Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR HANT MAX HP) (Uses LINEAR_GRAPH graph)    |            |               |
| Affix: OF_PROCGETHIT_FULLHEAL_2  |            |               |
| Prefix: Regenerating [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [NECKLACE]  |            |               |
| Effects:   |            |               |
| (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)                              |            |               |
| Affix: OF_PERCENT_FLAME3_WANDS   |            |               |
| Prefix: Fire-Surge [ITEM]  |            |               |
| No Level Range   |            |               |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON3_A_E<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFHTERAM3_2H_2<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH5<br/> Prefix: [ITEM] of Restoration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealthx5)</p> <p>Affix: OFICE3_1H<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGEDECAY3_C<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>Affix: OFTHETIGER3_2H_2<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MISSILERANGE4_2H_2<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHETURTLE3_A<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (1.0-1.0)% more XP gained (named OFTHESAGE PERCENT CAST SPEED)</p> <p>Affix: OFLIGHTNING3_2H<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> |               |

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| FF]  |            |               |
| Effects:   |            |               |
| +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: OFTHESAGE3_A_E  |            |               |
| Prefix: Sage [ITEM]  |            |               |
| Minimum Level: 25  |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA                       |            |               |
| CE, RING]  |            |               |
| Effects:   |            |               |
| (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: OFLEARNING_MONSTER250_DOT   |            |               |
| Prefix: Augmented [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)             |            |               |
| Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT) |            |               |
| Affix: OF_FIREDEFENSE5   |            |               |
| Prefix: [ITEM] of Cooling  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 5  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR]   |            |               |
| Can't Spawn On: [COLLAR, STUD]   |            |               |
| Effects:   |            |               |
| +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)                                     |            |               |
| Affix: OFRESISTANCE5_A   |            |               |
| Prefix: [ITEM] of Resistance   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 8  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA                       |            |               |
| CE, RING]  |            |               |
| Can't Spawn On: [COLLAR, STUD]   |            |               |
| Effects:   |            |               |
| +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)        |            |               |
| +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_Graph graph)                 |            |               |
| +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_Graph graph)                 |            |               |
| +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Linear_Graph graph)        |            |               |
| Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E   |            |               |

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| Prefix: Silencing [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]   |            |               |
| Effects:  |            |               |
| Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)       |            |               |
| Affix: OF_PERCENT_ICE3_A  |            |               |
| Prefix: Ice-Surge [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA                  |            |               |
| CE, RING]   |            |               |
| Can't Spawn On: [COLLAR, STUD]  |            |               |
| Effects:  |            |               |
| (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)             |            |               |
| Affix: OF_PROCKILL_FULLHEAL_2   |            |               |
| Prefix: Engulfing [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [WEAPON]   |            |               |
| Effects:  |            |               |
| (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal (Level 1)            |            |               |
| Affix: OFVENOM5   |            |               |
| Prefix: [ITEM] of Venom   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 5   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [WEAPON]   |            |               |
| Effects:  |            |               |
| +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |               |
| Affix: OFTHEMASTER3_2H_2  |            |               |
| Prefix: Skillful [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]                  |            |               |
| Effects:  |            |               |
| (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: TRINKET_STAT_STRENGTH5   |            |               |
| Prefix: [ITEM] of Strength  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 5   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR_ELEMENTAL, TRINKET]   |            |               |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5_A<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEARCHER5_2H_2<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |            |               |

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| <p>Effects:<br/> Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEMASTER CRITICAL CHANCE)<br/> R DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A_E<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_2H<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]<br/> Effects:<br/> +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A_E<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> |            |               |

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| ses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_FLAME3_A<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                                  |            |               |
| Affix: DMG_PHYS_POIS_RANGE5_1H<br>Prefix: Abberant [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Can't Spawn On: [TWO HANDED]<br>Effects:<br>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses Linear_Graph graph)<br>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses Linear_Graph graph) |            |               |
| Affix: OF_PERCENT_FLAME3_C<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_ATTRIB_MAGIC3_1H<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_MANA_REGEN3<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>+(2.5-2.5) Mana/s   |            |               |

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| Affix: OFLEARNING_MONSTER25_DAMAGEPCT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE7_A<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)  |            |               |
| Affix: OF_TL2_SHORTSTUN2<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEWIZARD CRITICAL CHANCE)  |            |               |
| Affix: OFTHEWIZARD<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)  |            |               |
| Affix: PETTRINKET_DAMAGE_POIS3<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_TL2_DUALWIELDBONUS3_2H_2<br>Prefix: Pounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]   |            |               |

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| <p>Effects:<br/> (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_ACIDRAIN_10_1H<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) electrical armor</p> <p>Affix: OF_TL2_MANA_REGEN3_A_E<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_SPLASH_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> +(0.5-0.5) Mana/s</p> <p>Affix: OF_TL2_SHIELDBREAK3_2H<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/> Effects:<br/> (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_STORMCLAW10_2H<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESOLDIER5_1H<br/> Prefix: [ITEM] of the Soldier<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)</p> |            |               |



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| <p>es LINEAR_GRAPH graph)<br/>         Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br/>         (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_C<br/>         Prefix: [ITEM] of Resistance<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/>         +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>         +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>         +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_C<br/>         Prefix: Ice-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT_1H<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)<br/>         Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OFTHETURTLE3_C<br/>         Prefix: Superior [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL2<br/>         Prefix: Feasting [ITEM]</p> |            |               |

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| <p>No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         +(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1<br/>         Prefix: Regenerating [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [NECKLACE]<br/>         Effects:<br/>         (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY3_A<br/>         Prefix: Grasping [ITEM]<br/>         Minimum Level: 25<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>         Effects:<br/>         (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br/>         Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_POISON_A<br/>         Prefix: Poison-Spiked [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Can't Spawn On: [MAGIC]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)</p> |            |               |

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| R_MONSTER25_MANASTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDO<br>MSLAYER_MONSTER25_MANASTEAL_COUNT)   |            |               |
| Affix: PETTAG_TL2_SHIELDBREAKER5_A_E<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses<br>LINEAR_GRAPH graph)   |            |               |
| Affix: OFTHEMULE5<br>Prefix: [ITEM] of the Mule<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |            |               |
| Affix: OF_PROC_THUNDERSTROM_10<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_<br>ThunderStorm) (Level 1)  |            |               |
| Affix: PETTRINKET_LIFESTEAL3<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |               |
| Affix: OFLEARNING_CHAMP10_TANGLE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHA<br>MP10_TANGLE)<br>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAY<br>ER_CHAMP10_TANGLE_COUNT) |            |               |
| Affix: OF_TL2_BLINDING3_1H<br>Prefix: Blinding [ITEM]  |            |               |

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| No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofb<br>ngblinding) (Uses LINEAR_GRAPH graph)  |            |            |
| Affix: PETTRINKET_THORNS7_ELEC<br>Prefix: Electro-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% electric damage reflected   |            |            |
| Affix: OF_PROCKILL_FULLHEAL_1<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullhe<br>(Level 1))   |            |            |
| Affix: OF_ICEDEFENSE3_C<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LI<br>GRAPH graph)   |            |            |
| Affix: PETTRINKET_THORNS7_ICE_A_E<br>Prefix: Ice-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% ice damage reflected (Uses LINEAR_GRAPH graph)  |            |            |
| Affix: OFLEARNING_MONSTER25_EXECUTE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSL<br>MONSTER25_EXECUTE) |            |            |

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| Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT) |            |               |
| Affix: OFTHEMISER5   |            |               |
| Prefix: [ITEM] of Wealth   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 5  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [GLOVES, HELMET]  |            |               |
| Effects:   |            |               |
| (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)   |            |               |
| Affix: OFTHEWINDS3_A_E   |            |               |
| Prefix: Deflecting [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]                    |            |               |
| Effects:   |            |               |
| (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)         |            |               |
| Affix: OF_TL2_CHARGERATEBONUS  |            |               |
| Prefix: Energizing [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, CHEST ARMOR, NECKLACE]   |            |               |
| Can't Spawn On: [COLLAR, STUD]   |            |               |
| Effects:   |            |               |
| (3.0-3.0)% more charge rate  |            |               |
| Affix: PETTAG_TL2_RESIST_IMMOB100  |            |               |
| Prefix: Liberating [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 5  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [COLLAR, STUD]  |            |               |
| Effects:   |            |               |
| (100.0-100.0)% more resistance to Immobilize (named resist_immobilize)                                     |            |               |
| 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: OFLEARNING_CHAMP10_TURNALIGNMENT_1H   |            |               |
| Prefix: Augmented [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |

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| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  |            |               |
| Effects:   |            |               |
| Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)                 |            |               |
| Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)     |            |               |
| Affix: PETTRINKET_DAMAGE_POIS2   |            |               |
| Prefix: Virulent [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [COLLAR, STUD]  |            |               |
| Effects:   |            |               |
| + (14.0-20.0) poison damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_PERCENT_FLAME_WANDS  |            |               |
| Prefix: Fire-Surge [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [STAFF, WAND]   |            |               |
| Effects:   |            |               |
| (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OFLEARNING_MONSTER25_TURNALIGNMENT_1H   |            |               |
| Prefix: Augmented [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [PISTOL, WAND]  |            |               |
| Effects:   |            |               |
| Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)             |            |               |
| Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT) |            |               |
| Affix: OF_TL2_SHORTSTUN3   |            |               |
| Prefix: Stunning [ITEM]  |            |               |
| No Level Range   |            |               |
| 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 OFTHETIGER CRITICAL CHANCE)                         |            |               |
| Affix: OF_TL2_SILENCE5   |            |               |
| Prefix: [ITEM] of Silence  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 5  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, WAND]                                       |            |               |
| Effects:   |            |               |
| Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.  |            |               |

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| <p>Affix: OF_PERCENT_ALL_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MANA_REGEN2<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> +(1.0-1.0) Mana/s</p> <p>Affix: PETTAG_TL2_SHORTSTUN5_A<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMAST<br/> ER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ELECTRIC2_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_2H<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRA<br/> P graph)</p> <p>Affix: PETTRINKET_THORNS5_POISON<br/> Prefix: Poison-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% poison damage reflected</p> |             |               |

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| <p>Affix: OF_TL2_RESIST_SLOW50<br/> Prefix: [ITEM] of Momentum<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, NECKLACE]<br/> Effects:<br/> (50.0-50.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: OF_ATTRIB_STRENGTH<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSL<br/> AYER_CHAMP10_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RAN<br/> DOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR3_C<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3)<br/> (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_05<br/> Prefix: Poisoning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Poison for 5.0 seconds (named OFTH<br/> ER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5<br/> Prefix: [ITEM] of Mortal Wounds<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots</p> |             |               |

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|                  | <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB<br/>EAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON</p> <p>Prefix: Poison-Surge [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_ELEMENTAL]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH3</p> <p>Prefix: Mighty [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+ (100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO<br/>MSLAYER_MONSTER250_PROC_STORMCLAW)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named<br/>RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MON<br/>STER25_CRIT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAY<br/>ER_MONSTER25_CRIT_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A</p> <p>Prefix: Ice-Spiked [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(750.0-1000.0)% ice damage reflected (Uses Linear_Graph graph)</p> |               |

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|                  | <p>Affix: OFVENOM2</p> <p>Prefix: Venomous [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [STAFF, WAND]</p> <p>Effects:</p> <p>+ (9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER5_2H_2</p> <p>Prefix: [ITEM] of the Soldier</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/>FF]</p> <p>Effects:</p> <p>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)</p> <p>LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)</p> <p>es LINEAR_GRAPH graph)</p> <p>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_HEALTHANDMANA</p> <p>Prefix: Invigorating [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (2.0-4.0) Max HP</p> <p>Affix: OFTHEMULE3_C</p> <p>Prefix: Intractable [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>(Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_A</p> <p>Prefix: Restorative [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/>CE, RING]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>s LINEAR_GRAPH graph)</p> |            |

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| <p>Affix: OFTHEARCHER5_1H<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL7<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESEEKER3_2H_2<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE2</p> |            |               |

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| <p>Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: TRINKET_GOLDFIND5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH2<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealth2)</p> <p>Affix: OFTHEELEPHANT3_A<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH3<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:</p> |            |               |

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| (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt<br>hx3)   |            |               |
| Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAY<br>ER_CHAMP10_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND<br>OMSLAYER_CHAMP10_MISSILERANGE_COUNT)   |            |               |
| Affix: OF_FIREDEFENSE3<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)   |            |               |
| Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RANDOMSL<br>AYER_MONSTER250_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RA<br>NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT) |            |               |
| Affix: OF_PROCGETHIT_FULLHEAL_5<br>Prefix: [ITEM] of Regeneration<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE]<br>Effects:<br>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe<br>al) (Level 1)  |            |               |
| Affix: OFLEARNING_MONSTER250_EXECUTE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER<br>_MONSTER250_EXECUTE)<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOM   |            |               |

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| SLAYER_MONSTER250_EXECUTE_COUNT)  |            |               |
| Affix: OF_ATTRIB_DEXTERITY3_C<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_DAMAGEOVERTIME3_1H_E<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named<br>EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_CHAMP10_LIFESTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLA<br>YER_CHAMP10_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RAN<br>DOMSLAYER_CHAMP10_LIFESTEAL_COUNT) |            |               |
| Affix: OFVENOM3<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)  |            |               |
| Affix: OFTHESOLDIER<br>Prefix: Soldier [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(4.0-5.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (6-10) on hit (named OFTHESOLDIER DEGRADE ARMOR)   |            |               |
| Affix: OF_PROC_BLINDCLOUD_10_2H<br>Prefix: [ITEM] of Clouded Vision<br>No Level Range   |            |               |

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| <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:<br/>(10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_FIREDEFENSE<br/>Prefix: Cooling [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br/>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OF_TL2_SHIELDBREAK<br/>Prefix: Shieldsplitter [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/>Effects:<br/>(10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS<br/>Prefix: [ITEM] of Fire Rage<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH2<br/>Prefix: Mighty [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> |            |               |

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| <p>Affix: PETTRINKET_DAMAGE_POIS7<br/>Prefix: Virulent [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5_A<br/>Prefix: Crushing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_10<br/>Prefix: Poisoning [ITEM]<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFFLAME DAMAGE BONUS)<br/>STER CRITICAL CHANCE)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H<br/>Prefix: Electric-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE2<br/>Prefix: Silencing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5<br/>Prefix: [ITEM] of Focus<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/>Effects:</p> |            |               |



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|                  | + (2.5-2.5) Mana/s   |               |
|                  | Affix: PETTRINKET_DAMAGE_POIS5<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)                               |               |
|                  | Affix: OFTHEBULL3<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)  |               |
|                  | Affix: OF_TL2_FUMBLECHANCE<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-3.0)% less chance to fumble  |               |
|                  | Affix: OFTHEMISER2<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, HELMET]<br>Effects:<br>(2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)                               |               |
|                  | Affix: PETTRINKET_DAMAGE_ELEC7_A<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph) |               |
|                  | Affix: OF_TL2_MISSILERANGEPLUS4_1H<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>+ (1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP        |               |

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|                  | EED) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_ATTRIB_DEXTERITY3_A<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br>CE, RING]<br>Effects:<br>+ (25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OF_PROCKILL_METEORSTRIKE_10_2H_2<br>Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1) |               |
|                  | Affix: OF_TL2_CRITICALDAMAGE3_1H<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OFTHEMULE2<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |               |
|                  | Affix: OFTHEVAMPIRE3_2H_2<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>+ (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFTHEELEPHANT3_C<br>Prefix: Healthy [ITEM]<br>No Level Range  |               |

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|                  | <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>+ (750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H<br/>Prefix: [ITEM] of Blood<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PROC_FIRESTORM_10<br/>Prefix: [ITEM] of the Fire Storm<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5_A<br/>Prefix: [ITEM] of Shock<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>(7.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEMULE3<br/>Prefix: Intractable [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/>Effects:<br/>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: PETTRINKET_THORNS7_FIRE<br/>Prefix: Fire-Spiked [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(30.0-35.0)% fire damage reflected</p> |               |

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|                  | <p>Affix: PETTRINKET_LIFESTEAL5<br/>Prefix: Feasting [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+ (266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A_E<br/>Prefix: Fire-Spiked [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(750.0-1000.0)% fire damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_C<br/>Prefix: [ITEM] of Escape<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_DOT_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br/>Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: OFTHEBEAR3_2H_2<br/>Prefix: Superior [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>+ (50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFICE3_2H_2<br/>Prefix: Icy [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots</p> |               |

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| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br>)<br><br>Affix: TRINKET_FIREPERCENT_DEFENSE5_A<br>Prefix: [ITEM] of Cooling<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)<br><br>Affix: OF_POISONDEFENSE3_C<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHEMULE3_A<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_PERCENT_ALL<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSL |             |               |

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| AYER_CHAMP10_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)<br><br>Affix: OFTHEBULL2<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)<br><br>Affix: PETTAG_ATTACK_SPEED5_A_E<br>Prefix: Agitating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHETIGER<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)<br><br>Affix: OFTHEMISER3<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)<br><br>Affix: OF_PROC_ACIDRAIN_10<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)<br><br>Affix: OF_PERCENT_ICE3_WANDS_2H<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots |             |               |

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| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFTHEVAMPIRE3_1H<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_SILENCE3<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.                                 |            |               |
| Affix: OF_TL2_RESIST_SLOW50_A_E<br>Prefix: [ITEM] of Momentum<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_PROC_GLACIALSPIKE_10<br>Prefix: [ITEM] of the Glacier<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)  |            |               |
| Affix: OF_TL2_SHORTSTUN5<br>Prefix: [ITEM] of Stunning<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |            |               |

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| Affix: OF_TL2_DRAWARMOR3_A<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Uses LINEAR_GRAPH graph)                                  |            |               |
| Affix: OF_TL2_DUALWIELDBONUS3_2H<br>Prefix: Pounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_RESIST_IMMOB50<br>Prefix: [ITEM] of Escape<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, NECKLACE]<br>Effects:<br>(50.0-50.0)% more resistance to Immobilize (named resist_immobilize)  |            |               |
| Affix: TRINKET_MAGICFIND5<br>Prefix: [ITEM] of Luck<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)  |            |               |
| Affix: OF_PROCKILL_ZOMBIE_10_2H_2<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OF_TL2_CHARGEDECAY3_A_E<br>Prefix: Grasping [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots  |            |               |

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| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTAG_PROC_STORMCLAW5<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)  |            |               |
| Affix: PETTAG_DIRECT_SHOCK_PERCENT_20<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)   |            |               |
| Affix: PETTAG_DIRECT_BURN_PERCENT_10<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |            |               |
| Affix: TRINKET_STAT_STRENGTH5_A<br>Prefix: [ITEM] of Strength<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (25-35) Strength (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)  |            |               |
| Affix: OFLEARNING_MONSTER250_ATTACKSPEED<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT) |            |               |

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| Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A<br>Prefix: Fortified [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (Exclusive) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFTHETIGER3_1H<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFTHEWIZARD3_1H_E<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+ (20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ELECTRIC_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OF_PERCENT_FLAME2_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OF_TL2_DRAWMANA2<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, RING]  |            |               |

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| Effects:<br>(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawman ax2)  |            |               |
| Affix: OFLEARNING_CHAMP10_ATTACKSPEED<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT) |            |               |
| Affix: OF_TL2_SHORTSTUN3_2H_2<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)   |            |               |
| Affix: OF_ELECTRICDEFENSE5<br>Prefix: [ITEM] of Insulation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |               |
| Affix: OF_ELECTRICDEFENSE3_A<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)              |            |               |
| Affix: OFTHEWINDS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>(9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |               |

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| Affix: OFTHEOWL3_C<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)  |            |               |
| Affix: PETTRINKET_ARMOR_ICE<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) ice armor   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSHIELD, 2HSTAFF, 2HWEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT) |            |               |
| Affix: OF_TL2_MANA_REGEN3_C<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_THORNS5_A_E<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1  |            |               |

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|                  | Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_DAMAGEOVERTIME<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OF_TL2_FUMBLECHANCE3_1H_E<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)<br><br>Affix: PETTRINKET_DAMAGE_PHYS<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OF_PROCKILL_FULLHEAL_3_2H_2<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OFTHEMAGE3_2H<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHETURTLE |               |

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|                  | Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)<br><br>Affix: OFTHESAVAGE3<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)<br><br>Affix: OFTHEMISER3_A<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>(10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHEVAMPIRE3<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)<br><br>Affix: OFTHEVAMPIRE2<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)<br><br>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHETURTLE CRITICAL CHANCE) |               |

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| <p>Affix: OFLEARNING_MONSTER250_SPLASH_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) ice armor</p> <p>Affix: OFTHESAVAGE2<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE_DEGRADE_ARMOR)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: OFTHEBEAR3_1H<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A_E<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3_2H_2<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named offblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_2H<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> +(50-70) Strength (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H_2<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME_DAMAGE_BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_TL2_PETDAMAGE3_A_E<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE_PERCENT_CAST_SPEED) (Uses LINEAR_GRAPH graph)</p> |            |               |



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| <p>Affix: OF_ATTRIB_DEXTERITY3_2H_2<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_C<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_EXECUTE3_1H_E<br/> Prefix: Paired [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_1H_E<br/> Prefix: [ITEM] of the Fire Storm<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OFTHEWINDS2<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEMISER3_A_E<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, RING]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER5<br/> Prefix: [ITEM] of Haste<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_SPLASH2_2H_2<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWMANA3</p> |            |               |

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|                  | <p>Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawman ax3)</p> <p>Affix: OFTHESTORMS5<br/> Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH3_A_E<br/> Prefix: Salving [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER3_1H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_05<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> <p>Affix: OF_PROC_ACIDRAIN_10_1H_E<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5_A<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ELECTRIC5<br/> Prefix: [ITEM] of Electric Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> |               |

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| <p>Affix: PETTAG_DIRECT_POISON_PERCENT_20_A_E<br/> Prefix: Poisoning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMA<br/> STER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (E<br/> xclusive)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_M<br/> ONSTER250_IMMOB)<br/> Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSL<br/> AYER_MONSTER250_IMMOB_COUNT)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_1H_E<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH<br/> graph)</p> <p>Affix: OF_TL2_PETDAMAGE<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_RESISTALL3<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-15.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(15.0-15.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(15.0-15.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(15.0-15.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE,<br/> ORD, FIST, POLEARM, STAFF]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named R<br/> SLAYER_MONSTER25_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (na<br/> RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS2<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_1H_E<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses I<br/> R_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME5<br/> Prefix: [ITEM] of Fire Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]</p> |            |               |

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|                  | <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5<br/> Prefix: [ITEM] of Draining<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PROC_THUNDERSTROM_10_2H_2<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_ALL3_A_E<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER3_2H<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7_A_E<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> |               |

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|                  | <p>Affix: OFTHEWIZARD3_1H<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FUMBLECHANCE5<br/> Prefix: [ITEM] of Precision<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-15.0)% less chance to fumble</p> <p>Affix: OFTHESAGE3_A<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_ARMOR_POISON7_A<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) poison armor (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20_A<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |               |

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| <p>Effects:<br/>           Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMAST<br/>           ER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H_E<br/>           Prefix: [ITEM] of Zapping<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>           Effects:<br/>           (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W<br/>           C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESAVANT5_A_E<br/>           Prefix: [ITEM] of the Savant<br/>           No Level Range<br/>           Spawn Weight: 4<br/>           Occupies no slots<br/>           Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/>           CE, RING]<br/>           Effects:<br/>           (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses<br/>           LINEAR_GRAPH graph)<br/>           +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH g<br/>           raph)</p> <p>Affix: PETTRINKET_ARMOR_ICE5<br/>           Prefix: Ice-Armored [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [COLLAR, STUD]<br/>           Effects:<br/>           +(80.0-100.0) ice armor</p> <p>Affix: PETTRINKET_THORNS7_POISON<br/>           Prefix: Poison-Spiked [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [COLLAR, STUD]<br/>           Effects:<br/>           (30.0-35.0)% poison damage reflected</p> <p>Affix: OFFLAME3_2H_2<br/>           Prefix: Fiery [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/>           FF]<br/>           Effects:<br/>           +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH gr<br/>           aph)</p> |            |               |

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| <p>Affix: OFTHETHORN5<br/>           Prefix: [ITEM] of Vengeance<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [ARMOR_PHYSICAL]<br/>           Effects:<br/>           (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: OFTHEMISER3_C<br/>           Prefix: Wealthy [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [CHEST ARMOR]<br/>           Effects:<br/>           (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses 1<br/>           R_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5<br/>           Prefix: Savage [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [COLLAR, STUD]<br/>           Effects:<br/>           Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFFLAME3_2H<br/>           Prefix: Fiery [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/>           FF]<br/>           Effects:<br/>           +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRA<br/>           aph)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_1H<br/>           Prefix: Poison-Surge [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>           Effects:<br/>           (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINE<br/>           APH graph)</p> <p>Affix: OFVENOM3_1H_E<br/>           Prefix: Venomous [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>           Effects:<br/>           +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_G</p> |            |            |

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| graph)  |            |               |
| Affix: OF_PERCENT_ICE_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more ice damage (named 2)   |            |               |
| Affix: PETTRINKET_DAMAGE_POIS7_A_E<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRA PH graph)   |            |               |
| Affix: OF_PROC_BLOODWASH_10_2H_2<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo odWash) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OFTHEOWL3_A<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)                           |            |               |
| Affix: OF_PROC_BLOODWASH_10<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo odWash) (Level 1)   |            |               |
| Affix: OF_TL2_MANA_REGEN3_A<br>Prefix: Focusing [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING]<br>Effects:<br>(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_ELECTRICDEFENSE3_C<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ENSE) (Uses LINEAR_GRAPH graph)                               |            |               |
| Affix: OF_PERCENT_ELECTRIC3_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0) fire damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OF_TL2_DRAWARMOR3_A_E<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING]<br>Effects:<br>(5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) usive) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFLEARNING_MONSTER25_CRIT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER STER25_CRIT)  |            |               |

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| Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)   |            |               |
| <p>Affix: OF_PERCENT_ELECTRIC3_A_E</p> <p>Prefix: Electric-Surge [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>   |            |               |
| <p>Affix: PETTRINKET_DAMAGE_PHYS3</p> <p>Prefix: Fanged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p>  |            |               |
| <p>Affix: PETTRINKET_RESISTALL2</p> <p>Prefix: Resisting [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (10.0-10.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)</p> <p>+ (10.0-10.0) ice armor (named OFRESISTANCE FIRE DEFENSE)</p> <p>+ (10.0-10.0) fire armor (named OFRESISTANCE ICE DEFENSE)</p> <p>+ (10.0-10.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> |            |               |
| <p>Affix: TRINKET_ICE_PERCENT5_A</p> <p>Prefix: [ITEM] of Freezing</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(7.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p>  |            |               |
| <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_C</p> <p>Prefix: Fortified [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p>   |            |               |

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| <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p>    |            |               |
| <p>Affix: TRINKET_FIREPERCENT_DEFENSE5</p> <p>Prefix: [ITEM] of Cooling</p> <p>No Level Range</p> <p>Spawn Weight: 5</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p>   |            |               |
| <p>Affix: OF_PROC_BLINDCLOUD_10_2H_2</p> <p>Prefix: [ITEM] of Clouded Vision</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]</p> <p>Effects:</p> <p>(10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p>  |            |               |
| <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p>   |            |               |
| <p>Affix: OFLEARNING_MONSTER25_DUALWIELD</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> |            |               |

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| MSLAYER_MONSTER25_DUALWIELD_COUNT)   |            |               |
| <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DRAWMANA3_A<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_1H_E<br/> Prefix: [ITEM] of the Glacier</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_SHIELDBREAK3_2H_2<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHETIGER2<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHESTORMS2<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_ATTRIB_DEFENSE<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ICE_BONUS5_A<br/> Prefix: [ITEM] of Chilling</p> |            |               |



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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br/> (Uses Linear_Graph graph)</p> <p>Affix: OF_ELECTRICDEFENSE3<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5<br/> Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5<br/> Prefix: [ITEM] of the Archer<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -50.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (7.0-7.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)<br/> (7.0-7.0)% more Cast Speed</p> <p>Affix: TRINKET_POISONDEFENSE5<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: PETTRINKET_ARMOR_ICE7_A<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |               |

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|                  | <p>Effects:<br/> +(75.0-100.0) ice armor (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_2H_2<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_A<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER PAD, TUNIC, WAND]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: PETTAG_TL2_SHORTSTUN<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMAGE CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5</p> |               |

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|                  | Prefix: [ITEM] of the Vampire<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |               |
|                  | Affix: OFTHESAVAGE5<br>Prefix: [ITEM] of Demolishing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |               |
|                  | Affix: OFLEARNING_CHAMP10_MANASTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT) |               |
|                  | Affix: PETTRINKET_LIFESTEAL_MASTER7_A<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses Linear_Graph graph)   |               |
|                  | Affix: OF_TL2_DUALWIELDBONUS<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(3.0-5.0)% more Damage while Dual Wielding   |               |
|                  | Affix: SKILL_ADD_MASTERY_OFFENSE<br>Prefix: [ITEM] of Offense<br>Minimum Level: 777<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]<br>Effects:<br>+(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)  |               |

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|                  | Affix: OF_TL2_PETHEALTH3_A<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: PETTAG_PROC_STORMCLAW10_A<br>Prefix: Arcing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)  |               |
|                  | Affix: OF_ELECTRICDEFENSE2<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)  |               |
|                  | Affix: OF_TL2_DAMAGEOVERTIME3_2H<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br>Effects:<br>Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OFLEARNING_CHAMP10_SPLASH_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT) |               |

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| <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OFTHESAVAGE3_2H<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESTORMS3<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWMANA5<br/> Prefix: [ITEM] of the Usurper<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)</p> <p>Affix: OFTHETIGER3<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWHEALTH3_A<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawalthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A_E<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHETIGER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5_A<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5_A<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> |            |               |

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| <p>Affix: OFTHESAVAGE3_1H_E<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_RESISTALL7<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHECHEETAH<br/> Prefix: Brisk [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, BELT]<br/> Effects:<br/> (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3_2H_2<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_GOLDFIND5_A<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_MAGIC5<br/> Prefix: [ITEM] of Focus<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100<br/> Prefix: Momentous [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (100.0-100.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: OFVENOM3_1H<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ICEDEFENSE3<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_RESISTALL5<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> |            |               |

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| <p>Affix: OFTHEMAGE3_2H_2<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC5_WANDS<br/> Prefix: [ITEM] of Electric Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_DEFENSE3_2H_2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2_1H<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100_A<br/> Prefix: Momentous [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5_A<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]</p> |            |               |

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| <p>Effects:<br/> +(100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH3_C<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawalthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A_E<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM3_1H<br/> Prefix: Slamming [ITEM]<br/> No Level Range</p> |            |               |

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|                  | <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [PISTOL, WAND]<br/>Effects:<br/>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA<br/>FF, CROSSBOW]<br/>Can't Spawn On: [MAGIC]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMS<br/>LAYER_MONSTER25_SHIELDBREAKER)<br/>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named R<br/>ANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLIGHTNING3_2H_2<br/>Prefix: Charged [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/>FF]<br/>Effects:<br/>+(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_<br/>GRAPH graph)</p> <p>Affix: OFTHESAVANT<br/>Prefix: Savant [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [HELMET]<br/>Effects:<br/>(1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/>+(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: PETTRINKET_ARMOR_POISON<br/>Prefix: Poison-Armored [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(15.0-20.0) poison armor</p> <p>Affix: OF_PROC_FIRESTORM_10_1H<br/>Prefix: [ITEM] of the Fire Storm<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:</p> |               |

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|                  | <p>(10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_Fire<br/>eStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RAND<br/>OMSLAYER_CHAMP10_PROC_FULLHEAL)<br/>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named R<br/>ANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_EXECUTE<br/>Prefix: Paired [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(5.0-5.0)% more Execute Chance</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_1H_E<br/>Prefix: Fire-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_<br/>H graph)</p> <p>Affix: OFTHEBATTLEMENTS<br/>Prefix: Deflecting [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [SHIELD]<br/>Effects:<br/>(1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE3<br/>Prefix: Precise [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(9.0-9.0)% less chance to fumble</p> <p>Affix: OF_PERCENT_FLAME3_A_E<br/>Prefix: Fire-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1</p> |               |

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| Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_PETHEALTH3_C<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: MANA_ADDER<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) Mana (named MANA_ADDER MAX MANA)   |            |               |
| Affix: TRINKET_ICE_BONUS5<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |               |
| Affix: PETTAG_DEGRADE_ARMOR2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |            |               |
| Affix: OFLEARNING_CHAMP10_TURNALIGNMENT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RAN |            |               |

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| DOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)   |            |               |
| Affix: OFLEARNING_CHAMP10_DOT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT) |            |               |
| Affix: OFTHETHORN3<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)   |            |               |
| Affix: PETTRINKET_ARMOR_ICE3<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) ice armor  |            |               |
| Affix: PETTRINKET_ARMOR_ICE2<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) ice armor  |            |               |
| Affix: OFTHETHORN2<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)   |            |               |
| Affix: TRINKET_ICEDDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]  |            |               |

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|                  | <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTAG_DEGRADE_ARMOR3</p> <p>Prefix: Savage [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A_E</p> <p>Prefix: Liberating [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>(75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_2H</p> <p>Prefix: [ITEM] of Annihilation</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_1H</p> <p>Prefix: Precise [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7_A_E</p> |               |

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|                  | <p>Prefix: Juiced [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_C</p> <p>Prefix: Cooling [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FUMBLECHANCE2</p> <p>Prefix: Precise [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(6.0-6.0)% less chance to fumble</p> <p>Affix: OFLEARNING_MONSTER25_DUALWIELD_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_DOT_1H</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)</p> <p>Affix: OF_ELECTRICDEFENSE</p> <p>Prefix: Grounded [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> |               |



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| Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OF_ATTRIB_STRENGTH3_1H_E<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+ (25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHETHORN<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: PETTRINKET_DAMAGE_PHYS5<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OF_PERCENT_FLAME2<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OFTHEWIZARD2<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+ (45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)<br><br>Affix: OF_PROC_THUNDERSTROM_10_1H<br>Prefix: [ITEM] of Thunder<br>No Level Range |            |               |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OF_TL2_SHORTSTUN<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMANTLE CRITICAL CHANCE)<br><br>Affix: OF_TL2_DRAWMANA<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named DRAWMANA)<br><br>Affix: OF_TL2_FEAR3_1H<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEMANTLE HANT MAX HP) (Uses LINEAR_GRAPH graph)<br><br>Affix: TRINKET_POISON_BONUS5_A<br>Prefix: [ITEM] of Toxicity<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (100.0-150.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)<br><br>Affix: OF_ICEDDEFENSE2<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (18.0-24.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE) |            |               |

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| <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA3_C<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> + (50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC5<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (80.0-100.0) electrical armor</p> <p>Affix: OFLEARNING_MONSTER25_SPLASH<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3<br/> Prefix: Energizing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br/> Effects:<br/> (9.0-9.0)% more charge rate</p> <p>Affix: OFTHETHORN3_A_E<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2_2H<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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|                  | <p>Occupies no slots<br/>         Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/>         Effects:<br/>         (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_C<br/>         Prefix: Electric-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEXTERITY5_A<br/>         Prefix: [ITEM] of Swiftess<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(25-35) Dexterity (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10<br/>         Prefix: [ITEM] of Shadow<br/>         No Level Range<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Effects:<br/>         (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_RESIST_SLOW50_C<br/>         Prefix: [ITEM] of Momentum<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR2<br/>         Prefix: Superior [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]<br/>         Effects:<br/>         +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> |               |

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|                  | <p>Affix: OF_PERCENT_FLAME<br/>         Prefix: Fire-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/>         Can't Spawn On: [MAGIC]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)<br/>         Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: MANA_ADDER_2<br/>         Prefix: Mystical [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(9.0-11.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: OFHTERAM3_2H<br/>         Prefix: Slamming [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/>         Effects:<br/>         -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_C<br/>         Prefix: Rejuvenating [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR]<br/>         Effects:<br/>         +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_2H<br/>         Prefix: [ITEM] of the Fire Storm<br/>         No Level Range<br/>         Spawn Weight: 1</p> |               |

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| Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)  |            |               |
| Affix: OFTHESEEKER3_1H_E<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_ARMOR2<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(25.0-30.0) physical Armor   |            |               |
| Affix: PETTRINKET_ARMOR_ELECTRIC7_A_E<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) electrical armor (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_CHAMP10_EXECUTE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT) |            |               |
| Affix: OFTHESOLDIER5<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (10-15) on hit (named OFTHESOLDIER DEGRADE ARMOR)                       |            |               |

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| (7.0-9.0)% more Cast Speed  |            |               |
| Affix: OF_ATTRIB_DEXTERITY2<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Dexterity (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OF_TL2_PETHEALTH2<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)   |            |               |
| Affix: OFTHESOLDIER5_1H_E<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_TL2_BLINDING2<br>Prefix: Blinding [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)   |            |               |
| Affix: OFLEARNING_MONSTER25_TANGLE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)<br>Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)  |            |               |

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| <p>Affix: PETTRINKET_LIFESTEAL_MASTER7<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PISTOL, RIFLE, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: PETTRINKET_THORNS5_FIRE<br/> Prefix: Fire-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% fire damage reflected</p> <p>Affix: TRINKET_POISONDEFENSE5_A<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_2H_2<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3<br/> Prefix: Blinding [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named OFTHEBEAR NGBLINDING)</p> <p>Affix: OF_TL2_PETHEALTH3<br/> Prefix: Salving [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_2H<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> |            |               |

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| <p>Affix: OF_POISONDEFENSE3_A_E<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR3<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (38.0-45.0) physical Armor</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: MANA_ADDER_3<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (13.0-17.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5_A<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEBEAR3<br/> Prefix: Superior [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE]<br/> Effects:<br/> + (18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH5<br/> Prefix: [ITEM] of Carnage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PROC_THUNDERSTROM_10_2H<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_POISON3_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A_E<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:</p> |            |               |

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|                  | +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_FEAR3_2H<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_CHARGERATEBONUS2<br>Prefix: Energizing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br>Effects:<br>(6.0-6.0)% more charge rate<br><br>Affix: OFLEARNING_CHAMP10_SHORTSTUN_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)<br><br>Affix: OF_TL2_FEAR5<br>Prefix: [ITEM] of Terror<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)<br><br>Affix: OF_PERCENT_ALL2_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OFLEARNING_MONSTER250_SHIELDBREAKER_1H<br>Prefix: Augmented [ITEM] |               |

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|                  | No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)<br><br>Affix: OF_TL2_CRITICALDAMAGE3<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: PETTRINKET_ARMOR_ELECTRIC7_A<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) electrical armor (Uses Linear_Graph graph)<br><br>Affix: OFRESISTANCE5<br>Prefix: [ITEM] of Resistance<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)<br><br>Affix: OF_TL2_CRITICALDAMAGE<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OFLEARNING_MONSTER250_DAMAGEPCT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects: |               |

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| Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)  |            |               |
| Affix: OF_PERCENT_ICE3<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: PETTRINKET_HEALTHANDMANA7_A_E<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(750.0-1000.0) Max HP (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_HEALTH_REGEN<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>+(0.3-0.3) HP/Second  |            |               |
| Affix: PETTAG_CRIT_CHANCE5_A_E<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E<br>Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OF_POISONDEFENSE2<br>Prefix: Restorative [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |               |
| Affix: OFTHEVAMPIRE3_1H_E<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT) |            |               |
| Affix: OF_TL2_PETDAMAGE3<br>Prefix: Commanding [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)  |            |               |
| Affix: OFTHEMULE<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |            |               |
| Affix: OFLEARNING_MONSTER250_KNOCKBACK<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)       |            |               |



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| OMSLAYER_MONSTER250_KNOCKBACK_COUNT)  |            |               |
| <p>Affix: OF_PERCENT_ICE3_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p>  |            |               |
| <p>Affix: OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> |            |               |
| <p>Affix: OFICE3<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p>   |            |               |
| <p>Affix: OFLIGHTNING5<br/> Prefix: [ITEM] of Lightning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p>   |            |               |
| <p>Affix: PETTRINKET_LIFESTEAL_MASTER5<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p>                       |            |               |
| <p>Affix: OF_TL2_SPLASH<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (15.0-15.0)% more Damage to Secondary Targets</p>            |            |               |

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| <p>Affix: OFLEARNING_CHAMP10_KNOCKBACK_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> |            |               |
| <p>Affix: OF_TL2_HEALTH_REGEN5<br/> Prefix: [ITEM] of Rejuvenation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(1.5-0.2) HP/Second</p>  |            |               |
| <p>Affix: OFICE3_1H_E<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH<br/> )</p>  |            |               |
| <p>Affix: OFTHEDRAKE<br/> Prefix: [ITEM] of the Drake<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p>  |            |               |
| <p>Affix: OFICE2<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p>  |            |               |
| <p>Affix: OF_PERCENT_POISON3<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p>   |            |               |

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|                  | <p>Occupies no slots<br/>         Spawns On: [ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>           (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/>         Prefix: [ITEM] of Insulating<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>           (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT<br/>         RICAL DEFENSE)</p> <p>Affix: TRINKET_STAT_MAGIC5_A<br/>         Prefix: [ITEM] of Focus<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>           +(25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_DAMAGE_POIS<br/>         Prefix: Virulent [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>           +(7.0-10.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR<br/>         Prefix: Armored [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>           +(10.0-15.0) physical Armor</p> <p>Affix: OF_TL2_PETDAMAGE2<br/>         Prefix: Commanding [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/>         Effects:<br/>           (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A<br/>         Prefix: Fanged [ITEM]</p> |               |

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|                  | <p>No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>           +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses Line<br/>         graph graph)</p> <p>Affix: OFLEARNING_CHAMP10_IMMOB<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [PISTOL, RIFLE, WAND]<br/>         Effects:<br/>           Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER<br/>         P10_IMMOB)<br/>           Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOM<br/>         R_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OF_POISONDEFENSE3<br/>         Prefix: Restorative [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [ARMOR]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>           +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H<br/>         Prefix: Savage [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>           Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named<br/>         EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_1H_E<br/>         Prefix: Superior [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>           +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEA<br/>         APH graph)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/>         Prefix: [ITEM] of Burning<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]</p> |            |

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| <p>Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(750.0-1000.0) Max HP (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_FIREDEFENSE5_A<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVAGE3_1H<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OF_TL2_RESIST_SLOW50_A<br/> Prefix: [ITEM] of Momentum<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE2<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H_E<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_RESISTALL7_A<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |            |               |

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| <p>Effects:<br/> + (50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/> + (50.0-75.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/> + (50.0-75.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/> + (50.0-75.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLINDCLOUD_10<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5<br/> Prefix: [ITEM] of Mystery<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (22.0-28.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: TRINKET_STAT_DEFENSE5_A<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (25-35) Vitality (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE5<br/> Prefix: [ITEM] of the Invoker<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, STAFF, WAND]<br/> Effects:</p> |            |               |

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| <p>(13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> + (6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (80.0-100.0) electrical armor</p> <p>Affix: OF_TL2_CHARGERATEBONUS5<br/> Prefix: [ITEM] of Energy<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, WEAPON]<br/> Effects:<br/> (15.0-15.0)% more charge rate</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC3<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (45.0-60.0) electrical armor</p> <p>Affix: OFLEARNING_CHAMP10_IMMOB_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OF_PERCENT_POISON3_A<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHEELEPHANT3_A_E<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_TL2_SPLASH2<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br>Effects:<br>(30.0-30.0)% more Damage to Secondary Targets   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT) |            |               |
| Affix: OFTHECHEETAH_C<br>Prefix: Brisk [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_FEAR3_1H_E<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)   |            |               |

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| HANT MAX HP) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFRESISTANCE<br>Prefix: [ITEM] of Resistance<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |               |
| Affix: OFTHECHEETAH5<br>Prefix: [ITEM] of Speed<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)  |            |               |
| Affix: OFTHESEEKER3_1H<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHEWIZARD3_2H<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_ATTRIB_MAGIC3_A<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PROC_GLACIALSPIKE_10_1H   |            |               |

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| Prefix: [ITEM] of the Glacier<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)   |            |               |
| Affix: OFLEARNING_MONSTER250_MISSILERANGE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)   |            |               |
| Affix: CLASS_BASED_D_3_2H_2<br>Prefix: Cairnstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(4-8) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)                                       |            |               |
| Affix: OF_PERCENT_POISON5_WANDS<br>Prefix: [ITEM] of Poison Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: OFLEARNING_MONSTER250_SHIELDBREAKER<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT) |            |               |
| Affix: OFLEARNING_CHAMP10_MANASTEAL_1H  |            |               |

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| Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT)   |            |               |
| Affix: OFLEARNING_MONSTER25_ATTACKSPEED_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)<br>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT) |            |               |
| Affix: OFLEARNING_MONSTER250_IMMOB<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PISTOL, RIFLE, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)  |            |               |
| Affix: OF_TL2_BLINDING5<br>Prefix: [ITEM] of Blinding<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named offblinding)   |            |               |
| Affix: OFFLAME3_1H<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_DRAWHEALTH3_A_E<br>Prefix: Restoring [ITEM]   |            |               |

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|                  | <div>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>(25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)</div> <div>Affix: OF_ATTRIB_STRENGTH3_C<br/>Prefix: Mighty [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</div> <div>Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H_2<br/>Prefix: Silencing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</div> <div>Affix: TRINKET_FIRE_PERCENT5_A<br/>Prefix: [ITEM] of Incineration<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>(7.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</div> <div>Affix: OF_TL2_CHARGERATEBONUS3_C<br/>Prefix: Energizing [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)</div> <div>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A_E<br/>Prefix: Fortified [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:</div> |               |

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|                  | <div>(5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</div> <div>Affix: OF_TL2_PETHEALTH5<br/>Prefix: [ITEM] of Invigoration<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/>Effects:<br/>(25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</div> <div>Affix: OF_PERCENT_POISON3_WANDS_2H<br/>Prefix: Poison-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</div> <div>Affix: OFTHETIGER3_1H_E<br/>Prefix: Hasty [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</div> <div>Affix: OFLEARNING_MONSTER25_LIFESTEAL<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Can't Spawn On: [MAGIC]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)<br/>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</div> <div>Affix: OF_ATTRIB_DEXTERITY5<br/>Prefix: [ITEM] of Agility<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</div> <div>Affix: OFHTERAM3_1H_E</div> |               |

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|                  | Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PETTRINKET_THORNS5_ELEC<br>Prefix: Electro-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% electric damage reflected   |               |
|                  | Affix: OF_TL2_MISSILERANGEBONUS4_1H_E<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br>EED) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: PETTRINKET_ARMOR5<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(65.0-75.0) physical Armor   |               |
|                  | Affix: MANA_ADDER_5<br>Prefix: [ITEM] of Wisdom<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(25.0-35.0) Mana (named MANA_ADDER_3 MAX MANA) (Uses Linear_Graph graph)  |               |
|                  | Affix: OFTHESAVANT5_A<br>Prefix: [ITEM] of the Savant<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses<br>LINEAR_GRAPH graph)<br>+(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH g |               |

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|                  | raph)  |               |
|                  | Affix: OFTHEBEAR5<br>Prefix: [ITEM] of Lethality<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, C<br>BOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)  |               |
|                  | Affix: OF_TL2_SPLASH3<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF<br>Effects:<br>(50.0-50.0)% more Damage to Secondary Targets  |               |
|                  | Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTH<br>TER CRITICAL CHANCE) (Uses Linear_Graph graph)  |               |
|                  | Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RAN<br>AYER_MONSTER250_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (name<br>NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT) |               |
|                  | Affix: OFTHEOWL<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) Mana (named OFTHEOWL MAX MANA)  |               |
|                  | Affix: OFLEARNING_CHAMP10_DOT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range   |               |



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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)   |            |               |
| Affix: OFTHEMASTER3_1H_E<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)  |            |               |
| Affix: OFTHEARCHER5_1H_E<br>Prefix: [ITEM] of the Archer<br>Minimum Level: 25<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>-75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br>(7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>(7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PETTRINKET_ARMOR_ELECTRIC2<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) electrical armor  |            |               |
| Affix: OF_TL2_CRITICALDAMAGE5<br>Prefix: [ITEM] of Violence<br>No Level Range   |            |               |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: PETTAG_DIRECT_SHOCK_PERCENT_10<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) |            |               |
| Affix: PETTAG_DIRECT_BURN_PERCENT_20<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)    |            |               |
| Affix: OFTHEMAGE2<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, STAFF, WAND]<br>Effects:<br>(5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)                                       |            |               |
| Affix: OF_TL2_FEAR3<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER CRITICAL CHANCE)                         |            |               |
| Affix: PETTRINKET_DAMAGE_ICE7_A<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_GRAPH graph)                       |            |               |
| Affix: TRINKET_POISON_BONUS5  |            |               |

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|                  | <p>Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE )</p> <p>Affix: OFTHETIGER3_2H<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEOWL2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (9.0-11.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H_E<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)</p> <p>Affix: OF_PERCENT_ICE5<br/> Prefix: [ITEM] of Ice Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A<br/> Prefix: Liberating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAVANT5_C<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> + (20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE<br/> Prefix: Ice-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |               |

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| Effects:<br>(30.0-35.0)% ice damage reflected  |            |               |
| Affix: OFTHESEEKER2<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |            |               |
| Affix: PETTRINKET_ARMOR7<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(65.0-75.0) physical Armor   |            |               |
| Affix: OFTHESTORMS3_SH_E<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PETTRINKET_LIFESTEAL<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)                                    |            |               |
| Affix: OF_TL2_PETDAMAGE5<br>Prefix: [ITEM] of Command<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) |            |               |
| Affix: OFLEARNING_CHAMP10_KNOCKBACK<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br>Effects:   |            |               |

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| Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)  |            |               |
| Affix: PETTRINKET_ARMOR_ICE7_A_E<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_PERCENT_ELECTRIC3_WANDS_2H_2<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STUD, WAND]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFTHEMAGE3_1H<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, WAND]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3_A<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STUD, WAND]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_LIFESTEAL_MASTER2<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |            |               |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_05<br>Prefix: Freezing [ITEM]   |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMAST<br/> ER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_HEALTH_REGEN2<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.6-0.6) HP/Second</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRI<br/> CAL DEFENSE)</p> <p>Affix: OFLIGHTNING3<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH3_A<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/> CE, RING]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFICE5<br/> Prefix: [ITEM] of Ice<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)</p> |               |

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|                  | <p>Affix: OFLIGHTNING2<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_10<br/> Prefix: Freezing [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OF<br/> STER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_EXECUTE3_1H<br/> Prefix: Paired [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses L<br/> _GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_1H<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |            |

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| <p>Affix: OFTHEBEAR3_2H<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_CRIT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3_C<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-7.0)% physical damage reflected</p> <p>Affix: OF_ICEDEFENSE3_A_E<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |            |               |

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| <p>CE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE5<br/> Prefix: [ITEM] of Remedy<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OF_PROC_STORMCLAW10<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE5_WANDS<br/> Prefix: [ITEM] of Ice Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> |            |               |

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| <p>Affix: OFTHECHEETAH_A<br/> Prefix: Brisk [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETURTLE3_A_E<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLIGHTNING<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR7_A<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |            |               |

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| <p>Effects:<br/> +(75.0-100.0) physical Armor (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_1H<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHORTSTUN5_A_E<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHETURTLE CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named OFTHETURTLE CRITICAL CHANCE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named OFTHETURTLE CRITICAL CHANCE)</p> <p>Affix: OF_TL2_SHORTSTUN3_2H<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHETURTLE CRITICAL CHANCE)</p> <p>Affix: OFTHEOWL3<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)</p> |            |               |

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| <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20_A_E<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_POISON_A_E<br/> Prefix: Poison-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% poison damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON3_C<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR2<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFTHEMAGE3<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, STAFF, WAND]<br/> Effects:<br/> (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_05<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER</p> |            |               |

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| <p>R CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER3_2H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_2H<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_TL2_SILENCE<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, PISTOL, STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> |            |               |

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| <p>Affix: OF_TL2_SHIELDBREAK3_1H_E<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_METEORSTRIKE_5<br/> Prefix: [ITEM] of the Meteor<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEBATTLEMENTS5<br/> Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H_2<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEMASTER3<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER25_DOT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ICE<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(7.0-10.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SPLASH<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)</p> <p>Affix: PETTAG_CRIT_CHANCE<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)</p> |            |               |



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| Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)  |            |               |
| Affix: OFTHEBATTLEMENTS3_SH<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)                            |            |               |
| Affix: OF_ATTRIB_MAGIC2<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Focus (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OFHTERAM5<br>Prefix: [ITEM] of the Ram<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |               |
| Affix: OF_TL2_MISSILERANGEPLUS4_2H<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFTHESAGE2<br>Prefix: Sage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)   |            |               |
| Affix: PETTRINKET_THORNS5<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]   |            |               |

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| Effects:<br>(30.0-35.0)% physical damage reflected  |            |               |
| Affix: PETTRINKET_HEALTHANDMANA2<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(6.0-8.0) Max HP   |            |               |
| Affix: OF_TL2_DUALWIELDBONUS3<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(11.0-13.0)% more Damage while Dual Wielding                     |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE5<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)                                      |            |               |
| Affix: PETTRINKET_ARMOR_FIRE<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) fire armor   |            |               |
| Affix: PETTAG_CRIT_CHANCE5_A<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: PETTAG_TL2_RESIST_SLOW100_A_E<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:   |            |               |

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|                  | (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: TEST_SKILL<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |               |
|                  | Affix: OF_TL2_FEAR<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)  |               |
|                  | Affix: OF_PERCENT_POISON3_WANDS_1H_E<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                     |               |
|                  | Affix: OF_TL2_CRITICALDAMAGE3_2H<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: TRINKET_ICEPERCENT_DEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)     |               |
|                  | Affix: OF_PROC_BLOODWASH_10_1H<br>Prefix: [ITEM] of Blood  |               |

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|                  | No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)   |               |
|                  | Affix: OF_PERCENT_POISON2_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: OFVENOM<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)   |               |
|                  | Affix: CLASS_BASED_A_2H_2<br>Prefix: Magebane [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_TL2_PETDAMAGE3_A<br>Prefix: Commanding [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: PETTRINKET_THORNS7_FIRE_A<br>Prefix: Fire-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:  |               |

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| (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)   |            |               |
| Affix: OFTHEWINDS<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFLEARNING_MONSTER25_KNOCKBACK<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_PHYS7_A_E<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_DAMAGE_ELEC5<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFTHEARCHER<br>Prefix: Archer [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-20.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)   |            |               |
| Affix: OF_TL2_DUALWIELDBONUS2<br>Prefix: Bifold [ITEM]  |            |               |

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| No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(7.0-9.0)% more Damage while Dual Wielding  |            |           |
| Affix: OF_ICEDEFENSE<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)   |            |           |
| Affix: PETTRINKET_HEALTHANDMANA3<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(9.0-11.0) Max HP   |            |           |
| Affix: OFLEARNING_CHAMP10_CRIT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_10_CRIT)<br>Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT) |            |           |
| Affix: OFTHESAGE3<br>Prefix: Sage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |           |
| Affix: OFTHESAVAGE3_2H_2<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR ses LINEAR_GRAPH graph)                             |            |           |

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| <p>Affix: OFLEARNING_MONSTER250_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEVAMPIRE3_2H<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H_E<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHECHEETAH_A_E<br/> Prefix: Brisk [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ICE5<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEMASTER2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A_E<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A_E<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETURTLE3<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]</p> |            |               |

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| <p>Effects:<br/> +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLIGHTNING3_1H_E<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ICE7<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ICE2_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> |            |               |

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| <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OFTHEMAGE3_1H_E<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, WAND]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_1H_E<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_A_E<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON2<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(30.0-40.0) poison armor</p> <p>Affix: OFTHEOWL3_A_E<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |            |               |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE5<br/> Prefix: [ITEM] of Fortification<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5<br/> Prefix: [ITEM] of Grasping<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER5_2H<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR3<br/> Prefix: Bolstered [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7</p> |            |               |

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|                  | Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: OFLEARNING_CHAMP10_LIFESTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT)  |               |
|                  | Affix: OF_TL2_PETDAMAGE3_C<br>Prefix: Commanding [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |               |
|                  | Affix: OFLEARNING_CHAMP10_SHIELDBREAKER<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT) |               |
|                  | Affix: PETTAG_TL2_SHORTSTUN5<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |               |
|                  | Affix: OF_TL2_CHARGEDECAY<br>Prefix: Grasping [ITEM]<br>No Level Range<br>Spawn Weight: 1   |               |

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|                  | Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>(8.0-8.0)% less charge bar decay rate   |               |
|                  | Affix: PETTRINKET_ARMOR_FIRE3<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) fire armor  |               |
|                  | Affix: PETTRINKET_THORNS5_ICE<br>Prefix: Ice-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% ice damage reflected  |               |
|                  | Affix: OF_TL2_SHIELDBREAK3<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(30.0-30.0)% more chance to break shields (named sheildbreakaffix)          |               |
|                  | Affix: TRINKET_STAT_DEXTERITY5<br>Prefix: [ITEM] of Swiftess<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE) |               |
|                  | Affix: PROC_DEATHSTRIKE1<br>Prefix: [ITEM] of Killing<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses LINEAR_GRAPH graph)                     |               |
|                  | Affix: OF_PERCENT_FLAME3_WANDS_2H_2<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1   |               |

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| Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFRESISTANCE5_A_E<br>Prefix: [ITEM] of Resistance<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br>+(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br>+(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br>+(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OFLEARNING_CHAMP10_DAMAGEPCT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)   |            |               |
| Affix: PETTAG_CRIT_CHANCE5<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |               |
| Affix: OF_TL2_SHIELDBREAK2<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named sheildbreakaffix)  |            |               |
| Affix: OFLEARNING_MONSTER250_DUALWIELD_1H<br>Prefix: Augmented [ITEM]   |            |               |

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| No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)<br>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT) |            |               |
| Affix: PETTRINKET_ARMOR_FIRE2<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) fire armor  |            |               |
| Affix: OFFLAME5<br>Prefix: [ITEM] of Fire<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OF_TL2_DRAWARMOR2<br>Prefix: Bolstered [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE]<br>Effects:<br>(2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Evasive)   |            |               |
| Affix: OF_PROC_BLINDCLOUD_10_1H<br>Prefix: [ITEM] of Clouded Vision<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named ViciousBlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)                     |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE7<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |



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| <p>Affix: PETTRINKET_ARMOR_POISON3<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) poison armor</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_THORNS7<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% physical damage reflected</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5<br/> Prefix: [ITEM] of Shock<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND2<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_PERCENT_ICE<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]</p> |            |               |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_CRIT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)</p> <p>Affix: PETTRINKET_RESISTALL<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS2<br/> Prefix: Long Range [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)</p> <p>Affix: OFLEARNING_MONSTER250_EXECUTE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKERS5<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:</p> |            |               |

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| (100.0-100.0)% more chance to break shields (named unique_shieldbreak)  |            |               |
| Affix: OF_ATTRIB_STRENGTH3_2H_2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: PETTRINKET_ARMOR_FIRE7_A_E<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) fire armor (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ALL5<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OFTHETURTLE2<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFLEARNING_MONSTER250_SHORTSTUN<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT) |            |               |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20<br>Prefix: Poisoning [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Poison for 5.0 seconds (named OFTHETURTLE CRITICAL CHANCE)   |            |               |
| Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)   |            |               |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20_A<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHETURTLE CRITICAL CHANCE) (Uses Linear_Graph graph) |            |               |
| Affix: OFTHEBATTLEMENTS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)  |            |               |
| Affix: OF_TL2_EXECUTE2<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OFTHEWIZARD3_2H_2<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)    |            |               |
| Affix: OF_TL2_CHARGERATEBONUS3_A_E   |            |               |

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| Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFLEARNING_MONSTER250_CRIT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT) |            |               |
| Affix: PETTRINKET_DAMAGE_ICE2<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |               |
| Affix: OFTHEMASTER5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |               |
| Affix: OF_ATTRIB_MAGIC3_2H<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |

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| Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |               |
| Affix: OFHTERAM3<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |               |
| Affix: OF_PROC_ACIDRAIN_10_2H<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: PETTRINKET_DAMAGE_FIRE3<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OF_PROCKILL_FULLHEAL_3_1H_E<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)                               |            |               |
| Affix: OF_TL2_DUALWIELDBONUS5<br>Prefix: [ITEM] of Re-Doubling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:  |            |               |

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|                  | (18.0-22.0)% more Damage while Dual Wielding   |               |
|                  | Affix: OFTHEWINDS3_C<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: TRINKET_MAGICFIND5_A<br>Prefix: [ITEM] of Luck<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP) (Uses Linear_Graph graph) |               |
|                  | Affix: PETTRINKET_THORNS3<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(17.0-21.0)% physical damage reflected  |               |
|                  | Affix: OF_TL2_FUMBLECHANCE3_2H_2<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)                          |               |
|                  | Affix: PETTRINKET_ARMOR_POISON7<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) poison armor  |               |
|                  | Affix: OFTHETHORN3_C<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots  |               |

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|                  | Spawns On: [CHEST ARMOR]<br>Effects:<br>(325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)  |               |
|                  | Affix: OF_PROC_STORMCLAW10_1H<br>Prefix: [ITEM] of Zapping<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)  |               |
|                  | Affix: OFTHESOLDIER5_2H<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph) |               |
|                  | Affix: OF_TL2_SHIELDBREAK3_1H<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)   |               |
|                  | Affix: PETTRINKET_DAMAGE_ELEC2<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) electric damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: OF_PERCENT_ALL3_A<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]   |               |

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| <p>Effects:<br/>       (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE3_A_E<br/>       Prefix: Intractable [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>       Effects:<br/>       -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_1H_E<br/>       Prefix: Agile [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>       Effects:<br/>       +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3_2H<br/>       Prefix: Blinding [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/>       Effects:<br/>       Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE7<br/>       Prefix: Fire-Armored [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 5<br/>       Occupies no slots<br/>       Spawns On: [COLLAR, STUD]<br/>       Effects:<br/>       +(80.0-100.0) fire armor</p> <p>Affix: OF_PROC_FIRESTORM_10_2H_2<br/>       Prefix: [ITEM] of the Fire Storm<br/>       No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>       Effects:<br/>       (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER<br/>       Prefix: Synergistic [ITEM]</p> |            |               |

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| <p>No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [COLLAR, STUD]<br/>       Effects:<br/>       +(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC3<br/>       Prefix: Juiced [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 3<br/>       Occupies no slots<br/>       Spawns On: [COLLAR, STUD]<br/>       Effects:<br/>       +(24.0-30.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHORTSTUN_1H<br/>       Prefix: Augmented [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 2<br/>       Occupies no slots<br/>       Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>       Effects:<br/>       Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br/>       Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>Affix: OFTHESAGE5<br/>       Prefix: [ITEM] of the Sage<br/>       No Level Range<br/>       Spawn Weight: 5<br/>       Occupies no slots<br/>       Spawns On: [HELMET]<br/>       Effects:<br/>       (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_THORNS2<br/>       Prefix: Spiked [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 2<br/>       Occupies no slots<br/>       Spawns On: [COLLAR, STUD]<br/>       Effects:<br/>       (11.0-14.0)% physical damage reflected</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H_E<br/>       Prefix: Ice-Surge [ITEM]<br/>       No Level Range<br/>       Spawn Weight: 1<br/>       Occupies no slots<br/>       Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>       Effects:<br/>       (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: PETTRINKET_HEALTHANDMANA5<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) Max HP</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE2<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_BLINDING3_1H_E<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC5<br/> Prefix: [ITEM] of the Mage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:</p> |            |               |

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| <p>+(170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM2<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5<br/> Prefix: [ITEM] of Poisoning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_C<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFICE<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OF_PROC_ACIDRAIN_10_2H_2<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)   |            |               |
| Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT) |            |               |
| Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)  |            |               |
| Affix: PETTRINKET_DAMAGE_ICE3<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OF_TL2_SPLASH2_1H_E<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_PERCENT_FLAME3_WANDS_1H<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  |            |               |

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| Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OFTHEBATTLEMENTS2<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OF_TL2_EXECUTE3<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |            |               |
| Affix: OFTHETURTLE5<br>Prefix: [ITEM] of the Castle<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OF_PERCENT_ALL2<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OF_PROC_THUNDERSTROM_10_1H_E<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OF_TL2_CRITICALDAMAGE3_2H_2<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots   |            |               |

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| Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PROCKILL_ZOMBIE_10_2H<br>Prefix: [ITEM] of Shadow<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OF_TL2_DRAWHEALTH<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES]<br>Effects:<br>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth1)   |            |               |
| Affix: PETTAG_TL2_SHIELDBREAKER2<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(40.0-40.0)% more chance to break shields (named unique_shieldbreak)  |            |               |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)   |            |               |
| Affix: OF_TL2_SILENCE_STAFFANDWANDS<br>Prefix: [ITEM] of Silence<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.   |            |               |
| Affix: OF_ELECTRICDEFENSE3_A_E  |            |               |

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| Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)                |            |               |
| Affix: OFTHEVAMPIRE<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |               |
| Affix: OF_PROCGETHIT_FULLHEAL_3_A<br>Prefix: Regenerating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1) |            |               |
| Affix: OFTHESTORMS3_SH<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: PETTRINKET_THORNS5_A<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OF_PERCENT_ALL3_WANDS_2H_2<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]  |            |               |



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| <p>Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_PERCENT5_A<br/> Prefix: [ITEM] of Poisoning<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: PETTRINKET_HEALTHANDMANA7<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) Max HP</p> <p>Affix: OF_PROC_STORMCLAW10_2H_2<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_TL2_SHORTSTUN3<br/> Prefix: Frightening [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFFLAME CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME3_1H_E<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (EFFECTIVE)</p> <p>Affix: OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL<br/> Prefix: Augmented [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE5<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) fire armor</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_CRIT_CHANCE3<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESEEKER<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> |            |               |

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| <p>Affix: TRINKET_ICE_PERCENT5<br/> Prefix: [ITEM] of Freezing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</p> <p>Affix: OF_PROC_BLOODWASH_10_1H_E<br/> Prefix: [ITEM] of Blood<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OFICE3_2H<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |            |               |

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| <p>Affix: PETTAG_CRIT_CHANCE2<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_PERCENT_ALL3_C<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLIGHTNING3_1H<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW10_A_E<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME3<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETHORN3_A<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |            |               |

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| <p>Effects:<br/> (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHORTSTUN2<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHETHORN CRITICAL CHANCE)</p> <p>Affix: OFTHESTORMS<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON5<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) poison armor</p> <p>Affix: OF_TL2_CHARGEDECAY2<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (16.0-16.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEFENSE3_3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]</p> |            |               |

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| Effects:<br>+ (65-80) Vitality (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: PETTRINKET_ARMOR_POISON7_A_E<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFTHEWINDS3_A<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)   |            |               |
| Affix: OFVENOM3_2H_2<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+ (50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: OF_PROC_BLINDCLOUD_10_1H_E<br>Prefix: [ITEM] of Clouded Vision<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)  |            |               |
| Affix: OFLEARNING_CHAMP10_SHORTSTUN<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT) |            |               |

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| Affix: PETTRINKET_LIFESTEAL7_A<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)  |            |               |
| Affix: TRINKET_FIRE_PERCENT5<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)  |            |               |
| Affix: PETTRINKET_ARMOR_FIRE7_A<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (75.0-100.0) fire armor (Uses Linear_Graph graph)   |            |               |
| Affix: PETTAG_DEGRADE_ARMOR<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (8-8) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |               |
| Affix: OFLEARNING_MONSTER250_KNOCKBACK_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br>Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT) |            |               |
| Affix: OFTHEBULL<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots  |            |               |

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| Spawns On: [MELEE]<br>Effects:<br>-10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |               |
| Affix: PETTAG_TL2_SHIELDBREAKER3<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(60.0-60.0)% more chance to break shields (named unique_shieldbreak)                                |            |               |
| Affix: OF_ATTRIB_DEFENSE3_1H<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |               |
| Affix: OF_PERCENT_ALL5_WANDS<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: OFTHEBATTLEMENTS3_SH_E<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)                |            |               |
| Affix: OF_TL2_MISSILERANGEBONUS4<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>+(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)     |            |               |
| Affix: PETTAG_ATTACK_SPEED5_A<br>Prefix: Agitating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots   |            |               |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)<br>Linear_Graph graph)  |            |               |
| Affix: OFLEARNING_CHAMP10_EXECUTE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT) |            |               |
| Affix: OF_TL2_DRAWARMOR<br>Prefix: Bolstered [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE]<br>Effects:<br>(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (named OFTHETIGER PERCENT ATTACK SPEED)  |            |               |
| Affix: OF_PERCENT_ALL3<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: ELEC2<br>Prefix: Resonant [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2)<br>Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)  |            |               |
| Affix: CRIT_CHANCE1<br>Prefix: [ITEM] of Ire<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)  |            |               |

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| <p>Affix: RED_DMG_MELEE_DMGI<br/> Prefix: Strife-Sigil [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMGI) (Uses PERCENT graph)</p> <p>Affix: MAG1<br/> Prefix: Mage's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(25-50) Focus (named MAG1)</p> <p>Affix: PROC_OPENWOUND3<br/> Prefix: [ITEM] of Wounding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_POIS3<br/> Prefix: Noxious [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> |            |               |

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| <p>Effects:<br/> (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1<br/> Prefix: Shard-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1<br/> Prefix: Jolt-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12<br/> Prefix: Hexsteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT12)<br/> Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1<br/> Prefix: Totemic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> 40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: XP2<br/> Prefix: Wanderer's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE1<br/> Prefix: Flame-Flicker [ITEM]<br/> Minimum Level: 8</p> |            |               |

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| <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>    (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2<br/>Prefix: Flux [ITEM]<br/>Minimum Level: 10<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:<br/>    (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/>    (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/>    (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS4<br/>Prefix: Grim [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS5<br/>Prefix: Cruel [ITEM]<br/>Minimum Level: 10<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC1<br/>Prefix: Volt-Flicker [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>    (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE3<br/>Prefix: Chaotic [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:</p> |            |               |

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| <p>    (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>    (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>    (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: VIT4<br/>Prefix: Guardian's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CANNON, HELMET, RING, SHIELD]<br/>Effects:<br/>    +(175-250) Vitality (named VIT4)</p> <p>Affix: MF1<br/>Prefix: Vintage [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/>Effects:<br/>    (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1<br/>Prefix: Bandit's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HSWORD, BELT, FIST]<br/>Effects:<br/>    +(50-100) Strength (named STR_DEX1)<br/>    +(50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3<br/>Prefix: Explorer's [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>    (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14<br/>Prefix: Shadivari [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>    (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)<br/>    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT13<br/>Prefix: Saronite [ITEM]</p> |            |               |

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|                  | <p>Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (5.0-10.0) ice damage (named WEAPON_MAT13)<br/> (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)<br/> + (5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1<br/> Prefix: Flare-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)</p> <p>Affix: THORNS_POIS2<br/> Prefix: Despoiled [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2<br/> Prefix: [ITEM] of Bloodletting<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: ELEC3<br/> Prefix: Thundering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:</p> |               |

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|                  | <p>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br/> -25.0 knockback (named ELEC3)</p> <p>Affix: CRIT_CHANCE2<br/> Prefix: [ITEM] of Menace<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1<br/> Prefix: Shocking [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG2<br/> Prefix: Battle-Rune [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3<br/> Prefix: Chaotic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2<br/> Prefix: Wizard's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> + (50-100) Focus (named MAG2)</p> |               |



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| <p>Affix: DEGRADE2<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4<br/> Prefix: Ebonwood [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> -25.0 knockback (named CLASS_BASED_D_4)<br/> (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2<br/> Prefix: Jolt-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)</p> <p>Affix: DMG_PROC_ICE2<br/> Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)</p> <p>Affix: CLASS_BASED_D_B<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)</p> |            |               |

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| <p>Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT11<br/> Prefix: Thorium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) electric damage (named WEAPON_MAT11)<br/> Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11)<br/> 1) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2<br/> Prefix: [ITEM] of Reaving<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph)<br/> (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1<br/> Prefix: Seeker's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3<br/> Prefix: Antique [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4<br/> Prefix: Lightweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) electric Armor (named ARM_ILLUM4)<br/> (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2</p> |            |               |

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|                  | <p>Prefix: Flame-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3<br/> Prefix: Volt-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6<br/> Prefix: Merciless [ITEM]<br/> Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2<br/> Prefix: Volt-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3<br/> Prefix: Flame-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2<br/> Prefix: Outlaw's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, BELT, FIST]<br/> Effects:<br/> +(75-150) Strength (named STR_DEX2)<br/> +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2<br/> Prefix: Archaic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br/> (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10<br/> Prefix: Elementium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT10)<br/> (2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br/> +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1<br/> Prefix: Foul [ITEM]<br/> Minimum Level: 8</p> |               |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4<br/> Prefix: Phased [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3<br/> Prefix: Sundering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1<br/> Prefix: [ITEM] of Cutting<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3<br/> Prefix: Sorcerer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]</p> |               |

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|                  | <p>Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE3<br/> Prefix: [ITEM] of Havoc<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1<br/> Prefix: Looter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br/> (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4<br/> Prefix: Over-Charged [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2 seconds (named elec_explosion) (Uses PERCENT graph)</p> |               |

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| <p>Affix: WEAPON_MAT14<br/> Prefix: Titansteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br/> + (5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9<br/> Prefix: Greenmist [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p> <p>Affix: XP4<br/> Prefix: Adventurer's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3<br/> Prefix: [ITEM] of the Bastion<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13<br/> Prefix: Battle Scarred [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]<br/> Effects:<br/> (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3<br/> Prefix: Sentinel's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> + (100-175) Vitality (named VIT3)</p> <p>Affix: ARM_ILLUM1<br/> Prefix: Duskweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (20.0-40.0) poison Armor (named ARM_ILLUM1)<br/> (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2<br/> Prefix: Wicked [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1<br/> Prefix: Shaman's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> + (50-100) Vitality (named VIT_MAG1)<br/> + (50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:</p> |            |               |

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|                  | <p>(5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1<br/> Prefix: Rebounding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS3<br/> Prefix: Vicious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2<br/> Prefix: Defender's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(50-100) Vitality (named VIT2)</p> <p>Affix: FACTION_ARMOR12<br/> Prefix: Thranic [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2<br/> Prefix: Defiant [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: FACTION_ARMOR8<br/> Prefix: Aesir [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15<br/> Prefix: Cobalt [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: DODGE1<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4<br/> Prefix: [ITEM] of Severing<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE4<br/> Prefix: [ITEM] of Ruin<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10<br/> Prefix: Leyline [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:</p> |               |

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|                  | <pre> (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)  Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)  Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)  Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)  Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)  Affix: DEGRADE4 Prefix: Sieging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (20-30) on hit (named Degrade4)  Affix: WEAPON_MAT17 </pre> |               |

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|                  | <pre> Prefix: Nethricite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)  Affix: GFMF_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)  Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)  Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)  Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)  Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots </pre> |               |

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|                  | Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) fire Armor (named ARM_ILLUM2)<br>-15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_BONUS1<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)  |               |
|                  | Affix: VIT_MAG2<br>Prefix: Hermit's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>+(75-150) Vitality (named VIT_MAG2)<br>+(75-150) Focus (named VIT_MAG2)  |               |
|                  | Affix: REFLECT_LITE2<br>Prefix: Ricochet [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)                        |               |
|                  | Affix: DMG_PERCENT_ELEC4<br>Prefix: Volt-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)                                |               |
|                  | Affix: ARM_ILLUM3<br>Prefix: Darkweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) ice Armor (named ARM_ILLUM3)<br>(5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph) |               |

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|                  | Affix: VIT1<br>Prefix: Sentry's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(25-50) Vitality (named VIT1)  |               |
|                  | Affix: MF4<br>Prefix: Ancient [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)  |               |
|                  | Affix: FACTION_ARMOR11<br>Prefix: Muursat [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph) |               |
|                  | Affix: BLOCK1<br>Prefix: Vigilant [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br>(1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)                  |               |
|                  | Affix: WEAPON_MAT16<br>Prefix: Pyrite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT16)<br>(5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT16)        |               |
|                  | Affix: CLASS_BASED_D_3<br>Prefix: Cairnstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)   |               |

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| <p>Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2<br/> Prefix: [ITEM] of Blurring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE5<br/> Prefix: [ITEM] of Calamity<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> <p>Affix: BOOTS11<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br/> +(25-60) Strength (named BOOTS11)</p> <p>Affix: WEAPON_MAT3<br/> Prefix: Velium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) ice damage (named WEAPON_MAT3)<br/> Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: ICE_DOT1<br/> Prefix: [ITEM] of the Wastes<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF13<br/> Prefix: Lord's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RING]<br/> Effects:<br/> (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS2<br/> Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS2)<br/> +(75-150) Dexterity (named ARMOR_STATS2)</p> <p>Affix: HP_MP_STEAL_PERCENT1<br/> Prefix: Siphoning [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br/> (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4<br/> Prefix: Manafused [ITEM]<br/> Minimum Level: 15</p> |            |               |



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|                  | <p>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/>Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br/> +(0.5-1.3) Mana/s (named dual_elemred_bonus4)</p> <p>Affix: FUMBLE_DAMAGE1<br/>Prefix: [ITEM] of Skill<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [GLOVES, WEAPON]<br/>Effects:<br/> (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT2<br/>Prefix: [ITEM] of the Inferno<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/> Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: FAME1<br/>Prefix: Acclaimed [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/> (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5<br/>Prefix: Abberant [ITEM]<br/>Minimum Level: 25<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [RING, WEAPON]<br/>Effects:<br/> (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12<br/>Prefix: Commander's [ITEM]<br/>Minimum Level: 16<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL, CANNON]<br/>Effects:<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)</p> |               |

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|                  | <p>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT2<br/>Prefix: Obsidian [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT2)<br/> (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT2)</p> <p>Affix: CLASS_BASED_A_1<br/>Prefix: Magebane [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HSWORD, FIST, PISTOL]<br/>Effects:<br/> Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC1<br/>Prefix: Weighted [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br/>Effects:<br/> +(10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br/> Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2<br/>Prefix: [ITEM] of Desolation<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/> Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3<br/>Prefix: Honed [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/> +(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br/> (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> |               |

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| <p>Affix: CLASS_BASED_A_3<br/> Prefix: Headhunter's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br/> (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4<br/> Prefix: War-Mage's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES4<br/> Prefix: Turtle's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br/> (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF10<br/> Prefix: Thaumaturgist's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1<br/> Prefix: Silvery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS1)<br/> +(50-100) Dexterity (named ARMOR_STATS1)</p> <p>Affix: FAME3<br/> Prefix: Notorious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]</p> |            |               |

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| <p>Effects:<br/> (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE5<br/> Prefix: Abberant [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT2<br/> Prefix: Parasitic [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br/> (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_DAMAGE2<br/> Prefix: [ITEM] of Expertise<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_DAMAGE3<br/> Prefix: [ITEM] of Mastery<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT1<br/> Prefix: [ITEM] of Incineration<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)</p> <p>Affix: ARMOR_MAT8<br/> Prefix: Rubicite [ITEM]</p> |            |               |

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| No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT8)<br>+(0.5-1.5) HP/Second (named ARMOR_MAT8)  |            |               |
| Affix: RED_PHYS_POIS_RANGE4<br>Prefix: Writhing [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) |            |               |
| Affix: HP_MP_STEAL_PERCENT3<br>Prefix: Consuming [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br>(4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)                |            |               |
| Affix: FAME2<br>Prefix: Famed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF11<br>Prefix: Officer's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, CANNON]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)   |            |               |
| Affix: ARM_BONUS_STUNRES5<br>Prefix: Chitinous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]   |            |               |

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| Effects:<br>(20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_A_2<br>Prefix: Dark-Stalker [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)<br>(10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) |            |               |
| Affix: DMG_BONUS_MISC2<br>Prefix: Tempered [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br>(5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)  |            |               |
| Affix: WEAPON_MAT1<br>Prefix: Bone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) physical damage (named WEAPON_MAT1)<br>(5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)   |            |               |
| Affix: CAST_SPEED1<br>Prefix: Spell-Slinger's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)  |            |               |
| Affix: PET_BUFF9<br>Prefix: Summoner's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)   |            |               |

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| <p>Affix: WEAPON_MAT5<br/> Prefix: Diamondine [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) electric damage (named WEAPON_MAT5)<br/> Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES1<br/> Prefix: Beetle's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT1<br/> Prefix: [ITEM] of the Herald<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT1<br/> Prefix: [ITEM] of the Weaver<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1</p> |            |               |

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| <p>Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br/> (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br/> (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br/> +(15.0-30.0) poison Armor (named dual_elemred_bonus3)</p> <p>Affix: RED_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> |            |               |

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| aph)   |            |               |
| Affix: PET_BUFF14  |            |               |
| Prefix: General's [ITEM]   |            |               |
| Minimum Level: 30  |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR_PHYSICAL, RING]  |            |               |
| Effects:   |            |               |
| (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)   |            |               |
| (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)  |            |               |
| (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)          |            |               |
| (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_STATS_MAG2  |            |               |
| Prefix: Etherbrand [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR_PHYSICAL]  |            |               |
| Effects:   |            |               |
| +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)                         |            |               |
| +(75-150) Focus (named ARMOR_STATS_MAG2)                                     |            |               |
| Affix: WEAPON_MAT4   |            |               |
| Prefix: Crystalline [ITEM]   |            |               |
| Minimum Level: 15  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| +(4.0-8.0) fire damage (named WEAPON_MAT2)                                   |            |               |
| Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_M |            |               |
| AT4) (Uses PERCENT graph)  |            |               |
| +(4.0-8.0) electric damage (named WEAPON_MAT4)                               |            |               |
| +(4.0-8.0) ice damage (named WEAPON_MAT4)                                    |            |               |
| Affix: PET_BUFF8   |            |               |
| Prefix: Major's [ITEM]   |            |               |
| Minimum Level: 16  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR_PHYSICAL, RIFLE]   |            |               |
| Effects:   |            |               |
| (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)           |            |               |
| (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)    |            |               |
| Affix: CAST_SPEED2   |            |               |
| Prefix: Battle-Mage's [ITEM]   |            |               |
| Minimum Level: 9   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]                                  |            |               |
| Effects:   |            |               |
| (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)         |            |               |

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| Affix: DMG_BONUS_MISC5   |            |               |
| Prefix: Gleaming [ITEM]  |            |               |
| Minimum Level: 8   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| +(10.0-16.0) physical damage (named DMG_BONUS_MISC5)                         |            |               |
| (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph) |            |               |
| Affix: WEAPON_MAT6   |            |               |
| Prefix: Magicite [ITEM]  |            |               |
| Minimum Level: 15  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| +(5.0-10.0) fire damage (named WEAPON_MAT6)                                  |            |               |
| (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)          |            |               |
| +(5.0-10.0) poison damage (named WEAPON_MAT6)                                |            |               |
| Affix: GFME_PROC_RAIDERS3  |            |               |
| Prefix: Raider's [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, NECKLACE, PANTS]   |            |               |
| Effects:   |            |               |
| (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunt     |            |               |
| ) (Uses PERCENT graph) (Level 1)   |            |               |
| (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)             |            |               |
| (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)            |            |               |
| Affix: ARM_BONUS_STUNRES2  |            |               |
| Prefix: Crab's [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [GLOVES, PANTS, SHIELD]   |            |               |
| Effects:   |            |               |
| (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT    |            |               |
| aph)   |            |               |
| (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT      |            |               |
| h)   |            |               |
| Affix: BOOTS8  |            |               |
| Prefix: Rugged [ITEM]  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 2  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BOOTS]   |            |               |
| Effects:   |            |               |
| (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)           |            |               |
| +(25-60) Vitality (named BOOTS8)   |            |               |
| Affix: DMG_PHYS_POIS_RANGE1  |            |               |
| Prefix: Flowstone [ITEM]   |            |               |

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| <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT2<br/> Prefix: [ITEM] of the Envoy<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br/> (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT2<br/> Prefix: [ITEM] of the Raven<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT2<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br/> (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1<br/> Prefix: Ethertouched [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]</p> |            |               |

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| <p>Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW8<br/> Prefix: Decayed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3<br/> Prefix: Extra Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br/> (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br/> (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT3<br/> Prefix: [ITEM] of the Wyrn<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT3<br/> Prefix: [ITEM] of the Exarch<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:</p> |            |               |

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|                  | (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br>(8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)   |               |
|                  | Affix: FAME4<br>Prefix: Illustrious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)   |               |
|                  | Affix: BOOTS9<br>Prefix: Tracker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br>+(25-60) Dexterity (named BOOTS9)   |               |
|                  | Affix: ARM_BONUS_STUNRES3<br>Prefix: Armadillo's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)   |               |
|                  | Affix: ARMOR_STATS_MAG1<br>Prefix: Mana Forged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br>+(50-100) Focus (named ARMOR_STATS_MAG1)   |               |
|                  | Affix: CLASS_BASED_A_4<br>Prefix: Spirit-Slayer [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br>(100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) |               |

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|                  | Affix: DMG_BONUS_MISC4<br>Prefix: Razor-Edge [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, SBOW, FIST, POLEARM, STAFF]<br>Effects:<br>+(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br>Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) |               |
|                  | Affix: WEAPON_MAT7<br>Prefix: Caermic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) fire damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)   |               |
|                  | Affix: CAST_SPEED3<br>Prefix: Spell-Striker's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)  |               |
|                  | Affix: ATK_SPEED1<br>Prefix: Feral [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)   |               |
|                  | Affix: PROC_CASTSPED1<br>Prefix: Savant's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)   |               |
|                  | Affix: THORNS_ICE2<br>Prefix: Polar [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:   |               |

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| (20.0-30.0)% ice damage reflected (named THORNS_ICE2)  |            |               |
| Affix: PET_BUFF6<br>Prefix: Disciple's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)                         |            |               |
| Affix: BOOTS4<br>Prefix: Forgeworked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br>(2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)   |            |               |
| Affix: HP_PERCENT1<br>Prefix: [ITEM] of the Beast<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)  |            |               |
| Affix: CHARGE_DECAY2<br>Prefix: Infused [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)   |            |               |
| Affix: RING_MAT3<br>Prefix: Astralite [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_BONUS_MAGIC1<br>Prefix: Ivory [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br>(1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br>(1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) |            |               |
| Affix: ITEM_REQ1<br>Prefix: Guide's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>+(2-5) item requirements (named ITEM_REQ1)   |            |               |
| Affix: DEX_VIT1<br>Prefix: Ranger's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, BELT, BOW]<br>Effects:<br>+(50-100) Vitality (named DEX_VIT1)<br>+(50-100) Dexterity (named DEX_VIT1)   |            |               |
| Affix: HP3<br>Prefix: Sanguine [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(15.0-20.0) Max HP (named HP3)   |            |               |
| Affix: PROC_MANACOST1<br>Prefix: Auger's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>(1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)   |            |               |
| Affix: CRIT_DMG_CHANCE3<br>Prefix: Sinister [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br>(4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)                 |            |               |



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| <pre> )  Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)  Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)  Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_B ASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap h)  Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3 ) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)  Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)  Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range </pre> |            |               |

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| <pre> Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1)  Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana (Uses PERCENT graph)  Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana (Uses PERCENT graph)  Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT aph)  Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)  Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT gra  Affix: CLASS_BASED_P_3 </pre> |            |            |

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|                  | Prefix: Empyrean [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph)<br>(5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph) |               |
|                  | Affix: ALL_STATS4<br>Prefix: [ITEM] of the Planes<br>Minimum Level: 45<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(150-250) Vitality (named ALL_STATS4)<br>+(150-250) Focus (named ALL_STATS4)<br>+(150-250) Strength (named ALL_STATS4)<br>+(150-250) Dexterity (named ALL_STATS4)                       |               |
|                  | Affix: ARMOR_MAT2<br>Prefix: Black Iron [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT2)<br>(1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)  |               |
|                  | Affix: ARMOR_STATS_DEF1<br>Prefix: Bronzed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(50-100) Vitality (named ARMOR_STATS_DEF1)   |               |
|                  | Affix: HP2<br>Prefix: Hearty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(10.0-15.0) Max HP (named HP2)  |               |
|                  | Affix: CRIT_DMG_CHANCE2<br>Prefix: Dire [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3  |               |

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|                  | Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br>(2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)  |               |
|                  | Affix: STR_MAG1<br>Prefix: Reaver's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(50-100) Strength (named STR_MAG1)<br>+(50-100) Focus (named STR_MAG1)  |               |
|                  | Affix: PROC_KILLHEAL1<br>Prefix: [ITEM] of Victory<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)  |               |
|                  | Affix: CHARGE_DECAY3<br>Prefix: [ITEM] of Resolve<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)   |               |
|                  | Affix: RING_MAT2<br>Prefix: Crysteel [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>-15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br>(2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph) |               |
|                  | Affix: INTERRUPT1<br>Prefix: Distracting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br>Effects:  |               |

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| <p>Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5<br/> Prefix: Fur-Lined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br/> (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX<br/> Prefix: Plagued [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br/> +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: ATK_SPEED2<br/> Prefix: Fierce [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT9<br/> Prefix: Blightstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) poison damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF5<br/> Prefix: Acolyte's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE1<br/> Prefix: Frosted [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% ice damage reflected (named THORNS_ICE1)</p> <p>Affix: PROC_CASTSPED2<br/> Prefix: Occultist's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: EXECUTE4<br/> Prefix: Executioner's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT2<br/> Prefix: [ITEM] of the Whale<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS7<br/> Prefix: Sturdy [ITEM]</p> |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br/> (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT3<br/> Prefix: Staggering [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE4<br/> Prefix: Frost-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2<br/> Prefix: Mentor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: PROC_KILLHEAL3<br/> Prefix: [ITEM] of Conquest<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2<br/> Prefix: Onyx [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> |               |

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|                  | <p>(5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY1<br/> Prefix: Spirited [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(75-150) Vitality (named DEX_VIT2)<br/> +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5<br/> Prefix: Wraith's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br/> (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST2<br/> Prefix: Seer's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1<br/> Prefix: Argent [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br/> (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: SPLASH4<br/> Prefix: [ITEM] of Onslaught</p> |               |

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| <p>Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6<br/> Prefix: Burnt [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX2<br/> Prefix: Panther's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(50-100) Dexterity (named DEX2)</p> <p>Affix: MANA_COST4<br/> Prefix: Cryptic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP1<br/> Prefix: [ITEM] of Spiritstealing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST5<br/> Prefix: Lucid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3</p> |            |               |

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| <p>Prefix: Expert's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7<br/> Prefix: Copper Ringed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1<br/> Prefix: Engraved [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br/> (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1<br/> Prefix: [ITEM] of Revivication<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br/> (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1<br/> Prefix: Glutton's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF]<br/> Effects:<br/> (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> |            |               |

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| <p>Affix: ARMOR_MAT1<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT1)<br/> (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1<br/> Prefix: Spiteful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)<br/> (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3<br/> Prefix: Oracle's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1<br/> Prefix: Stout [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4<br/> Prefix: Phantom's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br/> (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2<br/> Prefix: Marauder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> +(75-150) Strength (named STR_MAG2)<br/> +(75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3<br/> Prefix: Crystal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT1<br/> Prefix: Bloodeye [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named RING_MAT1)<br/> (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3<br/> Prefix: Advisor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2<br/> Prefix: [ITEM] of Triumph<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6<br/> Prefix: Slimy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br/> (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: INTERRUPT2<br/> Prefix: Dazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3<br/> Prefix: [ITEM] of the Leviathan<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED3<br/> Prefix: Cabalist's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF4<br/> Prefix: Warlock's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT8<br/> Prefix: Nelumite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(4.0-8.0) fire damage (named WEAPON_MAT8)<br/> (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br/> +(4.0-8.0) electric damage (named WEAPON_MAT8)<br/> +(4.0-8.0) physical damage (named WEAPON_MAT8)</p> <p>Affix: ATK_SPEED3<br/> Prefix: Ferocious [ITEM]<br/> Minimum Level: 5</p> |            |               |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)</p> <p>Affix: BOOTS2<br/> Prefix: Fleet [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br/> (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)</p> <p>Affix: EXECUTE1<br/> Prefix: Killer's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ1<br/> Prefix: Mirrored [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE1<br/> Prefix: Frost-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY4<br/> Prefix: [ITEM] of Willpower<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT5<br/> Prefix: Mistchurn [ITEM]</p> |            |               |

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| <p>Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br/> (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5<br/> Prefix: Sebilite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) poison Armor (named ARMOR_MAT5)<br/> (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE2<br/> Prefix: [ITEM] of Carnage<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more physical Damage (named DMG_PROC_PHYS2)</p> <p>Affix: STR3<br/> Prefix: Giant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1<br/> Prefix: Broad [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: CLASS_BASED_P_4<br/> Prefix: Celestial [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br/> (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3<br/> Prefix: [ITEM] of the Zodiac<br/> Minimum Level: 35<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(75-175) Vitality (named ALL_STATS3)<br/> +(75-175) Focus (named ALL_STATS3)<br/> +(75-175) Strength (named ALL_STATS3)<br/> +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1<br/> Prefix: Abstruse [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2<br/> Prefix: Avenger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]<br/> Effects:<br/> +(75-150) Strength (named STR_VIT2)<br/> +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2<br/> Prefix: [ITEM] of Berserking<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW3<br/> Prefix: Mithril Laced [ITEM]<br/> Minimum Level: 15</p> |            |               |



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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW2<br/> Prefix: Steel Plated [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> <p>Affix: RAMPAGE3<br/> Prefix: [ITEM] of Aggression<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2<br/> Prefix: [ITEM] of the Heavens<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(50-100) Vitality (named ALL_STATS2)<br/> +(50-100) Focus (named ALL_STATS2)<br/> +(50-100) Strength (named ALL_STATS2)<br/> +(50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(75-150) Focus (named DEX_MAG2)<br/> +(75-150) Dexterity (named DEX_MAG2)</p> <p>Affix: STR2<br/> Prefix: Brute's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:</p> |               |

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|                  | <p>+(50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4<br/> Prefix: Artillerist's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)<br/> +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4<br/> Prefix: Raven Scale [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) ice Armor (named ARMOR_MAT4)<br/> +(0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3<br/> Prefix: [ITEM] of Assassination<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1<br/> Prefix: [ITEM] of Shielding<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1<br/> Prefix: [ITEM] of Snaring<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4<br/> Prefix: Vigorous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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| Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(20.0-30.0) Max HP (named HP4)  |            |               |
| Affix: DODGE_REFLECT1<br>Prefix: Shade's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br>(1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph) |            |               |
| Affix: RING_MAT4<br>Prefix: Bladeweave [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)<br>(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)                                   |            |               |
| Affix: BOOTS3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)  |            |               |
| Affix: PET_BUFF1<br>Prefix: Hunter's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)                      |            |               |
| Affix: PET_BUFF3<br>Prefix: Neophyte's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br>(10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)                       |            |               |
| Affix: ATK_SPEED4  |            |               |

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| Prefix: Savage [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)  |            |               |
| Affix: BOOTS1<br>Prefix: Sure [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br>-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)  |            |               |
| Affix: EXECUTE2<br>Prefix: Slayer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)   |            |               |
| Affix: REFLECT_MAJ2<br>Prefix: Reflecting [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_BONUS_MAGIC4<br>Prefix: Pearl [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) |            |               |
| Affix: RING_MAT6<br>Prefix: Dreadiron [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>+(10.0-20.0) physical Armor (named RING_MAT6)  |            |               |

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| (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PERCENT_ICE2<br>Prefix: Frost-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)   |            |               |
| Affix: DODGE_REFLECT3<br>Prefix: Spectre's [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)  |            |               |
| Affix: PROC_WARD3<br>Prefix: [ITEM] of Negation<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)  |            |               |
| Affix: SLOW3<br>Prefix: Entangling [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br>Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) |            |               |
| Affix: CRIT_DAMAGE1<br>Prefix: [ITEM] of Destruction<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)   |            |               |
| Affix: ARMOR_MAT6<br>Prefix: Serpentine [ITEM]   |            |               |

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| No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-25.0) poison Armor (named ARMOR_MAT6)<br>(5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PROC_PHYS1<br>Prefix: Barbed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)  |            |               |
| Affix: SPLASH2<br>Prefix: Sweeping [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)   |            |               |
| Affix: STR_VIT1<br>Prefix: Vigilant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARMS]<br>Effects:<br>+(50-100) Strength (named STR_VIT1)<br>+(50-100) Vitality (named STR_VIT1)  |            |               |
| Affix: RAMPAGE1<br>Prefix: [ITEM] of Rampaging<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARMS, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph) |            |               |
| Affix: DEX4<br>Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:  |            |               |

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|                           | + (175-250) Dexterity (named DEX4)  |               |
| Affix: MANA_COST2         | Prefix: Recondite [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)  |               |
| Affix: ARMOR_PERCENT_LOW1 | Prefix: Iron Shod [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)   |               |
| Affix: MANA_COST3         | Prefix: Enigmatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)  |               |
| Affix: ALL_STATS1         | Prefix: [ITEM] of the Stars<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+ (25-50) Vitality (named ALL_STATS1)<br>+ (25-50) Focus (named ALL_STATS1)<br>+ (25-50) Strength (named ALL_STATS1)<br>+ (25-50) Dexterity (named ALL_STATS1) |               |
| Affix: SPLASH3            | Prefix: [ITEM] of Assault<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)                                    |               |
| Affix: STR1               | Prefix: Thug's [ITEM]<br>No Level Range   |               |

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|                       | Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+ (25-50) Strength (named STR1)   |               |
| Affix: DEX_MAG1       | Prefix: Corsair's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, BELT, PISTOL]<br>Effects:<br>+ (50-100) Focus (named DEX_MAG1)<br>+ (50-100) Dexterity (named DEX_MAG1)   |               |
| Affix: ARMOR_MAT7     | Prefix: Oiled [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+ (10.0-25.0) electric Armor (named ARMOR_MAT7)<br>-10.0% knockback resistance (named ARMOR_MAT7)   |               |
| Affix: SLOW2          | Prefix: [ITEM] of Tarring<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)  |               |
| Affix: PROC_WARD2     | Prefix: [ITEM] of Warding<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)   |               |
| Affix: DODGE_REFLECT2 | Prefix: Ghost's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br>(5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph) |               |

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| <p>Affix: DMG_PERCENT_ICE3<br/> Prefix: Frost-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5<br/> Prefix: Astral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/> (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/> (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3<br/> Prefix: Butcher's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED5<br/> Prefix: Lupine [ITEM]<br/> Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: MP_STEAL_PERCENT1<br/> Prefix: Thirsty [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2<br/> Prefix: Packleader's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, BOW]<br/> Effects:</p> |            |               |

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| <p>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)</p> <p>Affix: GF2<br/> Prefix: Lavish [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4<br/> Prefix: Venom-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK1<br/> Prefix: [ITEM] of Deflecting<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_3<br/> Prefix: Riftward [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br/> (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1<br/> Prefix: Desperado's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)</p> |            |               |

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|                  | (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)  |               |
|                  | Affix: BLINDING1<br>Prefix: [ITEM] of the Black<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)                              |               |
|                  | Affix: THORNS_PHYS_THORNED1<br>Prefix: Thorned [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)  |               |
|                  | Affix: POIS_DOT2<br>Prefix: [ITEM] of Blight<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)   |               |
|                  | Affix: FACTION_ARMOR6<br>Prefix: Kromzek [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)                       |               |
|                  | Affix: FREEZE3<br>Prefix: Soulfrost [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br>(2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph) |               |
|                  | Affix: PROC_ENERGYSHIELDS<br>Prefix: Warding [ITEM]  |               |

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|                  | Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)  |               |
|                  | Affix: ARM_PHYSRED_TYPE6<br>Prefix: Plated [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br>(4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph) |               |
|                  | Affix: CHARGE_RATE3<br>Prefix: [ITEM] of Desire<br>Minimum Level: 12<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)   |               |
|                  | Affix: MP4<br>Prefix: [ITEM] of the Arcane<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(20.0-30.0) Mana (named MP4)   |               |
|                  | Affix: ARMOR_STATS_STR1<br>Prefix: Lambent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br>+(50-100) Strength (named ARMOR_STATS_STR1)   |               |
|                  | Affix: REFLECT2<br>Prefix: [ITEM] of Interception<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)   |               |

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| <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4<br/> Prefix: Pact-Speaker's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br/> (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3<br/> Prefix: [ITEM] of Doom<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3<br/> Prefix: [ITEM] of Resonance<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2<br/> Prefix: [ITEM] of Craving<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]</p> |            |               |

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| <p>Effects:<br/> (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4<br/> Prefix: Shielding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2<br/> Prefix: Brittlebite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/> (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2</p> |            |               |

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|                  | Prefix: Runeweave [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br>(10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)  |               |
|                  | Affix: GF3<br>Prefix: Gilded [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)  |               |
|                  | Affix: GF1<br>Prefix: Gaudy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)  |               |
|                  | Affix: POTIONS3<br>Prefix: Chemist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)   |               |
|                  | Affix: MELEE_BLOCK2<br>Prefix: [ITEM] of Parrying<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |               |
|                  | Affix: BLINDING2<br>Prefix: [ITEM] of Obscuring<br>Minimum Level: 13<br>Spawn Weight: 3  |               |

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|                  | Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)  |               |
|                  | Affix: FLURRY2<br>Prefix: Duelist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)     |               |
|                  | Affix: POIS_DOT1<br>Prefix: [ITEM] of Rot<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)  |               |
|                  | Affix: THORNS_PHYS_THORNED2<br>Prefix: Spined [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)  |               |
|                  | Affix: FACTION_ARMOR5<br>Prefix: Kindathlan [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph) |               |
|                  | Affix: BURN3<br>Prefix: Immolating [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)   |               |



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|                  | (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)                                  |               |
|                  | )  |               |
|                  | Affix: ARM_PHYSRED_TYPE5   |               |
|                  | Prefix: Bolted [ITEM]  |               |
|                  | No Level Range   |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [CHEST ARMOR, HELMET, SHIELD]   |               |
|                  | Effects:   |               |
|                  | + (15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)   |               |
|                  | (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)                           |               |
|                  | T graph)   |               |
|                  | Affix: ARMOR_STATS_STR2  |               |
|                  | Prefix: Pit Forged [ITEM]  |               |
|                  | No Level Range   |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [ARMOR_PHYSICAL]  |               |
|                  | Effects:   |               |
|                  | + (18.0-30.0) physical Armor (named ARMOR_STATS_STR2)  |               |
|                  | + (75-150) Strength (named ARMOR_STATS_STR2)   |               |
|                  | Affix: PROC_DEATHSTRIKE1   |               |
|                  | Prefix: [ITEM] of Killing  |               |
|                  | Minimum Level: 20  |               |
|                  | Spawn Weight: 2  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [WEAPON]  |               |
|                  | Effects:   |               |
|                  | (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)                        |               |
|                  | CENT graph)  |               |
|                  | Affix: REFLECT1  |               |
|                  | Prefix: [ITEM] of Redirection  |               |
|                  | No Level Range   |               |
|                  | Spawn Weight: 2  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]   |               |
|                  | Effects:   |               |
|                  | (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)                                  |               |
|                  | )  |               |
|                  | Affix: DMG_ANGRY4  |               |
|                  | Prefix: [ITEM] of Anger  |               |
|                  | Minimum Level: 13  |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]                                    |               |
|                  | Effects:   |               |
|                  | + (15.0-20.0) physical damage (named DMG_ANGRY4)   |               |
|                  | Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph) |               |
|                  | DMG_ANGRY4) (Uses PERCENT graph)   |               |
|                  | Affix: POIS4   |               |

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|                  | Prefix: Tainted [ITEM]   |               |
|                  | Minimum Level: 20  |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]   |               |
|                  | Effects:   |               |
|                  | Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POISON) (Uses PERCENT graph)                                   |               |
|                  | Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 5.0 seconds (named Poison_explosion) (Uses PERCENT graph) |               |
|                  | Affix: CHARGE_RATE1  |               |
|                  | Prefix: [ITEM] of Yearning   |               |
|                  | No Level Range   |               |
|                  | Spawn Weight: 1  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [GLOVES, RING, SHOULDER ARMOR]  |               |
|                  | Effects:   |               |
|                  | (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)  |               |
|                  | Affix: ARM_PHYSRED_TYPE4   |               |
|                  | Prefix: Thick [ITEM]   |               |
|                  | No Level Range   |               |
|                  | Spawn Weight: 2  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [CHEST ARMOR, HELMET, SHIELD]   |               |
|                  | Effects:   |               |
|                  | + (15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)   |               |
|                  | (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)   |               |
|                  | T graph)   |               |
|                  | Affix: BURN2   |               |
|                  | Prefix: Slag [ITEM]  |               |
|                  | Minimum Level: 20  |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]   |               |
|                  | Effects:   |               |
|                  | Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)                                      |               |
|                  | Degrade enemy armor by (10-20) on hit (named BURN2)  |               |
|                  | Affix: FREEZE1   |               |
|                  | Prefix: Frigid [ITEM]  |               |
|                  | Minimum Level: 20  |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |
|                  | Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]   |               |
|                  | Effects:   |               |
|                  | Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)                                 |               |
|                  | Affix: FACTION_ARMOR4  |               |
|                  | Prefix: Cygnaran [ITEM]  |               |
|                  | Minimum Level: 12  |               |
|                  | Spawn Weight: 3  |               |
|                  | Occupies no slots  |               |

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|                  | Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)  |               |
|                  | Affix: THORNS_PHYS_THORNED3<br>Prefix: Barbed [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)   |               |
|                  | Affix: BLINDING3<br>Prefix: [ITEM] of Searing Light<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)   |               |
|                  | Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)   |               |
|                  | Affix: MELEE_BLOCK3<br>Prefix: [ITEM] of Riposting<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |               |
|                  | Affix: CLASS_BASED_S_1<br>Prefix: Ember Etched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:   |               |

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|                  | (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)   |               |
|                  | Affix: POTIONS2<br>Prefix: Catalyzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)                 |               |
|                  | Affix: DMG_PERCENT_POIS2<br>Prefix: Venom-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph) |               |
|                  | Affix: GF4<br>Prefix: Ornate [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)     |               |
|                  | Affix: ELEC_DOT2<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)                        |               |
|                  | Affix: FUMBLE_CHANCE2<br>Prefix: [ITEM] of Precision<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)      |               |
|                  | Affix: REGEN_MAX2<br>Prefix: [ITEM] of Restoration<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots   |               |

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| Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(1.0-2.0) HP/Second (named REGEN_MAX2)<br>(3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br>(3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br>+(1.0-2.0) Mana/s (named REGEN_MAX2)  |            |               |
| Affix: PROC_SHOCK_ARMOR1<br>Prefix: [ITEM] of Static<br>Level Range: 10-100<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1) |            |               |
| Affix: THORNS_ELEC1<br>Prefix: Static [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)  |            |               |
| Affix: PROC_ENERGYSHIELD3<br>Prefix: Pulsing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)   |            |               |
| Affix: MP2<br>Prefix: [ITEM] of Conjuration<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(10.0-15.0) Mana (named MP2)  |            |               |
| Affix: PROC_CRUSHBLOW3<br>Prefix: [ITEM] of Shattering<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)   |            |               |

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| Affix: CHARGE_RATE5<br>Prefix: [ITEM] of Ascension<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_N_3<br>Prefix: Oath-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)<br>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)   |            |               |
| Affix: DMG_ANGRY1<br>Prefix: [ITEM] of Fury<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph) |            |               |
| Affix: DUAL_WIELD2<br>Prefix: Nimble [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)  |            |               |
| Affix: PROC_DEATHSTRIKE4<br>Prefix: Vorpal [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)  |            |               |
| Affix: REFLECT4<br>Prefix: [ITEM] of Reverberation<br>No Level Range  |            |               |

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|                  | <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD3<br/> Prefix: Swift [ITEM]<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: POIS1<br/> Prefix: Envenomed [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/> Prefix: Gravemist [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/> (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/> Prefix: [ITEM] of Awakening<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/> Prefix: Reinforced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/> (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: PROC_CRUSHBLOW2<br/> Prefix: [ITEM] of Crushing<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: MP3<br/> Prefix: [ITEM] of Evocation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2<br/> Prefix: Glowing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1<br/> Prefix: Smouldering [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots</p> |               |

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|                  | Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% fire damage reflected (named THORNS_FIRE1)<br><br>Affix: FACTION_ARMOR1<br>Prefix: Sathiri [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_S_4<br>Prefix: Warpsigil [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)<br>-20.0 knockback (named CLASS_BASED_S_4)<br><br>Affix: FUMBLE_CHANCE3<br>Prefix: Deadeye [ITEM]<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)<br>)<br><br>Affix: DMG_PERCENT_POIS3<br>Prefix: Venom-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)<br>h)<br><br>Affix: DMG_PERCENT_POIS1<br>Prefix: Venom-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)<br><br>Affix: ELEC_DOT1<br>Prefix: Surging [ITEM] |               |

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|                  | No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELE<br>1)<br><br>Affix: BLINDING4<br>Prefix: [ITEM] of Distortion<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named<br>DING4) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses<br>NT graph)<br><br>Affix: FUMBLE_CHANCE1<br>Prefix: [ITEM] of Accuracy<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT g<br><br>Affix: REGEN_MAX1<br>Prefix: [ITEM] of Replenishing<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(0.5-1.0) HP/Second (named REGEN_MAX1)<br>(1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br>(1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br>+(0.5-1.0) Mana/s (named REGEN_MAX1)<br><br>Affix: POTIONS5<br>Prefix: Philosopher's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERC<br>raph)<br><br>Affix: FACTION_ARMOR3<br>Prefix: Tytherian [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] |               |

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| Effects:<br>(5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)  |            |               |
| Affix: THORNS_PHYS_THORNED4<br>Prefix: Jagged [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)  |            |               |
| Affix: THORNS_FIRE3<br>Prefix: Red Hot [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% fire damage reflected (named THORNS_FIRE3)   |            |               |
| Affix: PROC_SHOCK_ARMOR2<br>Prefix: [ITEM] of Shocking<br>Level Range: 10-100<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1) |            |               |
| Affix: REGEN_MAX_MP1<br>Prefix: [ITEM] of Clarity<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>+(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br>(5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)   |            |               |
| Affix: THORNS_ELEC2<br>Prefix: Buzzing [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% electric damage reflected (named THORNS_ELEC2)   |            |               |
| Affix: MP1<br>Prefix: Chanter's [ITEM]<br>No Level Range<br>Spawn Weight: 1   |            |               |

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| Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(5.0-10.0) Mana (named MP1)  |            |               |
| Affix: ARM_PHYSRED_TYPE3<br>Prefix: Layered [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br>(2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)  |            |               |
| Affix: POIS3<br>Prefix: Rusted [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)<br>Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)  |            |               |
| Affix: DUAL_WIELD1<br>Prefix: Deft [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)   |            |               |
| Affix: DMG_ANGRY2<br>Prefix: [ITEM] of Rage<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>(15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph) |            |               |
| Affix: DMG_ANGRY3<br>Prefix: [ITEM] of Frenzy<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:  |            |               |

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|                  | <p>(2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/>         Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1<br/>         Prefix: Shadow-Bound [ITEM]<br/>         Minimum Level: 15<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [GLOVES, HELMET, PANTS]<br/>         Effects:<br/>         + (125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/>         (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/>         Prefix: Festering [ITEM]<br/>         Minimum Level: 20<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/>         Effects:<br/>         Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)<br/>         (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/>         Prefix: [ITEM] of Smashing<br/>         Minimum Level: 20<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/>         Effects:<br/>         (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2<br/>         Prefix: Studded [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/>         Effects:<br/>         + (5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)<br/>         (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1<br/>         Prefix: Blight-Barb [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [NECKLACE, WEAPON]<br/>         Effects:<br/>         20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)</p> |               |

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|                  | <p>Affix: PROC_ENERGYSHIELD1<br/>         Prefix: Glittering [ITEM]<br/>         Minimum Level: 10<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/>         Effects:<br/>         (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3<br/>         Prefix: Arcing [ITEM]<br/>         Minimum Level: 8<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>         Effects:<br/>         (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2<br/>         Prefix: Scorching [ITEM]<br/>         Minimum Level: 8<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>         Effects:<br/>         (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3<br/>         Prefix: [ITEM] of Electrocution<br/>         Level Range: 10-100<br/>         Spawn Weight: 4<br/>         Occupies no slots<br/>         Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/>         Effects:<br/>         (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/>         (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4<br/>         Prefix: Detonating [ITEM]<br/>         Minimum Level: 20<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/>         Effects:<br/>         Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/>         Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2<br/>         Prefix: Calishite [ITEM]<br/>         Minimum Level: 12<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [CHEST ARMOR, HELMET, PANTS]</p> |               |

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| <p>Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5<br/> Prefix: [ITEM] of Confusion<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER_WEAPON<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS5_THRASHER<br/> Prefix: [ITEM] of Energy<br/> Minimum Level: 12<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-15.0)% more charge rate</p> |            |               |

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| <p>Affix: OF_PROCGETHIT_FULLHEAL_5_THRASHER<br/> Prefix: [ITEM] of Regeneration<br/> Minimum Level: 45<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY5_THRASHER<br/> Prefix: [ITEM] of Grasping<br/> Minimum Level: 12<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OFTHETHRASHER<br/> Prefix: [ITEM] of the Thrasher<br/> Minimum Level: 17<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> No effect details for effect PERCENT BLIND with parameters (min 20.00, max 0.00, dur 0.00, type physical, level -1) (named OFTHETHRASHER BLIND)<br/> Degrade enemy armor by (20-25) on hit (named OFTHESOLDIER DEGRADE ARMOR)<br/> (20.0-30.0)% more charge bar decay rate</p> <p>Affix: OFTHETHORN3<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: OFTHEDRAKE_THRASHER<br/> Prefix: [ITEM] of the Drake<br/> Minimum Level: 18<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> Minimum Level: 20<br/> Spawn Weight: 2</p> |            |               |



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| Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)  |            |               |
| Affix: OFTHEBULL3_THRASHER<br>Prefix: Slamming [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)                           |            |               |
| Affix: OFTHEBEAR3_THRASHER<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>+(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)                       |            |               |
| Affix: OFTHEMULE3_THRASHER<br>Prefix: Intractable [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) |            |               |
| Affix: OFTHEELEPHANT3_THRASHER<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>+(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)                                |            |               |
| Affix: OFTHEMAGE3_THRASHER<br>Prefix: Invoking [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)               |            |               |
| Affix: OFTHECHEETAH5_THRASHER<br>Prefix: [ITEM] of Speed<br>Minimum Level: 24<br>Spawn Weight: 3<br>Occupies no slots  |            |               |

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| Spawns On: [ARMOR]<br>Effects:<br>(6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)   |            |               |
| Affix: OFTHERAM3_THRASHER<br>Prefix: Slamming [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>-45.0 knockback (named OFTHERAM KNOCK BACK EFFECT)   |            |               |
| Affix: OFTHEMISER3_THRASHER<br>Prefix: Wealthy [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>(4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)                                |            |               |
| Affix: THRASHER_FIREDEFENSE<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) |            |               |
| Affix: OFTHEWINDS3_THRASHER<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>(9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)                     |            |               |
| Affix: THRASHER_CHARGERATEBONUS<br>Prefix: Energizing [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more charge rate                          |            |               |
| Affix: OFTHETHORN3_THRASHER<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots  |            |               |

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| Spawns On: [ARMOR]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)  |            |               |
| Affix: THRASHER_CRITICALDAMAGE<br>Prefix: Brutal [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |               |
| Affix: OFTHETURTLE3_THRASHER<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>+(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)   |            |               |
| Affix: OFTHESTORMS3_THRASHER<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>(18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |            |               |
| Affix: THRASHER_ELECTRICDEFENSE<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |               |
| Affix: OFTHESAGE3_THRASHER<br>Prefix: Sage [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>(3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |               |
| Affix: OFTHESEEKER3_THRASHER<br>Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots   |            |               |

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| Spawns On: [ARMOR]<br>Effects:<br>(3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |            |               |
| Affix: OFTHESAVANT5_THRASHER<br>Prefix: [ITEM] of the Savant<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Effects:<br>(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)   |            |               |
| Affix: ELEC2<br>Prefix: Resonant [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2)<br>Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2) |            |               |
| Affix: CRIT_CHANCE1<br>Prefix: [ITEM] of Ire<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)   |            |               |
| Affix: RED_DMG_MELEE_DMG1<br>Prefix: Strife-Sigil [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)    |            |               |
| Affix: MAG1<br>Prefix: Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(25-50) Focus (named MAG1)  |            |               |
| Affix: PROC_OPENWOUND3<br>Prefix: [ITEM] of Wounding   |            |               |

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|                  | <p>Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_POIS3<br/> Prefix: Noxious [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1<br/> Prefix: Shard-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1<br/> Prefix: Jolt-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12</p> |               |

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|                  | <p>Prefix: Hexsteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT12)<br/> Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1<br/> Prefix: Totemic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> 40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: XP2<br/> Prefix: Wanderer's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE1<br/> Prefix: Flame-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS4<br/> Prefix: Grim [ITEM]<br/> Minimum Level: 8</p> |               |

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| <p>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS5<br/>Prefix: Cruel [ITEM]<br/>Minimum Level: 10<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC1<br/>Prefix: Volt-Flicker [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE3<br/>Prefix: Chaotic [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:<br/>(1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>(1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>(1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: VIT4<br/>Prefix: Guardian's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CANNON, HELMET, RING, SHIELD]<br/>Effects:<br/>(175-250) Vitality (named VIT4)</p> <p>Affix: MF1<br/>Prefix: Vintage [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/>Effects:</p> |            |               |

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| <p>(1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1<br/>Prefix: Bandit's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HSWORD, BELT, FIST]<br/>Effects:<br/>(50-100) Strength (named STR_DEX1)<br/>(50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3<br/>Prefix: Explorer's [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>(5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14<br/>Prefix: Shadivari [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>(5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)<br/>(5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT13<br/>Prefix: Saronite [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(5.0-10.0) ice damage (named WEAPON_MAT13)<br/>(15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)<br/>(5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1<br/>Prefix: Flare-Barb [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)</p> <p>Affix: THORNS_POIS2<br/>Prefix: Despoiled [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 2<br/>Occupies no slots</p> |            |               |

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|                  | Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% poison damage reflected (named THORNS_POIS2)<br><br>Affix: PROC_OPENWOUND2<br>Prefix: [ITEM] of Bloodletting<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)<br><br>Affix: DMG_ELEMENTAL_RANGE1<br>Prefix: Elemental [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>)<br><br>Affix: ELEC3<br>Prefix: Thundering [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br>-25.0 knockback (named ELEC3)<br><br>Affix: CRIT_CHANCE2<br>Prefix: [ITEM] of Menace<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)<br><br>Affix: ELEC1<br>Prefix: Shocking [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph) |               |

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|                  | Affix: RED_DMG_MELEE_DMG2<br>Prefix: Battle-Rune [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br>(3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)<br><br>Affix: DMG_ELEMENTAL_RANGE3<br>Prefix: Chaotic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br><br>Affix: MAG2<br>Prefix: Wizard's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(50-100) Focus (named MAG2)<br><br>Affix: DEGRADE2<br>Prefix: Shattering [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (10-15) on hit (named Degrade2)<br><br>Affix: DODGE5<br>Prefix: [ITEM] of Displacement<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_D_4<br>Prefix: Ebonwood [ITEM]<br>Minimum Level: 15 |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>-25.0 knockback (named CLASS_BASED_D_4)<br>(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PROC_ELEC2<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)  |            |               |
| Affix: DMG_PROC_ICE2<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)  |            |               |
| Affix: CLASS_BASED_D_B<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses PERCENT graph)     |            |               |
| Affix: WEAPON_MAT11<br>Prefix: Thorium [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) electric damage (named WEAPON_MAT11)<br>Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT11) |            |               |
| Affix: CLASS_BASED_B_2<br>Prefix: [ITEM] of Reaving<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph)   |            |               |

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| h)<br>(15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)   |            |               |
| Affix: XP1<br>Prefix: Seeker's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)   |            |               |
| Affix: MF3<br>Prefix: Antique [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)   |            |               |
| Affix: ARM_ILLUM4<br>Prefix: Lightweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) electric Armor (named ARM_ILLUM4)<br>(5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph) |            |               |
| Affix: DMG_PERCENT_FIRE2<br>Prefix: Flame-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)                                      |            |               |
| Affix: DMG_PERCENT_ELEC3<br>Prefix: Volt-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)                                  |            |               |
| Affix: RED_ELEMENTAL_RANGE1<br>Prefix: Elemental [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots  |            |               |

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|                  | <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>(1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>(1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6</p> <p>Prefix: Merciless [ITEM]</p> <p>Minimum Level: 14</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2</p> <p>Prefix: Volt-Flare [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>(5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3</p> <p>Prefix: Flame-Shock [ITEM]</p> <p>Minimum Level: 16</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>(10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2</p> <p>Prefix: Outlaw's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, BELT, FIST]</p> <p>Effects:</p> <p>+ (75-150) Strength (named STR_DEX2)</p> <p>+ (75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2</p> <p>Prefix: Archaic [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: CLASS_BASED_B_3</p> <p>Prefix: Ancestral [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]</p> <p>Effects:</p> <p>Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)</p> <p>(5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10</p> <p>Prefix: Elementium [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>+ (5.0-10.0) fire damage (named WEAPON_MAT10)</p> <p>(2-6) second increased duration of elemental effects (named WEAPON_MAT10)</p> <p>+ (5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2</p> <p>Prefix: Flare-Spike [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1</p> <p>Prefix: Foul [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> <p>Effects:</p> <p>(10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C</p> <p>Prefix: Elderstone [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, STAFF]</p> <p>Effects:</p> <p>(2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4</p> <p>Prefix: Phased [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS]</p> |               |

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|                  | <p>Effects:<br/> (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3<br/> Prefix: Sundering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1<br/> Prefix: [ITEM] of Cutting<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3<br/> Prefix: Sorcerer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: CRIT_CHANCE3<br/> Prefix: [ITEM] of Havoc<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1<br/> Prefix: Looter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br/> (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4<br/> Prefix: Over-Charged [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT14<br/> Prefix: Titansteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9<br/> Prefix: Greenmist [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p> <p>Affix: XP4<br/> Prefix: Adventurer's [ITEM]</p> |               |



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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3<br/> Prefix: [ITEM] of the Bastion<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13<br/> Prefix: Battle Scarred [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]<br/> Effects:<br/> (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br/> (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3<br/> Prefix: Sentinel's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(100-175) Vitality (named VIT3)</p> <p>Affix: ARM_ILLUM1<br/> Prefix: Duskweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) poison Armor (named ARM_ILLUM1)<br/> (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2<br/> Prefix: Wicked [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:</p> |               |

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|                  | <p>(2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1<br/> Prefix: Shaman's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> +(50-100) Vitality (named VIT_MAG1)<br/> +(50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1<br/> Prefix: Rebounding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS3<br/> Prefix: Vicious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |               |

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| Effects:<br>(3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)   |             |               |
| Affix: VIT2<br>Prefix: Defender's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(50-100) Vitality (named VIT2)   |             |               |
| Affix: FACTION_ARMOR12<br>Prefix: Thranic [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)                  |             |               |
| Affix: BLOCK2<br>Prefix: Defiant [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br>(5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)   |             |               |
| Affix: FACTION_ARMOR8<br>Prefix: Aesir [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)                  |             |               |
| Affix: WEAPON_MAT15<br>Prefix: Cobalt [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) ice damage (named WEAPON_MAT14)<br>(0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT14) |             |               |
| Affix: DODGE1  |             |               |

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| Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)  |             |               |
| Affix: PROC_OPENWOUND4<br>Prefix: [ITEM] of Severing<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)   |             |               |
| Affix: CRIT_CHANCE4<br>Prefix: [ITEM] of Ruin<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)  |             |               |
| Affix: BOOTS10<br>Prefix: Leyline [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br>+(25-60) Focus (named BOOTS10)   |             |               |
| Affix: MAG4<br>Prefix: Arcanist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(175-250) Focus (named MAG4)   |             |               |
| Affix: DMG_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) |             |               |

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|                  | (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)  |               |
|                  | Affix: DODGE3<br>Prefix: Hazy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_D_2<br>Prefix: Wirewood [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)  |               |
|                  | Affix: DEGRADE4<br>Prefix: Sieging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (20-30) on hit (named Degrade4)  |               |
|                  | Affix: WEAPON_MAT17<br>Prefix: Nethricite [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) poison damage (named WEAPON_MAT14)<br>(0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT14)   |               |
|                  | Affix: GFME_PROC_THIEFS2<br>Prefix: Thief's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br>(10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br>(5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph) |               |

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|                  | Affix: FACTION_ARMOR10<br>Prefix: Highguard [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph) |               |
|                  | Affix: CLASS_BASED_B_4<br>Prefix: Spirit-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)<br>+(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)                    |               |
|                  | Affix: DMG_PERCENT_FIRE4<br>Prefix: Flame-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)  |               |
|                  | Affix: ARM_ILLUM2<br>Prefix: Dawnweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) fire Armor (named ARM_ILLUM2)<br>-15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_BONUS1<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)   |               |
|                  | Affix: VIT_MAG2<br>Prefix: Hermit's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>+(75-150) Vitality (named VIT_MAG2)   |               |

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| +(75-150) Focus (named VIT_MAG2)   |            |               |
| Affix: REFLECT_LITE2<br>Prefix: Ricochet [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)                        |            |               |
| Affix: DMG_PERCENT_ELEC4<br>Prefix: Volt-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)                                |            |               |
| Affix: ARM_ILLUM3<br>Prefix: Darkweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) ice Armor (named ARM_ILLUM3)<br>(5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph) |            |               |
| Affix: VIT1<br>Prefix: Sentry's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(25-50) Vitality (named VIT1)  |            |               |
| Affix: MF4<br>Prefix: Ancient [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)  |            |               |
| Affix: FACTION_ARMOR11<br>Prefix: Muursat [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots  |            |               |

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| Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)   |            |               |
| Affix: BLOCK1<br>Prefix: Vigilant [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br>(1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)   |            |               |
| Affix: WEAPON_MAT16<br>Prefix: Pyrite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT16)<br>(5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT16)   |            |               |
| Affix: CLASS_BASED_D_3<br>Prefix: Cairnstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)<br>Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph) |            |               |
| Affix: DODGE2<br>Prefix: [ITEM] of Blurring<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)   |            |               |
| Affix: DMG_ELEMENTAL_RANGE4<br>Prefix: Aetheric [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)                               |            |               |

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| (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)                        |            |               |
| Affix: CRIT_CHANCE5   |            |               |
| Prefix: [ITEM] of Calamity  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 4   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [NECKLACE, RING, WEAPON]   |            |               |
| Effects:  |            |               |
| (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)                            |            |               |
| Affix: BOOTS11  |            |               |
| Prefix: Spiked [ITEM]   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [BOOTS]  |            |               |
| Effects:  |            |               |
| (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)                                   |            |               |
| +(25-60) Strength (named BOOTS11)   |            |               |
| Affix: WEAPON_MAT3  |            |               |
| Prefix: Velium [ITEM]   |            |               |
| Minimum Level: 15   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [WEAPON]   |            |               |
| Effects:  |            |               |
| +(10.0-20.0) ice damage (named WEAPON_MAT3)   |            |               |
| Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph) |            |               |
| Affix: ICE_DOT1   |            |               |
| Prefix: [ITEM] of the Wastes  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 2   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [WEAPON]   |            |               |
| Effects:  |            |               |
| Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)                              |            |               |
| Affix: DMG_PHYS_POIS_RANGE4   |            |               |
| Prefix: Writhing [ITEM]   |            |               |
| Minimum Level: 20   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [RING, WEAPON]   |            |               |
| Effects:  |            |               |
| (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)                    |            |               |
| (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)                      |            |               |
| Affix: PET_BUFF13   |            |               |
| Prefix: Lord's [ITEM]   |            |               |

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| Minimum Level: 20   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR_PHYSICAL, RING]   |            |               |
| Effects:  |            |               |
| (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)               |            |               |
| (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)              |            |               |
| (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)                      |            |               |
| (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)              |            |               |
| Affix: ARMOR_STATS2   |            |               |
| Prefix: Mercurial [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR_PHYSICAL]   |            |               |
| Effects:  |            |               |
| +(18.0-30.0) physical Armor (named ARMOR_STATS2)  |            |               |
| +(75-150) Dexterity (named ARMOR_STATS2)  |            |               |
| Affix: HP_MP_STEAL_PERCENT1   |            |               |
| Prefix: Siphoning [ITEM]  |            |               |
| Minimum Level: 10   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]  |            |               |
| Effects:  |            |               |
| (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)            |            |               |
| (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)           |            |               |
| Affix: DUAL_ELEMRED_BONUS4  |            |               |
| Prefix: Manafused [ITEM]  |            |               |
| Minimum Level: 15   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]                                |            |               |
| Effects:  |            |               |
| (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)     |            |               |
| (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) |            |               |
| +(0.5-1.3) Mana/s (named dual_elemred_bonus4)   |            |               |
| Affix: FUMBLE_DAMAGE1   |            |               |
| Prefix: [ITEM] of Skill   |            |               |
| Minimum Level: 5  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [GLOVES, WEAPON]   |            |               |
| Effects:  |            |               |
| (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)              |            |               |
| Affix: FIRE_DOT2  |            |               |
| Prefix: [ITEM] of the Inferno   |            |               |
| No Level Range  |            |               |
| Spawn Weight: 3   |            |               |

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|                  | <p>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: FAME1<br/>    Prefix: Acclaimed [ITEM]<br/>    Minimum Level: 5<br/>    Spawn Weight: 1<br/>    Occupies no slots<br/>    Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>    Effects:<br/>        (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5<br/>    Prefix: Abberant [ITEM]<br/>    Minimum Level: 25<br/>    Spawn Weight: 4<br/>    Occupies no slots<br/>    Spawns On: [RING, WEAPON]<br/>    Effects:<br/>        (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/>        (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12<br/>    Prefix: Commander's [ITEM]<br/>    Minimum Level: 16<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [ARMOR_PHYSICAL, CANNON]<br/>    Effects:<br/>        (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)<br/>        (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT2<br/>    Prefix: Obsidian [ITEM]<br/>    Minimum Level: 15<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [WEAPON]<br/>    Effects:<br/>        +(5.0-10.0) fire damage (named WEAPON_MAT2)<br/>        (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)<br/>        +(5.0-10.0) physical damage (named WEAPON_MAT2)</p> <p>Affix: CLASS_BASED_A_1<br/>    Prefix: Magebane [ITEM]<br/>    Minimum Level: 15<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [1HSWORD, FIST, PISTOL]<br/>    Effects:<br/>        Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)<br/>        (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (U</p> |               |

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|                  | <p>ses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC1<br/>    Prefix: Weighted [ITEM]<br/>    Minimum Level: 8<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br/>    Effects:<br/>        +(10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br/>        Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2<br/>    Prefix: [ITEM] of Desolation<br/>    No Level Range<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [WEAPON]<br/>    Effects:<br/>        Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3<br/>    Prefix: Honed [ITEM]<br/>    Minimum Level: 8<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [WEAPON]<br/>    Effects:<br/>        +(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br/>        (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3<br/>    Prefix: Headhunter's [ITEM]<br/>    Minimum Level: 15<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [1HSWORD, FIST, PISTOL]<br/>    Effects:<br/>        (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br/>        (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4<br/>    Prefix: War-Mage's [ITEM]<br/>    Minimum Level: 15<br/>    Spawn Weight: 3<br/>    Occupies no slots<br/>    Spawns On: [GLOVES, STAFF]<br/>    Effects:<br/>        (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES4<br/>    Prefix: Turtle's [ITEM]<br/>    No Level Range<br/>    Spawn Weight: 2</p> |               |

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|                  | Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br><br>Affix: PET_BUFF10<br>Prefix: Thaumaturgist's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)<br><br>Affix: ARMOR_STATS1<br>Prefix: Silvery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS1)<br>+(50-100) Dexterity (named ARMOR_STATS1)<br><br>Affix: FAME3<br>Prefix: Notorious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)<br><br>Affix: RED_PHYS_POIS_RANGE5<br>Prefix: Abberant [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br><br>Affix: HP_MP_STEAL_PERCENT2<br>Prefix: Parasitic [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) |               |

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|                  | )<br>(2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br>)<br><br>Affix: FUMBLE_DAMAGE2<br>Prefix: [ITEM] of Expertise<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)<br><br>Affix: FUMBLE_DAMAGE3<br>Prefix: [ITEM] of Mastery<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)<br><br>Affix: FIRE_DOT1<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)<br><br>Affix: ARMOR_MAT8<br>Prefix: Rubicite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT8)<br>+(0.5-1.5) HP/Second (named ARMOR_MAT8)<br><br>Affix: RED_PHYS_POIS_RANGE4<br>Prefix: Writhing [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br><br>Affix: HP_MP_STEAL_PERCENT3<br>Prefix: Consuming [ITEM]<br>Minimum Level: 30 |               |

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| Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br>(4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)  |            |               |
| Affix: FAME2<br>Prefix: Famed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF11<br>Prefix: Officer's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, CANNON]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)   |            |               |
| Affix: ARM_BONUS_STUNRES5<br>Prefix: Chitinous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED_A_2<br>Prefix: Dark-Stalker [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)<br>(10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) |            |               |
| Affix: DMG_BONUS_MISC2<br>Prefix: Tempered [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots   |            |               |

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| Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br>(5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)  |            |               |
| Affix: WEAPON_MAT1<br>Prefix: Bone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) physical damage (named WEAPON_MAT1)<br>(5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)  |            |               |
| Affix: CAST_SPEED1<br>Prefix: Spell-Slinger's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF9<br>Prefix: Summoner's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)                        |            |               |
| Affix: WEAPON_MAT5<br>Prefix: Diamondine [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) electric damage (named WEAPON_MAT5)<br>Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)                            |            |               |
| Affix: ARM_BONUS_STUNRES1<br>Prefix: Beetle's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) |            |               |



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| <p>Affix: DMG_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT1<br/> Prefix: [ITEM] of the Herald<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT1<br/> Prefix: [ITEM] of the Weaver<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1<br/> Prefix: Lightweight [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br/> (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br/> (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DUAL_ELEMRED_BONUS3<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br/> +(15.0-30.0) poison Armor (named dual_elemred_bonus3)</p> <p>Affix: RED_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14<br/> Prefix: General's [ITEM]<br/> Minimum Level: 30<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RING]<br/> Effects:<br/> (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br/> (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)<br/> (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br/> (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG2<br/> Prefix: Etherbrand [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br/> +(75-150) Focus (named ARMOR_STATS_MAG2)</p> |            |               |

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| <p>Affix: WEAPON_MAT4<br/> Prefix: Crystalline [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(4.0-8.0) fire damage (named WEAPON_MAT2)<br/> Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_M<br/> AT4) (Uses PERCENT graph)<br/> +(4.0-8.0) electric damage (named WEAPON_MAT4)<br/> +(4.0-8.0) ice damage (named WEAPON_MAT4)</p> <p>Affix: PET_BUFF8<br/> Prefix: Major's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED2<br/> Prefix: Battle-Mage's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5<br/> Prefix: Gleaming [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br/> (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT6<br/> Prefix: Magicite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT6)<br/> (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br/> +(5.0-10.0) poison damage (named WEAPON_MAT6)</p> <p>Affix: GFME_PROC_RAIDERS3<br/> Prefix: Raider's [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (12.0-20.0)% chance to cast treasurehuntest on kill (named treasurehuntest)<br/> ) (Uses PERCENT graph) (Level 1)<br/> (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br/> (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES2<br/> Prefix: Crab's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>Affix: BOOTS8<br/> Prefix: Rugged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br/> +(25-60) Vitality (named BOOTS8)</p> <p>Affix: DMG_PHYS_POIS_RANGE1<br/> Prefix: Flowstone [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT2<br/> Prefix: [ITEM] of the Envoy<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br/> (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3<br/> Prefix: Crawling [ITEM]<br/> Minimum Level: 15</p> |            |               |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT2<br/> Prefix: [ITEM] of the Raven<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT2<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br/> (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1<br/> Prefix: Ethertouched [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW8<br/> Prefix: Decayed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3<br/> Prefix: Extra Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br/> (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br/> (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT3<br/> Prefix: [ITEM] of the Wyrn<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT3<br/> Prefix: [ITEM] of the Exarch<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br/> (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME4<br/> Prefix: Illustrious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)</p> <p>Affix: BOOTS9<br/> Prefix: Tracker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br/> +(25-60) Dexterity (named BOOTS9)</p> |               |

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| <p>Affix: ARM_BONUS_STUNRES3<br/> Prefix: Armadillo's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG1<br/> Prefix: Mana Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br/> +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4<br/> Prefix: Spirit-Slayer [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br/> (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4<br/> Prefix: Razor-Edge [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF]<br/> Effects:<br/> +(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br/> Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7<br/> Prefix: Caermic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) fire damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: CAST_SPEED3<br/> Prefix: Spell-Striker's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1<br/> Prefix: Feral [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED1<br/> Prefix: Savant's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2<br/> Prefix: Polar [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6<br/> Prefix: Disciple's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4<br/> Prefix: Forgeworked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br/> (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: HP_PERCENT1<br/> Prefix: [ITEM] of the Beast<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2<br/> Prefix: Infused [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> <p>Affix: RING_MAT3<br/> Prefix: Astralite [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1<br/> Prefix: Ivory [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ1<br/> Prefix: Guide's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1<br/> Prefix: Ranger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(50-100) Vitality (named DEX_VIT1)<br/> +(50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: HP3<br/> Prefix: Sanguine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: PROC_MANACOST1<br/> Prefix: Auger's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3<br/> Prefix: Sinister [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT3)<br/> (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4<br/> Prefix: [ITEM] of Decimation<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2</p> |            |               |

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|                  | <p>Prefix: Deepwater [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph)<br/> (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED3<br/> Prefix: Sureshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph)<br/> (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5<br/> Prefix: Frost Covered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX1<br/> Prefix: Hawk's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3<br/> Prefix: [ITEM] of Devouring<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP2<br/> Prefix: [ITEM] of Soulcatching<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:</p> |               |

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|                  | <p>(10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4<br/> Prefix: Adamantine Studded [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4<br/> Prefix: Titan's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2<br/> Prefix: Trueshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)<br/> (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3<br/> Prefix: Empyrean [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.8-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph)<br/> (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4<br/> Prefix: [ITEM] of the Planes<br/> Minimum Level: 45<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(150-250) Vitality (named ALL_STATS4)<br/> +(150-250) Focus (named ALL_STATS4)<br/> +(150-250) Strength (named ALL_STATS4)<br/> +(150-250) Dexterity (named ALL_STATS4)</p> |               |

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|                  | <p>Affix: ARMOR_MAT2<br/> Prefix: Black Iron [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) fire Armor (named ARMOR_MAT2)<br/> (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF1<br/> Prefix: Bronzed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: HP2<br/> Prefix: Hearty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2<br/> Prefix: Dire [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br/> (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: STR_MAG1<br/> Prefix: Reaver's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> +(50-100) Strength (named STR_MAG1)<br/> +(50-100) Focus (named STR_MAG1)</p> <p>Affix: PROC_KILLHEAL1<br/> Prefix: [ITEM] of Victory<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY3<br/> Prefix: [ITEM] of Resolve<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT2<br/> Prefix: Crysteel [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br/> (2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT1<br/> Prefix: Distracting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5<br/> Prefix: Fur-Lined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br/> (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> |               |

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| <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX<br/> Prefix: Plagued [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br/> +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: ATK_SPEED2<br/> Prefix: Fierce [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT9<br/> Prefix: Blightstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) poison damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF5<br/> Prefix: Acolyte's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE1<br/> Prefix: Frosted [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> |            |               |

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| <p>Effects:<br/> (10.0-20.0)% ice damage reflected (named THORNS_ICE1)</p> <p>Affix: PROC_CASTSPED2<br/> Prefix: Occultist's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: EXECUTE4<br/> Prefix: Executioner's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT2<br/> Prefix: [ITEM] of the Whale<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS7<br/> Prefix: Sturdy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br/> (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT3<br/> Prefix: Staggering [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE4<br/> Prefix: Frost-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4</p> |            |               |



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|                  | <p>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2<br/>Prefix: Mentor's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/>Effects:<br/>+(5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: PROC_KILLHEAL3<br/>Prefix: [ITEM] of Conquest<br/>Minimum Level: 20<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2<br/>Prefix: Onyx [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/>Effects:<br/>(5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/>(5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/>(5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY1<br/>Prefix: Spirited [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/>Effects:<br/>(1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2<br/>Prefix: Pathfinder's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [2HAXE, BELT, BOW]<br/>Effects:<br/>+(75-150) Vitality (named DEX_VIT2)<br/>+(75-150) Dexterity (named DEX_VIT2)</p> |               |

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|                  | <p>Affix: DODGE_REFLECT5<br/>Prefix: Wraith's [ITEM]<br/>Minimum Level: 18<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/>Effects:<br/>(5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br/>(20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST2<br/>Prefix: Seer's [ITEM]<br/>Minimum Level: 18<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/>Effects:<br/>(4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1<br/>Prefix: Argent [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/>Effects:<br/>(10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br/>(3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: SPLASH4<br/>Prefix: [ITEM] of Onslaught<br/>Minimum Level: 20<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/>Effects:<br/>(50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6<br/>Prefix: Burnt [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>(5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX2<br/>Prefix: Panther's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots</p> |               |

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|                  | <p>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(50-100) Dexterity (named DEX2)</p> <p>Affix: MANA_COST4<br/> Prefix: Cryptic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP1<br/> Prefix: [ITEM] of Spiritstealing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST5<br/> Prefix: Lucid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3<br/> Prefix: Expert's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7<br/> Prefix: Copper Ringed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1<br/> Prefix: Engraved [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br/> (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1<br/> Prefix: [ITEM] of Revivication<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br/> (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1<br/> Prefix: Glutton's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF]<br/> Effects:<br/> (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT1)<br/> (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1<br/> Prefix: Spiteful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)<br/> (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> |               |

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| <p>Affix: PROC_MANACOST3<br/> Prefix: Oracle's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1<br/> Prefix: Stout [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4<br/> Prefix: Phantom's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br/> (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2<br/> Prefix: Marauder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> +(75-150) Strength (named STR_MAG2)<br/> +(75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3<br/> Prefix: Crystal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT1<br/> Prefix: Bloodeye [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named RING_MAT1)<br/> (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3<br/> Prefix: Advisor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2<br/> Prefix: [ITEM] of Triumph<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6<br/> Prefix: Slimy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br/> (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT2<br/> Prefix: Dazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3<br/> Prefix: [ITEM] of the Leviathan<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED3</p> |            |               |

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|                  | Prefix: Cabalist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)<br>)<br><br>Affix: PET_BUFF4<br>Prefix: Warlock's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br>(15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)<br><br>Affix: WEAPON_MAT8<br>Prefix: Nelumite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT8)<br>(2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT8)<br>+(4.0-8.0) physical damage (named WEAPON_MAT8)<br><br>Affix: ATK_SPEED3<br>Prefix: Ferocious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)<br><br>Affix: BOOTS2<br>Prefix: Fleet [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br>(1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)<br><br>Affix: EXECUTE1<br>Prefix: Killer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects: |               |

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|                  | (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)<br><br>Affix: REFLECT_MAJ1<br>Prefix: Mirrored [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)<br><br>Affix: DMG_PERCENT_ICE1<br>Prefix: Frost-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)<br><br>Affix: CHARGE_DECAY4<br>Prefix: [ITEM] of Willpower<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)<br><br>Affix: RING_MAT5<br>Prefix: Mistchurn [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br>(2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)<br><br>Affix: ARMOR_MAT5<br>Prefix: Sebilite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) poison Armor (named ARMOR_MAT5)<br>(1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)<br><br>Affix: CRIT_DAMAGE2<br>Prefix: [ITEM] of Carnage<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots |               |

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| Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PROC_PHYS2<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more physical Damage (named DMG_PROC_PHYS2)  |            |               |
| Affix: STR3<br>Prefix: Giant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(100-175) Strength (named STR3)   |            |               |
| Affix: SPLASH1<br>Prefix: Broad [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_P_4<br>Prefix: Celestial [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br>(5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph) |            |               |
| Affix: ALL_STATS3<br>Prefix: [ITEM] of the Zodiac<br>Minimum Level: 35<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(75-175) Vitality (named ALL_STATS3)<br>+(75-175) Focus (named ALL_STATS3)<br>+(75-175) Strength (named ALL_STATS3)<br>+(75-175) Dexterity (named ALL_STATS3)  |            |               |

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| Affix: MANA_COST1<br>Prefix: Abstruse [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)  |            |               |
| Affix: STR_VIT2<br>Prefix: Avenger's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARM]<br>Effects:<br>+(75-150) Strength (named STR_VIT2)<br>+(75-150) Vitality (named STR_VIT2)   |            |               |
| Affix: RAMPAGE2<br>Prefix: [ITEM] of Berserking<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_PERCENT_LOW3<br>Prefix: Mithril Laced [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)   |            |               |
| Affix: ARMOR_PERCENT_LOW2<br>Prefix: Steel Plated [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)  |            |               |
| Affix: RAMPAGE3<br>Prefix: [ITEM] of Aggression<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]   |            |               |

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| Effects:<br>(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)   |            |               |
| Affix: ALL_STATS2<br>Prefix: [ITEM] of the Heavens<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(50-100) Vitality (named ALL_STATS2)<br>+(50-100) Focus (named ALL_STATS2)<br>+(50-100) Strength (named ALL_STATS2)<br>+(50-100) Dexterity (named ALL_STATS2) |            |               |
| Affix: DEX_MAG2<br>Prefix: Dervish's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, BELT, PISTOL]<br>Effects:<br>+(75-150) Focus (named DEX_MAG2)<br>+(75-150) Dexterity (named DEX_MAG2)  |            |               |
| Affix: STR2<br>Prefix: Brute's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(50-100) Strength (named STR2)  |            |               |
| Affix: CLASS_BASED4<br>Prefix: Artillerist's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)<br>+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)                                    |            |               |
| Affix: ARMOR_MAT4<br>Prefix: Raven Scale [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) ice Armor (named ARMOR_MAT4)<br>+(0.5-1.5) Mana/s (named ARMOR_MAT4)  |            |               |

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| Affix: CRIT_DAMAGE3<br>Prefix: [ITEM] of Assassination<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)  |            |               |
| Affix: PROC_WARD1<br>Prefix: [ITEM] of Shielding<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)   |            |               |
| Affix: SLOW1<br>Prefix: [ITEM] of Snaring<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)  |            |               |
| Affix: HP4<br>Prefix: Vigorous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(20.0-30.0) Max HP (named HP4)   |            |               |
| Affix: DODGE_REFLECT1<br>Prefix: Shade's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br>(1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph) |            |               |
| Affix: RING_MAT4<br>Prefix: Bladeweave [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)   |            |               |

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| (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)  |            |               |
| Affix: BOOTS3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)                             |            |               |
| Affix: PET_BUFF1<br>Prefix: Hunter's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph) |            |               |
| Affix: PET_BUFF3<br>Prefix: Neophyte's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br>(10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)  |            |               |
| Affix: ATK_SPEED4<br>Prefix: Savage [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)  |            |               |
| Affix: BOOTS1<br>Prefix: Sure [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br>-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)   |            |               |
| Affix: EXECUTE2<br>Prefix: Slayer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots  |            |               |

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| Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)   |            |               |
| Affix: REFLECT_MAJ2<br>Prefix: Reflecting [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_BONUS_MAGIC4<br>Prefix: Pearl [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) |            |               |
| Affix: RING_MAT6<br>Prefix: Dreadiron [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>+(10.0-20.0) physical Armor (named RING_MAT6)<br>(2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PERCENT_ICE2<br>Prefix: Frost-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)   |            |               |
| Affix: DODGE_REFLECT3<br>Prefix: Spectre's [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)  |            |               |

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| <p>Affix: PROC_WARD3<br/> Prefix: [ITEM] of Negation<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3<br/> Prefix: Entangling [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br/> Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1<br/> Prefix: [ITEM] of Destruction<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) poison Armor (named ARMOR_MAT6)<br/> (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1<br/> Prefix: Barbed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2<br/> Prefix: Sweeping [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,</p> |            |               |

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| <p>STAFF]<br/> Effects:<br/> (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1<br/> Prefix: Vigilant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]<br/> Effects:<br/> +(50-100) Strength (named STR_VIT1)<br/> +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1<br/> Prefix: [ITEM] of Rampaging<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2<br/> Prefix: Recondite [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1<br/> Prefix: Iron Shod [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3</p> |            |               |



Prefix: Enigmatic [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [NECKLACE, RING, WAND]

Effects:

(5.0-6.0)% less Mana Cost of Skills (named MANA\_COST3) (Uses PERCENT graph)

Affix: ALL\_STATS1

Prefix: [ITEM] of the Stars

Minimum Level: 15

Spawn Weight: 2

Occupies no slots

Spawns On: [BELT, HELMET, NECKLACE, RING]

Effects:

+ (25-50) Vitality (named ALL\_STATS1)

+ (25-50) Focus (named ALL\_STATS1)

+ (25-50) Strength (named ALL\_STATS1)

+ (25-50) Dexterity (named ALL\_STATS1)

Affix: SPLASH3

Prefix: [ITEM] of Assault

Minimum Level: 15

Spawn Weight: 3

Occupies no slots

Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]

Effects:

(35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)

Affix: STR1

Prefix: Thug's [ITEM]

No Level Range

Spawn Weight: 1

Occupies no slots

Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]

Effects:

+ (25-50) Strength (named STR1)

Affix: DEX\_MAG1

Prefix: Corsair's [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [1HAXE, BELT, PISTOL]

Effects:

+ (50-100) Focus (named DEX\_MAG1)

+ (50-100) Dexterity (named DEX\_MAG1)

Affix: ARMOR\_MAT7

Prefix: Oiled [ITEM]

No Level Range

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR\_PHYSICAL]

Effects:

+ (10.0-25.0) electric Armor (named ARMOR\_MAT7)

-10.0% knockback resistance (named ARMOR\_MAT7)

Affix: SLOW2

Prefix: [ITEM] of Tarring

Minimum Level: 12

Spawn Weight: 3

Occupies no slots

Spawns On: [NECKLACE, RANGED WEAPON]

Effects:

Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)

Affix: PROC\_WARD2

Prefix: [ITEM] of Warding

Minimum Level: 10

Spawn Weight: 3

Occupies no slots

Spawns On: [NECKLACE, RING, SHIELD]

Effects:

(5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)

Affix: DODGE\_REFLECT2

Prefix: Ghost's [ITEM]

Minimum Level: 8

Spawn Weight: 2

Occupies no slots

Spawns On: [BELT, PANTS, SHOULDER ARMOR]

Effects:

(2.0-3.0)% more Dodge Chance (named DODGE\_REFLECT2) (Uses PERCENT graph)

(5.0-10.0)% more physical Damage Reflected (named DODGE\_REFLECT2) (Uses PERCENT graph)

Affix: DMG\_PERCENT\_ICE3

Prefix: Frost-Shock [ITEM]

Minimum Level: 16

Spawn Weight: 3

Occupies no slots

Spawns On: [NECKLACE, WEAPON]

Effects:

(10.0-15.0)% more ice damage (named DMG\_PERCENT\_ICE3) (Uses PERCENT graph)

Affix: ARMOR\_BONUS\_MAGIC5

Prefix: Astral [ITEM]

Minimum Level: 15

Spawn Weight: 4

Occupies no slots

Spawns On: [HELMET, NECKLACE, RING, SHIELD]

Effects:

(20.0-33.0)% more electric Armor (named ARMOR\_BONUS\_MAGIC5) (Uses PERCENT graph)

(20.0-33.0)% more fire Armor (named ARMOR\_BONUS\_MAGIC5) (Uses PERCENT graph)

(20.0-33.0)% more ice Armor (named ARMOR\_BONUS\_MAGIC5) (Uses PERCENT graph)

Affix: EXECUTE3

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|                  | <p>Prefix: Butcher's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED5<br/> Prefix: Lupine [ITEM]<br/> Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: MP_STEAL_PERCENT1<br/> Prefix: Thirsty [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2<br/> Prefix: Packleader's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, BOW]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)</p> <p>Affix: GF2<br/> Prefix: Lavish [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4<br/> Prefix: Venom-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: MELEE_BLOCK1<br/> Prefix: [ITEM] of Deflecting<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_3<br/> Prefix: Riftward [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br/> (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1<br/> Prefix: Desperado's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1<br/> Prefix: [ITEM] of the Black<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1<br/> Prefix: Thorned [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> |               |

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| <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: FACTION_ARMOR6<br/> Prefix: Kromzek [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3<br/> Prefix: Soulfrost [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br/> (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5<br/> Prefix: Warding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6<br/> Prefix: Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br/> (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3<br/> Prefix: [ITEM] of Desire<br/> Minimum Level: 12<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/> +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4<br/> Prefix: Pact-Speaker's [ITEM]</p> |            |               |

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|                  | <p>Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br/> (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3<br/> Prefix: [ITEM] of Doom<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3<br/> Prefix: [ITEM] of Resonance<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2<br/> Prefix: [ITEM] of Craving<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4<br/> Prefix: Shielding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2<br/> Prefix: Brittlebite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/> (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> |               |

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|                  | <p>h)</p> <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2<br/> Prefix: Runeweave [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br/> (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3<br/> Prefix: Gilded [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: GF1<br/> Prefix: Gaudy [ITEM]<br/> No Level Range</p> |               |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)  |            |               |
| Affix: POTIONS3<br>Prefix: Chemist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)   |            |               |
| Affix: MELEE_BLOCK2<br>Prefix: [ITEM] of Parrying<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |               |
| Affix: BLINDING2<br>Prefix: [ITEM] of Obscuring<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)  |            |               |
| Affix: FLURRY2<br>Prefix: Duelist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)  |            |               |
| Affix: POIS_DOT1<br>Prefix: [ITEM] of Rot<br>No Level Range<br>Spawn Weight: 2   |            |               |

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| Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)   |            |               |
| Affix: THORNS_PHYS_THORNED2<br>Prefix: Spined [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)   |            |               |
| Affix: FACTION_ARMOR5<br>Prefix: Kindathlan [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)                  |            |               |
| Affix: BURN3<br>Prefix: Immolating [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br>(5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph) |            |               |
| Affix: ARM_PHYSRED_TYPE5<br>Prefix: Bolted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)<br>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)   |            |               |
| Affix: ARMOR_STATS_STR2<br>Prefix: Pit Forged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)<br>+(75-150) Strength (named ARMOR_STATS_STR2)   |            |               |

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| <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1<br/> Prefix: [ITEM] of Redirection<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4<br/> Prefix: [ITEM] of Anger<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> +(15.0-20.0) physical damage (named DMG_ANGRY4)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4<br/> Prefix: Tainted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE1<br/> Prefix: [ITEM] of Yearning<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4<br/> Prefix: Thick [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br/> (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: BURN2<br/> Prefix: Slag [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br/> Degrade enemy armor by (10-20) on hit (named BURN2)</p> <p>Affix: FREEZE1<br/> Prefix: Frigid [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR4<br/> Prefix: Cygnaran [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED3<br/> Prefix: Barbed [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p> <p>Affix: BLINDING3<br/> Prefix: [ITEM] of Searing Light<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> |            |               |

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| NT graph)  |            |               |
| Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)   |            |               |
| Affix: MELEE_BLOCK3<br>Prefix: [ITEM] of Riposting<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |               |
| Affix: CLASS_BASED_S_1<br>Prefix: Ember Etched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)  |            |               |
| Affix: POTIONS2<br>Prefix: Catalyzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PERCENT_POIS2<br>Prefix: Venom-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)  |            |               |

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| Affix: GF4<br>Prefix: Ornate [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)   |            |               |
| Affix: ELEC_DOT2<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)  |            |               |
| Affix: FUMBLE_CHANCE2<br>Prefix: [ITEM] of Precision<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)  |            |               |
| Affix: REGEN_MAX2<br>Prefix: [ITEM] of Restoration<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(1.0-2.0) HP/Second (named REGEN_MAX2)<br>(3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br>(3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br>+(1.0-2.0) Mana/s (named REGEN_MAX2) |            |               |
| Affix: PROC_SHOCK_ARMOR1<br>Prefix: [ITEM] of Static<br>Level Range: 10-100<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)                   |            |               |
| Affix: THORNS_ELEC1<br>Prefix: Static [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots  |            |               |

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|                  | Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)<br><br>Affix: PROC_ENERGYSHIELD3<br>Prefix: Pulsing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)<br><br>Affix: MP2<br>Prefix: [ITEM] of Conjuratation<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(10.0-15.0) Mana (named MP2)<br><br>Affix: PROC_CRUSHBLOW3<br>Prefix: [ITEM] of Shattering<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)<br><br>Affix: CHARGE_RATE5<br>Prefix: [ITEM] of Ascension<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_N_3<br>Prefix: Oath-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)<br>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)<br><br>Affix: DMG_ANGRY1<br>Prefix: [ITEM] of Fury |               |

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|                  | Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph)<br><br>Affix: DUAL_WIELD2<br>Prefix: Nimble [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)<br><br>Affix: PROC_DEATHSTRIKE4<br>Prefix: Vorpall [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)<br><br>Affix: REFLECT4<br>Prefix: [ITEM] of Reverberation<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)<br><br>Affix: DUAL_WIELD3<br>Prefix: Swift [ITEM]<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)<br><br>Affix: POIS1<br>Prefix: Envenomed [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] |               |



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| <p>Effects:<br/>           Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1)<br/>           (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/>           Prefix: Gravemist [ITEM]<br/>           Minimum Level: 15<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [GLOVES, HELMET, PANTS]<br/>           Effects:<br/>           (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/>           (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/>           Prefix: [ITEM] of Awakening<br/>           Minimum Level: 17<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/>           Effects:<br/>           (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/>           Prefix: Reinforced [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/>           Effects:<br/>           +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/>           (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW2<br/>           Prefix: [ITEM] of Crushing<br/>           Minimum Level: 20<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/>           Effects:<br/>           (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: MP3<br/>           Prefix: [ITEM] of Evocation<br/>           No Level Range<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/>           Effects:<br/>           +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2<br/>           Prefix: Glowing [ITEM]</p> |            |               |

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| <p>Minimum Level: 10<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/>           Effects:<br/>           (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2<br/>           Prefix: Blight-Spike [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [NECKLACE, WEAPON]<br/>           Effects:<br/>           20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4<br/>           Prefix: Shattering [ITEM]<br/>           Minimum Level: 20<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/>           Effects:<br/>           Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br/>           Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1<br/>           Prefix: Smouldering [ITEM]<br/>           Minimum Level: 8<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>           Effects:<br/>           (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: FACTION_ARMOR1<br/>           Prefix: Sathiri [ITEM]<br/>           Minimum Level: 12<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/>           Effects:<br/>           Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br/>           (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4<br/>           Prefix: Warpsigil [ITEM]<br/>           Minimum Level: 15<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/>           Effects:<br/>           (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)</p> |            |               |

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|                  | -20.0 knockback (named CLASS_BASED_S_4)  |               |
|                  | Affix: FUMBLE_CHANCE3<br>Prefix: Deadeye [ITEM]<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_POIS3<br>Prefix: Venom-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PERCENT_POIS1<br>Prefix: Venom-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)  |               |
|                  | Affix: ELEC_DOT1<br>Prefix: Surging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)  |               |
|                  | Affix: BLINDING4<br>Prefix: [ITEM] of Distortion<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph) |               |
|                  | Affix: FUMBLE_CHANCE1<br>Prefix: [ITEM] of Accuracy<br>Minimum Level: 5  |               |

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|                  | Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)  |               |
|                  | Affix: REGEN_MAX1<br>Prefix: [ITEM] of Replenishing<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(0.5-1.0) HP/Second (named REGEN_MAX1)<br>(1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br>(1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br>+(0.5-1.0) Mana/s (named REGEN_MAX1) |               |
|                  | Affix: POTIONS5<br>Prefix: Philosopher's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)  |               |
|                  | Affix: FACTION_ARMOR3<br>Prefix: Tytherian [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)                                   |               |
|                  | Affix: THORNS_PHYS_THORNED4<br>Prefix: Jagged [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)   |               |
|                  | Affix: THORNS_FIRE3<br>Prefix: Red Hot [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% fire damage reflected (named THORNS_FIRE3)  |               |

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| <p>Affix: PROC_SHOCK_ARMOR2<br/> Prefix: [ITEM] of Shocking<br/> Level Range: 10-100<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1<br/> Prefix: [ITEM] of Clarity<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br/> (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2<br/> Prefix: Buzzing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1<br/> Prefix: Chanter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3<br/> Prefix: Layered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br/> (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: POIS3<br/> Prefix: Rusted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:</p> |            |               |

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| <p>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3)<br/> Uses PERCENT graph)<br/> Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1<br/> Prefix: Deft [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3<br/> Prefix: [ITEM] of Frenzy<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1<br/> Prefix: Shadow-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/> (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/> Prefix: Festering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2)</p> |            |               |

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| <p>Uses PERCENT graph)<br/> (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/> Prefix: [ITEM] of Smashing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2<br/> Prefix: Studded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)<br/> (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1<br/> Prefix: Blight-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1<br/> Prefix: Glittering [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3<br/> Prefix: Arcing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2<br/> Prefix: Scorching [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3<br/> Prefix: [ITEM] of Electrocution<br/> Level Range: 10-100<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4<br/> Prefix: Detonating [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2<br/> Prefix: Calishite [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5<br/> Prefix: [ITEM] of Confusion<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:</p> |            |               |

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|                  | <p>Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE1</p> <p>Prefix: [ITEM] of Killing</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: MUSHATO_SPIRIT_09N</p> <p>Prefix: Rojintsuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(50.0-50.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(100.0-100.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>(30.0-30.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_08K</p> <p>Prefix: Tengersuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(45.0-45.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(90.0-90.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>(25.0-25.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_05N</p> <p>Prefix: Tennitsuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(30.0-30.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(60.0-60.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)</p> |               |

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|                  | <p>(10.0-10.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)</p> <p>Affix: MUSHATO_SPIRIT_04K</p> <p>Prefix: Jinsokutsuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(25.0-25.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(50.0-50.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>(5.0-5.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_02</p> <p>Prefix: Arekuruu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(15.0-15.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>Affix: MUSHATO_SPIRIT_05K</p> <p>Prefix: Tennitsuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(30.0-30.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(60.0-60.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>(10.0-10.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_04N</p> <p>Prefix: Jinsokutsuu no [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 99</p> <p>Occupies no slots</p> <p>Spawns On: [MUSHATO, WEAPON]</p> <p>Can't Spawn On: [WEAPON]</p> <p>Effects:</p> <p>(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)</p> <p>(100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>(25.0-25.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)</p> <p>(50.0-50.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)</p> <p>(5.0-5.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)</p> |               |

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| <p>Affix: MUSHATO_SPIRIT_01<br/> Prefix: Kaigi no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)</p> <p>Affix: MUSHATO_SPIRIT_09K<br/> Prefix: Rojintsuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (50.0-50.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (100.0-100.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)<br/> (30.0-30.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_08N<br/> Prefix: Tengersuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (45.0-45.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (90.0-90.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)<br/> (25.0-25.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)</p> <p>Affix: MUSHATO_SPIRIT_03N<br/> Prefix: Fukushuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (20.0-20.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (40.0-40.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)</p> <p>Affix: MUSHATO_SPIRIT_03K</p> |            |               |

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| <p>Prefix: Fukushuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (20.0-20.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (40.0-40.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>Affix: MUSHATO_SPIRIT_06K<br/> Prefix: Tashintsuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (35.0-35.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (70.0-70.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)<br/> (15.0-15.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: MUSHATO_SPIRIT_07N<br/> Prefix: Shukumyoutsuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (40.0-40.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (80.0-80.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)<br/> (20.0-20.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)</p> <p>Affix: MUSHATO_SPIRIT_06N<br/> Prefix: Tashintsuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (35.0-35.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (70.0-70.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2)<br/> (15.0-15.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)</p> |            |               |

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| <p>Affix: MUSHATO_SPIRIT_07K<br/> Prefix: Shukumyoutsuu no [ITEM]<br/> No Level Range<br/> Spawn Weight: 99<br/> Occupies no slots<br/> Spawns On: [MUSHATO, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin)<br/> (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon)<br/> (40.0-40.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken)<br/> (80.0-80.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)</p> <p>ki)<br/> (20.0-20.0)% chance to cast arekuruunoken on swing (named arekuruunoken)</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR]<br/> Can't Spawn On: [COLLAR, STUD, WEAPON]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_ICE_BONUS5<br/> Prefix: [ITEM] of Chilling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON]<br/> Can't Spawn On: [COLLAR, STUD, WEAPON]<br/> Effects:<br/> +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON]<br/> Can't Spawn On: [COLLAR, STUD, WEAPON]<br/> Effects:<br/> +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR, ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD, ARMOR]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |            |               |

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| <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON]<br/> Can't Spawn On: [COLLAR, STUD, WEAPON]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_POISON_BONUS5<br/> Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON]<br/> Can't Spawn On: [COLLAR, STUD, WEAPON]<br/> Effects:<br/> +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Curing<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR]<br/> Can't Spawn On: [COLLAR, STUD, ARMOR]<br/> Effects:<br/> (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Warming<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR]<br/> Can't Spawn On: [COLLAR, STUD, ARMOR]<br/> Effects:<br/> (10.0-10.0)% less ice Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER_WEAPON<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OF_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 25</p> |            |               |

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|                  | <p>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>(30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS5_THRASHER<br/>Prefix: [ITEM] of Energy<br/>Minimum Level: 12<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(15.0-15.0)% more charge rate</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5_THRASHER<br/>Prefix: [ITEM] of Regeneration<br/>Minimum Level: 45<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY5_THRASHER<br/>Prefix: [ITEM] of Grasping<br/>Minimum Level: 12<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(35.0-35.0)% less charge bar decay rate</p> <p>Affix: OFTHETHRASHER<br/>Prefix: [ITEM] of the Thrasher<br/>Minimum Level: 17<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/>No effect details for effect PERCENT BLIND with parameters (min 20.00, max 30.00, dur 0.00, type physical, level -1) (named OFTHETHRASHER BLIND)<br/>Degrade enemy armor by (20-25) on hit (named OFTHESOLDIER DEGRADE ARMOR)<br/>(20.0-30.0)% more charge bar decay rate</p> <p>Affix: OFTHETHORN3<br/>Prefix: Avenging [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> |               |

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|                  | <p>Affix: OFTHEDRAKE_THRASHER<br/>Prefix: [ITEM] of the Drake<br/>Minimum Level: 18<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/>(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/>(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEBULL3_THRASHER<br/>Prefix: Slamming [ITEM]<br/>Minimum Level: 11<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OFTHEBEAR3_THRASHER<br/>Prefix: Superior [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMULE3_THRASHER<br/>Prefix: Intractable [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OFTHEELEPHANT3_THRASHER<br/>Prefix: Healthy [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Effects:<br/>(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFTHEMAGE3_THRASHER<br/>Prefix: Invoking [ITEM]<br/>Minimum Level: 9<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> |               |



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| <p>Affix: OFTHECHEETAH5_THRASHER<br/> Prefix: [ITEM] of Speed<br/> Minimum Level: 24<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFTHERAM3_THRASHER<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> -45.0 knockback (named OFTHERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMISER3_THRASHER<br/> Prefix: Wealthy [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: THRASHER_FIREDEFENSE<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(4.0-6.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFTHEWINDS3_THRASHER<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: THRASHER_CHARGERATEBONUS<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (3.0-3.0)% more charge rate</p> |            |               |

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| <p>Affix: OFTHETHORN3_THRASHER<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: THRASHER_CRITICALDAMAGE<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHETURTLE3_THRASHER<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHESTORMS3_THRASHER<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: THRASHER_ELECTRICDEFENSE<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(4.0-6.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESAGE3_THRASHER<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> |            |               |

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| <p>Affix: OFTHESEEKER3_THRASHER<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVANT5_THRASHER<br/> Prefix: [ITEM] of the Savant<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: ELEC2<br/> Prefix: Resonant [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph)<br/> Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)</p> <p>Affix: CRIT_CHANCE1<br/> Prefix: [ITEM] of Ire<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG1<br/> Prefix: Strife-Sigil [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)</p> <p>Affix: MAG1<br/> Prefix: Mage's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]</p> |            |               |

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| <p>Effects:<br/> +(25-50) Focus (named MAG1)</p> <p>Affix: PROC_OPENWOUND3<br/> Prefix: [ITEM] of Wounding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_POIS3<br/> Prefix: Noxious [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1<br/> Prefix: Shard-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1<br/> Prefix: Jolt-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |               |

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|                  | Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)<br><br>Affix: WEAPON_MAT12<br>Prefix: Hexsteel [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) poison damage (named WEAPON_MAT12)<br>Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br>+(5.0-10.0) physical damage (named WEAPON_MAT12)<br><br>Affix: CLASS_BASED_B_1<br>Prefix: Totemic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)<br><br>Affix: XP2<br>Prefix: Wanderer's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)<br><br>Affix: DMG_PERCENT_FIRE1<br>Prefix: Flame-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)<br><br>Affix: RED_ELEMENTAL_RANGE2<br>Prefix: Flux [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) |               |

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|                  | T graph)<br><br>Affix: DMG_PERCENT_BONUS4<br>Prefix: Grim [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)<br><br>Affix: DMG_PERCENT_BONUS5<br>Prefix: Cruel [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)<br><br>Affix: DMG_PERCENT_ELEC1<br>Prefix: Volt-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)<br><br>Affix: RED_ELEMENTAL_RANGE3<br>Prefix: Chaotic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>T graph)<br><br>Affix: VIT4<br>Prefix: Guardian's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(175-250) Vitality (named VIT4)<br><br>Affix: MF1 |               |

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Prefix: Vintage [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]
Effects:
    (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)

Affix: STR_DEX1
Prefix: Bandit's [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [1HSWORD, BELT, FIST]
Effects:
    +(50-100) Strength (named STR_DEX1)
    +(50-100) Dexterity (named STR_DEX1)

Affix: XP3
Prefix: Explorer's [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, CHEST ARMOR, PANTS]
Effects:
    (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)

Affix: FACTION_ARMOR14
Prefix: Shadivari [ITEM]
Minimum Level: 12
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]
Effects:
    (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)

Affix: WEAPON_MAT13
Prefix: Saronite [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
    +(5.0-10.0) ice damage (named WEAPON_MAT13)
    (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)
    +(5.0-10.0) poison damage (named WEAPON_MAT13)

Affix: DMG_PROC_FIRE1
Prefix: Flare-Barb [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)
    
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Affix: THORNS_POIS2
Prefix: Despoiled [ITEM]
Minimum Level: 8
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_PHYSICAL, SHIELD]
Effects:
    (20.0-30.0)% poison damage reflected (named THORNS_POIS2)

Affix: PROC_OPENWOUND2
Prefix: [ITEM] of Bloodletting
Minimum Level: 10
Spawn Weight: 3
Occupies no slots
Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
Effects:
    (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)

Affix: DMG_ELEMENTAL_RANGE1
Prefix: Elemental [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [RING, WEAPON]
Effects:
    (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)
    (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)
    (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)

Affix: ELEC3
Prefix: Thundering [ITEM]
Minimum Level: 20
Spawn Weight: 3
Occupies no slots
Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]
Effects:
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)
    -25.0 knockback (named ELEC3)

Affix: CRIT_CHANCE2
Prefix: [ITEM] of Menace
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, RING, WEAPON]
Effects:
    (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)

Affix: ELEC1
Prefix: Shocking [ITEM]
Minimum Level: 20
Spawn Weight: 3
    
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|                  | <p>Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG2<br/> Prefix: Battle-Rune [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3<br/> Prefix: Chaotic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2<br/> Prefix: Wizard's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:</p> |               |

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|                  | <p>(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4<br/> Prefix: Ebonwood [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> -25.0 knockback (named CLASS_BASED_D_4)<br/> (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2<br/> Prefix: Jolt-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)</p> <p>Affix: DMG_PROC_ICE2<br/> Prefix: Shard-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)</p> <p>Affix: CLASS_BASED_D_B<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more electric Damage Taken for 2.0 seconds (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT11<br/> Prefix: Thorium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) electric damage (named WEAPON_MAT11)<br/> Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2<br/> Prefix: [ITEM] of Reaving</p> |               |

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| <p>Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph)<br/> (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1<br/> Prefix: Seeker's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3<br/> Prefix: Antique [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4<br/> Prefix: Lightweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) electric Armor (named ARM_ILLUM4)<br/> (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2<br/> Prefix: Flame-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3<br/> Prefix: Volt-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: RED_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6<br/> Prefix: Merciless [ITEM]<br/> Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2<br/> Prefix: Volt-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3<br/> Prefix: Flame-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2<br/> Prefix: Outlaw's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, BELT, FIST]<br/> Effects:<br/> +(75-150) Strength (named STR_DEX2)<br/> +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2<br/> Prefix: Archaic [ITEM]<br/> No Level Range</p> |            |               |

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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br/> (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10<br/> Prefix: Elementium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT10)<br/> (2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br/> +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1<br/> Prefix: Foul [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DODGE4<br/> Prefix: Phased [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3<br/> Prefix: Sundering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1<br/> Prefix: [ITEM] of Cutting<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3<br/> Prefix: Sorcerer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]</p> |            |               |

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| Effects:<br>(10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)   |            |               |
| Affix: CRIT_CHANCE3<br>Prefix: [ITEM] of Havoc<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)   |            |               |
| Affix: GFME_PROC_LOOTERS1<br>Prefix: Looter's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br>(1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br>(1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)    |            |               |
| Affix: ELEC4<br>Prefix: Over-Charged [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses PERCENT graph) |            |               |
| Affix: WEAPON_MAT14<br>Prefix: Titansteel [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) ice damage (named WEAPON_MAT14)<br>(4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT14)   |            |               |
| Affix: FACTION_ARMOR9<br>Prefix: Greenmist [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:   |            |               |

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| (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)   |            |               |
| Affix: XP4<br>Prefix: Adventurer's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)   |            |               |
| Affix: BLOCK3<br>Prefix: [ITEM] of the Bastion<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)  |            |               |
| Affix: FACTION_ARMOR13<br>Prefix: Battle Scarred [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]<br>Effects:<br>(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph) |            |               |
| Affix: VIT3<br>Prefix: Sentinel's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(100-175) Vitality (named VIT3)   |            |               |
| Affix: ARM_ILLUM1<br>Prefix: Duskweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) poison Armor (named ARM_ILLUM1)<br>(5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PERCENT_BONUS2   |            |               |



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|                  | <p>Prefix: Wicked [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1<br/> Prefix: Shaman's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> +(50-100) Vitality (named VIT_MAG1)<br/> +(50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1<br/> Prefix: Rebounding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> |               |

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|                  | <p>Affix: DMG_PERCENT_BONUS3<br/> Prefix: Vicious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2<br/> Prefix: Defender's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(50-100) Vitality (named VIT2)</p> <p>Affix: FACTION_ARMOR12<br/> Prefix: Thranic [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2<br/> Prefix: Defiant [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR8<br/> Prefix: Aesir [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15<br/> Prefix: Cobalt [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)</p> |               |

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|                  | (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT14)   |               |
|                  | Affix: DODGE1<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)   |               |
|                  | Affix: PROC_OPENWOUND4<br>Prefix: [ITEM] of Severing<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph) |               |
|                  | Affix: CRIT_CHANCE4<br>Prefix: [ITEM] of Ruin<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)  |               |
|                  | Affix: BOOTS10<br>Prefix: Leyline [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br>+(25-60) Focus (named BOOTS10)   |               |
|                  | Affix: MAG4<br>Prefix: Arcanist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(175-250) Focus (named MAG4)   |               |
|                  | Affix: DMG_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots   |               |

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|                  | Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)  |               |
|                  | Affix: DODGE3<br>Prefix: Hazy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_D_2<br>Prefix: Wirewood [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)          |               |
|                  | Affix: DEGRADE4<br>Prefix: Sieging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degradе enemy armor by (20-30) on hit (named Degrade4)  |               |
|                  | Affix: WEAPON_MAT17<br>Prefix: Nethricite [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) poison damage (named WEAPON_MAT14)<br>(0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) electric damage (named WEAPON_MAT14) |               |
|                  | Affix: GFME_PROC_THIEFS2<br>Prefix: Thief's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:  |               |

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| (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest)<br>(Uses PERCENT graph) (Level 1)<br>(10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br>(5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)  |             |               |
| Affix: FACTION_ARMOR10<br>Prefix: Highguard [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph) |             |               |
| Affix: CLASS_BASED_B_4<br>Prefix: Spirit-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)<br>+(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)                    |             |               |
| Affix: DMG_PERCENT_FIRE4<br>Prefix: Flame-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)  |             |               |
| Affix: ARM_ILLUM2<br>Prefix: Dawnweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) fire Armor (named ARM_ILLUM2)<br>-15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)   |             |               |
| Affix: DMG_PERCENT_BONUS1<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)   |             |               |
| Affix: VIT_MAG2<br>Prefix: Hermit's [ITEM]  |             |               |

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| No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>+(75-150) Vitality (named VIT_MAG2)<br>+(75-150) Focus (named VIT_MAG2)  |             |               |
| Affix: REFLECT_LITE2<br>Prefix: Ricochet [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)                        |             |               |
| Affix: DMG_PERCENT_ELEC4<br>Prefix: Volt-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)                                |             |               |
| Affix: ARM_ILLUM3<br>Prefix: Darkweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) ice Armor (named ARM_ILLUM3)<br>(5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph) |             |               |
| Affix: VIT1<br>Prefix: Sentry's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(25-50) Vitality (named VIT1)  |             |               |
| Affix: MF4<br>Prefix: Ancient [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)  |             |               |

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| <p>Affix: FACTION_ARMOR11<br/> Prefix: Muursat [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1<br/> Prefix: Vigilant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16<br/> Prefix: Pyrite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT16)<br/> (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3<br/> Prefix: Cairnstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)<br/> Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2<br/> Prefix: [ITEM] of Blurring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE5<br/> Prefix: [ITEM] of Calamity<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> <p>Affix: BOOTS11<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br/> +(25-60) Strength (named BOOTS11)</p> <p>Affix: WEAPON_MAT3<br/> Prefix: Velium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) ice damage (named WEAPON_MAT3)<br/> Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1<br/> Prefix: [ITEM] of the Wastes<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> |            |               |

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| (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)        |            |               |
| Affix: PET_BUFF13   |            |               |
| Prefix: Lord's [ITEM]   |            |               |
| Minimum Level: 20   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR_PHYSICAL, RING]   |            |               |
| Effects:  |            |               |
| (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)               |            |               |
| (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)              |            |               |
| (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)                      |            |               |
| (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)              |            |               |
| Affix: ARMOR_STATS2   |            |               |
| Prefix: Mercurial [ITEM]  |            |               |
| No Level Range  |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR_PHYSICAL]   |            |               |
| Effects:  |            |               |
| +(18.0-30.0) physical Armor (named ARMOR_STATS2)  |            |               |
| +(75-150) Dexterity (named ARMOR_STATS2)  |            |               |
| Affix: HP_MP_STEAL_PERCENT1   |            |               |
| Prefix: Siphoning [ITEM]  |            |               |
| Minimum Level: 10   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]  |            |               |
| Effects:  |            |               |
| (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)            |            |               |
| (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)           |            |               |
| )   |            |               |
| Affix: DUAL_ELEMRED_BONUS4  |            |               |
| Prefix: Manafused [ITEM]  |            |               |
| Minimum Level: 15   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]                                |            |               |
| Effects:  |            |               |
| (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)     |            |               |
| (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) |            |               |
| +(0.5-1.3) Mana/s (named dual_elemred_bonus4)   |            |               |
| Affix: FUMBLE_DAMAGE1   |            |               |
| Prefix: [ITEM] of Skill   |            |               |
| Minimum Level: 5  |            |               |
| Spawn Weight: 1   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [GLOVES, WEAPON]   |            |               |
| Effects:  |            |               |
| (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)              |            |               |

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| Affix: FIRE_DOT2   |            |               |
| Prefix: [ITEM] of the Inferno  |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)        |            |               |
| Affix: FAME1   |            |               |
| Prefix: Acclaimed [ITEM]   |            |               |
| Minimum Level: 5   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, CHEST ARMOR, PANTS]  |            |               |
| Effects:   |            |               |
| (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)                       |            |               |
| Affix: DMG_PHYS_POIS_RANGE5  |            |               |
| Prefix: Abberant [ITEM]  |            |               |
| Minimum Level: 25  |            |               |
| Spawn Weight: 4  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [RING, WEAPON]  |            |               |
| Effects:   |            |               |
| (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph) |            |               |
| (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF12  |            |               |
| Prefix: Commander's [ITEM]   |            |               |
| Minimum Level: 16  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR_PHYSICAL, CANNON]  |            |               |
| Effects:   |            |               |
| (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)         |            |               |
| (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)        |            |               |
| Affix: WEAPON_MAT2   |            |               |
| Prefix: Obsidian [ITEM]  |            |               |
| Minimum Level: 15  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [WEAPON]  |            |               |
| Effects:   |            |               |
| +(5.0-10.0) fire damage (named WEAPON_MAT2)  |            |               |
| (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)           |            |               |
| +(5.0-10.0) physical damage (named WEAPON_MAT2)                                    |            |               |
| Affix: CLASS_BASED_A_1   |            |               |
| Prefix: Magebane [ITEM]  |            |               |
| Minimum Level: 15  |            |               |
| Spawn Weight: 3  |            |               |

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|---|------------|---------------|
| Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)  |            |               |
| Affix: DMG_BONUS_MISC1<br>Prefix: Weighted [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br>Effects:<br>+(10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br>Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph) |            |               |
| Affix: ICE_DOT2<br>Prefix: [ITEM] of Desolation<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)   |            |               |
| Affix: DMG_BONUS_MISC3<br>Prefix: Honed [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br>(10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)   |            |               |
| Affix: CLASS_BASED_A_3<br>Prefix: Headhunter's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>(3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br>(3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)                   |            |               |
| Affix: CAST_SPEED4<br>Prefix: War-Mage's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF]<br>Effects:<br>(15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)   |            |               |

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| Affix: ARM_BONUS_STUNRES4<br>Prefix: Turtle's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)                            |            |               |
| Affix: PET_BUFF10<br>Prefix: Thaumaturgist's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_STATS1<br>Prefix: Silvery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS1)<br>+(50-100) Dexterity (named ARMOR_STATS1)  |            |               |
| Affix: FAME3<br>Prefix: Notorious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)  |            |               |
| Affix: RED_PHYS_POIS_RANGE5<br>Prefix: Abberant [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) |            |               |
| Affix: HP_MP_STEAL_PERCENT2<br>Prefix: Parasitic [ITEM]   |            |               |

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|                  | Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br>(2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)   |               |
|                  | Affix: FUMBLE_DAMAGE2<br>Prefix: [ITEM] of Expertise<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)   |               |
|                  | Affix: FUMBLE_DAMAGE3<br>Prefix: [ITEM] of Mastery<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)   |               |
|                  | Affix: FIRE_DOT1<br>Prefix: [ITEM] of Incineration<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)   |               |
|                  | Affix: ARMOR_MAT8<br>Prefix: Rubicite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT8)<br>+(0.5-1.5) HP/Second (named ARMOR_MAT8)  |               |
|                  | Affix: RED_PHYS_POIS_RANGE4<br>Prefix: Writhing [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) |               |

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|                  | ENT graph)  |               |
|                  | Affix: HP_MP_STEAL_PERCENT3<br>Prefix: Consuming [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br>(4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)                                |               |
|                  | Affix: FAME2<br>Prefix: Famed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)   |               |
|                  | Affix: PET_BUFF11<br>Prefix: Officer's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, CANNON]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)   |               |
|                  | Affix: ARM_BONUS_STUNRES5<br>Prefix: Chitinous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_A_2<br>Prefix: Dark-Stalker [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)<br>(10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) |               |

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| <p>Affix: DMG_BONUS_MISC2<br/> Prefix: Tempered [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br/> (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT1<br/> Prefix: Bone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (10.0-20.0) physical damage (named WEAPON_MAT1)<br/> (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1<br/> Prefix: Spell-Slinger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9<br/> Prefix: Summoner's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5<br/> Prefix: Diamondine [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (10.0-20.0) electric damage (named WEAPON_MAT5)<br/> Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES1<br/> Prefix: Beetle's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT1<br/> Prefix: [ITEM] of the Herald<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT1<br/> Prefix: [ITEM] of the Weaver<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2<br/> Prefix: Skymetal [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br/> (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3<br/> Prefix: Fellwarped [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |



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| Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br>+(15.0-30.0) poison Armor (named dual_elemred_bonus3)  |            |               |
| Affix: RED_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)   |            |               |
| Affix: PET_BUFF14<br>Prefix: General's [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_STATS_MAG2<br>Prefix: Etherbrand [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br>+(75-150) Focus (named ARMOR_STATS_MAG2)  |            |               |
| Affix: WEAPON_MAT4<br>Prefix: Crystalline [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3   |            |               |

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| Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT2)<br>Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT2)<br>AT4) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT4)<br>+(4.0-8.0) ice damage (named WEAPON_MAT4)   |            |               |
| Affix: PET_BUFF8<br>Prefix: Major's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)         |            |               |
| Affix: CAST_SPEED2<br>Prefix: Battle-Mage's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)  |            |               |
| Affix: DMG_BONUS_MISC5<br>Prefix: Gleaming [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br>(1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)                             |            |               |
| Affix: WEAPON_MAT6<br>Prefix: Magicite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT6)<br>(5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br>+(5.0-10.0) poison damage (named WEAPON_MAT6) |            |               |
| Affix: GFMF_PROC_RAIDERS3<br>Prefix: Raider's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest)  |            |               |

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| ) (Uses PERCENT graph) (Level 1)<br>(15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br>(10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)  |            |               |
| Affix: ARM_BONUS_STUNRES2<br>Prefix: Crab's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br>(3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) |            |               |
| Affix: BOOTS8<br>Prefix: Rugged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br>+(25-60) Vitality (named BOOTS8)   |            |               |
| Affix: DMG_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)   |            |               |
| Affix: HP_MP_PERCENT2<br>Prefix: [ITEM] of the Envoy<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br>(4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)                                   |            |               |
| Affix: RED_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)  |            |               |

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| (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)   |            |               |
| Affix: MP_PERCENT2<br>Prefix: [ITEM] of the Raven<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)  |            |               |
| Affix: DUAL_ELEMRED_BONUS1<br>Prefix: Ethertouched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br>(5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_PERCENT_LOW8<br>Prefix: Decayed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)  |            |               |
| Affix: MP_PERCENT3<br>Prefix: [ITEM] of the Wyrn<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)  |            |               |
| Affix: RED_PHYS_POIS_RANGE2<br>Prefix: Oozing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)  |            |               |

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| <p>Affix: HP_MP_PERCENT3<br/> Prefix: [ITEM] of the Exarch<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br/> (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME4<br/> Prefix: Illustrious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)</p> <p>Affix: BOOTS9<br/> Prefix: Tracker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br/> +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: ARM_BONUS_STUNRES3<br/> Prefix: Armadillo's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG1<br/> Prefix: Mana Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br/> +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4<br/> Prefix: Spirit-Slayer [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named S_BASED_A_4) (Uses PERCENT graph)<br/> (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4<br/> Prefix: Razor-Edge [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, SBOW, FIST, POLEARM, STAFF]<br/> Effects:<br/> +(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br/> Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7<br/> Prefix: Caermic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) fire damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3<br/> Prefix: Spell-Striker's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1<br/> Prefix: Feral [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED1<br/> Prefix: Savant's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: THORNS_ICE2<br/> Prefix: Polar [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6<br/> Prefix: Disciple's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4<br/> Prefix: Forgeworked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br/> (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1<br/> Prefix: [ITEM] of the Beast<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2<br/> Prefix: Infused [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> <p>Affix: RING_MAT3<br/> Prefix: Astralite [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses</p> |            |               |

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| <p>PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1<br/> Prefix: Ivory [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ1<br/> Prefix: Guide's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1<br/> Prefix: Ranger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(50-100) Vitality (named DEX_VIT1)<br/> +(50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: HP3<br/> Prefix: Sanguine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: PROC_MANACOST1<br/> Prefix: Auger's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3<br/> Prefix: Sinister [ITEM]</p> |            |               |

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|                  | <p>Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT3)<br/> (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4<br/> Prefix: [ITEM] of Decimation<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2<br/> Prefix: Deepwater [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph)<br/> (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED3<br/> Prefix: Sureshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph)<br/> (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5<br/> Prefix: Frost Covered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX1<br/> Prefix: Hawk's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3<br/> Prefix: [ITEM] of Devouring<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP2<br/> Prefix: [ITEM] of Soulcatching<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4<br/> Prefix: Adamantine Studded [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4<br/> Prefix: Titan's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2<br/> Prefix: Trueshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3</p> |               |

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|                  | Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)<br>(5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_P_3<br>Prefix: Empyreal [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph)<br>(5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph) |               |
|                  | Affix: ALL_STATS4<br>Prefix: [ITEM] of the Planes<br>Minimum Level: 45<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(150-250) Vitality (named ALL_STATS4)<br>+(150-250) Focus (named ALL_STATS4)<br>+(150-250) Strength (named ALL_STATS4)<br>+(150-250) Dexterity (named ALL_STATS4)   |               |
|                  | Affix: ARMOR_MAT2<br>Prefix: Black Iron [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT2)<br>(1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)  |               |
|                  | Affix: ARMOR_STATS_DEF1<br>Prefix: Bronzed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(50-100) Vitality (named ARMOR_STATS_DEF1)   |               |
|                  | Affix: HP2<br>Prefix: Hearty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]   |               |

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|                  | Effects:<br>+(10.0-15.0) Max HP (named HP2)  |               |
|                  | Affix: CRIT_DMG_CHANCE2<br>Prefix: Dire [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br>(2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) |               |
|                  | Affix: STR_MAG1<br>Prefix: Reaver's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(50-100) Strength (named STR_MAG1)<br>+(50-100) Focus (named STR_MAG1)   |               |
|                  | Affix: PROC_KILLHEAL1<br>Prefix: [ITEM] of Victory<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)   |               |
|                  | Affix: CHARGE_DECAY3<br>Prefix: [ITEM] of Resolve<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)  |               |
|                  | Affix: RING_MAT2<br>Prefix: Crysteel [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>-15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br>(2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)            |               |

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| <p>Affix: INTERRUPT1<br/> Prefix: Distracting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5<br/> Prefix: Fur-Lined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br/> (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX<br/> Prefix: Plagued [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br/> +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: ATK_SPEED2<br/> Prefix: Fierce [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]</p> |            |               |

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| <p>Effects:<br/> (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT9<br/> Prefix: Blightstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) poison damage (named WEAPON_MAT7)<br/> Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF5<br/> Prefix: Acolyte's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE1<br/> Prefix: Frosted [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% ice damage reflected (named THORNS_ICE1)</p> <p>Affix: PROC_CASTSPED2<br/> Prefix: Occultist's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: EXECUTE4<br/> Prefix: Executioner's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT2<br/> Prefix: [ITEM] of the Whale<br/> Minimum Level: 10<br/> Spawn Weight: 3</p> |            |               |

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|                  | Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)   |               |
|                  | Affix: BOOTS7<br>Prefix: Sturdy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br>(2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)                            |               |
|                  | Affix: INTERRUPT3<br>Prefix: Staggering [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph) |               |
|                  | Affix: DMG_PERCENT_ICE4<br>Prefix: Frost-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)  |               |
|                  | Affix: ITEM_REQ2<br>Prefix: Mentor's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>+(5-9) item requirements (named ITEM_REQ2)  |               |
|                  | Affix: PROC_KILLHEAL3<br>Prefix: [ITEM] of Conquest<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)  |               |
|                  | Affix: ARMOR_BONUS_MAGIC2<br>Prefix: Onyx [ITEM]   |               |

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|                  | No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br>(5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br>(5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) |               |
|                  | Affix: CHARGE_DECAY1<br>Prefix: Spirited [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)  |               |
|                  | Affix: DEX_VIT2<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, BELT, BOW]<br>Effects:<br>+(75-150) Vitality (named DEX_VIT2)<br>+(75-150) Dexterity (named DEX_VIT2)  |               |
|                  | Affix: DODGE_REFLECT5<br>Prefix: Wraith's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br>(20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)                      |               |
|                  | Affix: PROC_MANACOST2<br>Prefix: Seer's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)  |               |
|                  | Affix: CLASS_BASED_P_1<br>Prefix: Argent [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]  |               |



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| Effects:<br>(10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br>(3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)  |            |               |
| Affix: SPLASH4<br>Prefix: [ITEM] of Onslaught<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph) |            |               |
| Affix: ARMOR_PERCENT_LOW6<br>Prefix: Burnt [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)  |            |               |
| Affix: DEX2<br>Prefix: Panther's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>(50-100) Dexterity (named DEX2)  |            |               |
| Affix: MANA_COST4<br>Prefix: Cryptic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)  |            |               |
| Affix: PROC_KILLMP1<br>Prefix: [ITEM] of Spiritstealing<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)                                    |            |               |
| Affix: MANA_COST5<br>Prefix: Lucid [ITEM]<br>No Level Range  |            |               |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)  |            |               |
| Affix: DEX3<br>Prefix: Expert's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>(100-175) Dexterity (named DEX3)  |            |               |
| Affix: ARMOR_PERCENT_LOW7<br>Prefix: Copper Ringed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)  |            |               |
| Affix: CLASS_BASED1<br>Prefix: Engraved [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br>(5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph) |            |               |
| Affix: REGEN_MAX_HP1<br>Prefix: [ITEM] of Revivication<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br>(5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)                                       |            |               |
| Affix: HP_STEAL_PERCENT1<br>Prefix: Glutton's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF]<br>Effects:<br>(15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)  |            |               |
| Affix: ARMOR_STATS_DEF2<br>Prefix: Masterwork [ITEM]   |            |               |

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|                  | <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT1)<br/> (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1<br/> Prefix: Spiteful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)<br/> (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3<br/> Prefix: Oracle's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1<br/> Prefix: Stout [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4<br/> Prefix: Phantom's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)</p> |               |

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|                  | <p>(15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2<br/> Prefix: Marauder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> +(75-150) Strength (named STR_MAG2)<br/> +(75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3<br/> Prefix: Crystal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT1<br/> Prefix: Bloodeye [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named RING_MAT1)<br/> (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3<br/> Prefix: Advisor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2<br/> Prefix: [ITEM] of Triumph<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6</p> |               |

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|                  | Prefix: Slimy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br>(2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)  |               |
|                  | Affix: INTERRUPT2<br>Prefix: Dazing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)       |               |
|                  | Affix: HP_PERCENT3<br>Prefix: [ITEM] of the Leviathan<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)   |               |
|                  | Affix: PROC_CASTSPED3<br>Prefix: Cabalist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)   |               |
|                  | Affix: PET_BUFF4<br>Prefix: Warlock's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br>(15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph) |               |
|                  | Affix: WEAPON_MAT8<br>Prefix: Nelumite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT8)  |               |

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|                  | (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT8)<br>+(4.0-8.0) physical damage (named WEAPON_MAT8)  |               |
|                  | Affix: ATK_SPEED3<br>Prefix: Ferocious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)   |               |
|                  | Affix: BOOTS2<br>Prefix: Fleet [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br>(1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph) |               |
|                  | Affix: EXECUTE1<br>Prefix: Killer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)                                |               |
|                  | Affix: REFLECT_MAJ1<br>Prefix: Mirrored [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)                  |               |
|                  | Affix: DMG_PERCENT_ICE1<br>Prefix: Frost-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)                                |               |
|                  | Affix: CHARGE_DECAY4<br>Prefix: [ITEM] of Willpower<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots  |               |

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|                  | Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)   |               |
|                  | Affix: RING_MAT5<br>Prefix: Mistchurn [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br>(2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph) |               |
|                  | Affix: ARMOR_MAT5<br>Prefix: Sebilite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) poison Armor (named ARMOR_MAT5)<br>(1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)                                      |               |
|                  | Affix: CRIT_DAMAGE2<br>Prefix: [ITEM] of Carnage<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_PROC_PHYS2<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more physical Damage (named DMG_PROC_PHYS2)  |               |
|                  | Affix: STR3<br>Prefix: Giant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(100-175) Strength (named STR3)   |               |
|                  | Affix: SPLASH1<br>Prefix: Broad [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1  |               |

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|                  | Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARMS, STAFF]<br>Effects:<br>(10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)   |               |
|                  | Affix: CLASS_BASED_P_4<br>Prefix: Celestial [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br>(5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph) |               |
|                  | Affix: ALL_STATS3<br>Prefix: [ITEM] of the Zodiac<br>Minimum Level: 35<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(75-175) Vitality (named ALL_STATS3)<br>+(75-175) Focus (named ALL_STATS3)<br>+(75-175) Strength (named ALL_STATS3)<br>+(75-175) Dexterity (named ALL_STATS3)  |               |
|                  | Affix: MANA_COST1<br>Prefix: Abstruse [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)   |               |
|                  | Affix: STR_VIT2<br>Prefix: Avenger's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARMS]<br>Effects:<br>+(75-150) Strength (named STR_VIT2)<br>+(75-150) Vitality (named STR_VIT2)   |               |
|                  | Affix: RAMPAGE2<br>Prefix: [ITEM] of Berserking<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARMS, STAFF]<br>Effects:   |               |

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|                  | <p>(3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW3</p> <p>Prefix: Mithril Laced [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW2</p> <p>Prefix: Steel Plated [ITEM]</p> <p>Minimum Level: 5</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>(5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> <p>Affix: RAMPAGE3</p> <p>Prefix: [ITEM] of Aggression</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]</p> <p>Effects:</p> <p>(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)</p> <p>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2</p> <p>Prefix: [ITEM] of the Heavens</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, HELMET, NECKLACE, RING]</p> <p>Effects:</p> <p>+ (50-100) Vitality (named ALL_STATS2)</p> <p>+ (50-100) Focus (named ALL_STATS2)</p> <p>+ (50-100) Strength (named ALL_STATS2)</p> <p>+ (50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2</p> <p>Prefix: Dervish's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, BELT, PISTOL]</p> <p>Effects:</p> <p>+ (75-150) Focus (named DEX_MAG2)</p> <p>+ (75-150) Dexterity (named DEX_MAG2)</p> |               |

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|                  | <p>Affix: STR2</p> <p>Prefix: Brute's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]</p> <p>Effects:</p> <p>+ (50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4</p> <p>Prefix: Artillerist's [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]</p> <p>Effects:</p> <p>Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)</p> <p>+ (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4</p> <p>Prefix: Raven Scale [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+ (10.0-20.0) ice Armor (named ARMOR_MAT4)</p> <p>+ (0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3</p> <p>Prefix: [ITEM] of Assassination</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING, WEAPON]</p> <p>Effects:</p> <p>(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1</p> <p>Prefix: [ITEM] of Shielding</p> <p>Minimum Level: 10</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, SHIELD]</p> <p>Effects:</p> <p>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1</p> <p>Prefix: [ITEM] of Snaring</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RANGED WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1)</p> |               |

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| 1) (Exclusive) (Uses PERCENT graph)   |            |               |
| <p>Affix: HP4<br/> Prefix: Vigorous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> +(20.0-30.0) Max HP (named HP4)</p> <p>Affix: DODGE_REFLECT1<br/> Prefix: Shade's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: RING_MAT4<br/> Prefix: Bladeweave [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)<br/> (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</p> <p>Affix: BOOTS3<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br/> (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF1<br/> Prefix: Hunter's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, BOW]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF3<br/> Prefix: Neophyte's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED4<br/> Prefix: Savage [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS1<br/> Prefix: Sure [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br/> -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)</p> <p>Affix: EXECUTE2<br/> Prefix: Slayer's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ2<br/> Prefix: Reflecting [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC4<br/> Prefix: Pearl [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br/> (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: RING_MAT6<br/> Prefix: Dreadiron [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named RING_MAT6)<br/> (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE2<br/> Prefix: Frost-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT3<br/> Prefix: Spectre's [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD3<br/> Prefix: [ITEM] of Negation<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3<br/> Prefix: Entangling [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br/> Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1<br/> Prefix: [ITEM] of Destruction<br/> Minimum Level: 5<br/> Spawn Weight: 1</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) poison Armor (named ARMOR_MAT6)<br/> (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1<br/> Prefix: Barbed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2<br/> Prefix: Sweeping [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARMS, STAFF]<br/> Effects:<br/> (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1<br/> Prefix: Vigilant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARMS]<br/> Effects:<br/> +(50-100) Strength (named STR_VIT1)<br/> +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1<br/> Prefix: [ITEM] of Rampaging<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARMS, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DEX4<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2<br/> Prefix: Recondite [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1<br/> Prefix: Iron Shod [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3<br/> Prefix: Enigmatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1<br/> Prefix: [ITEM] of the Stars<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(25-50) Vitality (named ALL_STATS1)<br/> +(25-50) Focus (named ALL_STATS1)<br/> +(25-50) Strength (named ALL_STATS1)<br/> +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3<br/> Prefix: [ITEM] of Assault<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]</p> |            |               |

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| <p>Effects:<br/> (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1<br/> Prefix: Thug's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1<br/> Prefix: Corsair's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(50-100) Focus (named DEX_MAG1)<br/> +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7<br/> Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) electric Armor (named ARMOR_MAT7)<br/> -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2<br/> Prefix: [ITEM] of Tarring<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2<br/> Prefix: [ITEM] of Warding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT2<br/> Prefix: Ghost's [ITEM]<br/> Minimum Level: 8</p> |            |               |



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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br>(5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PERCENT_ICE3<br>Prefix: Frost-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)   |            |               |
| Affix: ARMOR_BONUS_MAGIC5<br>Prefix: Astral [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br>(20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br>(20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) |            |               |
| Affix: EXECUTE3<br>Prefix: Butcher's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)  |            |               |
| Affix: ATK_SPEED5<br>Prefix: Lupine [ITEM]<br>Minimum Level: 14<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)  |            |               |
| Affix: MP_STEAL_PERCENT1<br>Prefix: Thirsty [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)   |            |               |

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| Affix: PET_BUFF2<br>Prefix: Packleader's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)  |            |               |
| Affix: GF2<br>Prefix: Lavish [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)  |            |               |
| Affix: DMG_PERCENT_POIS4<br>Prefix: Venom-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)  |            |               |
| Affix: MELEE_BLOCK1<br>Prefix: [ITEM] of Deflecting<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |               |
| Affix: CLASS_BASED_S_3<br>Prefix: Riftward [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br>(5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)  |            |               |
| Affix: FLURRY1  |            |               |

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|                  | <p>Prefix: Desperado's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1<br/> Prefix: [ITEM] of the Black<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1<br/> Prefix: Thorned [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: FACTION_ARMOR6<br/> Prefix: Kromzek [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3<br/> Prefix: Soulfrost [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]</p> |               |

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|                  | <p>Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br/> (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5<br/> Prefix: Warding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6<br/> Prefix: Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br/> (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3<br/> Prefix: [ITEM] of Desire<br/> Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/> +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception</p> |               |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: CLASS_BASED_N_4<br/> Prefix: Pact-Speaker's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br/> (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> |            |               |
| <p>Affix: PROC_DEATHSTRIKE3<br/> Prefix: [ITEM] of Doom<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: REFLECT3<br/> Prefix: [ITEM] of Resonance<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p>  |            |               |

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| <p>Affix: CHARGE_RATE2<br/> Prefix: [ITEM] of Craving<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: PROC_ENERGYSHIELD4<br/> Prefix: Shielding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: FREEZE2<br/> Prefix: Brittlebite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/> (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> |            |               |
| <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p>  |            |               |
| <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p>   |            |               |
| <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p>   |            |               |

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|                  | <p>Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2<br/> Prefix: Runeweave [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br/> (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3<br/> Prefix: Gilded [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: GF1<br/> Prefix: Gaudy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: POTIONS3<br/> Prefix: Chemist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK2<br/> Prefix: [ITEM] of Parrying<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)</p> |               |

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|                  | <p>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: BLINDING2<br/> Prefix: [ITEM] of Obscuring<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2<br/> Prefix: Duelist's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1<br/> Prefix: [ITEM] of Rot<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2<br/> Prefix: Spined [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: FACTION_ARMOR5<br/> Prefix: Kindathlan [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: BURN3</p> |               |

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|                  | Prefix: Immolating [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br>(5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br>) |               |
|                  | Affix: ARM_PHYSRED_TYPE5<br>Prefix: Bolted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)<br>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)                                    |               |
|                  | Affix: ARMOR_STATS_STR2<br>Prefix: Pit Forged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)<br>+(75-150) Strength (named ARMOR_STATS_STR2)  |               |
|                  | Affix: PROC_DEATHSTRIKE1<br>Prefix: [ITEM] of Killing<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)  |               |
|                  | Affix: REFLECT1<br>Prefix: [ITEM] of Redirection<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)<br>)  |               |
|                  | Affix: DMG_ANGRY4<br>Prefix: [ITEM] of Anger<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots   |               |

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|                  | Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>+(15.0-20.0) physical damage (named DMG_ANGRY4)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)   |               |
|                  | Affix: POIS4<br>Prefix: Tainted [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 3.0 seconds (named Poison_explosion) (Uses PERCENT graph) |               |
|                  | Affix: CHARGE_RATE1<br>Prefix: [ITEM] of Yearning<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)  |               |
|                  | Affix: ARM_PHYSRED_TYPE4<br>Prefix: Thick [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br>(2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)  |               |
|                  | Affix: BURN2<br>Prefix: Slag [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br>Degrade enemy armor by (10-20) on hit (named BURN2)   |               |
|                  | Affix: FREEZE1<br>Prefix: Frigid [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1)  |               |

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| ) (Uses PERCENT graph)   |            |               |
| Affix: FACTION_ARMOR4<br>Prefix: Cygnaran [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)   |            |               |
| Affix: THORNS_PHYS_THORNED3<br>Prefix: Barbed [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)   |            |               |
| Affix: BLINDING3<br>Prefix: [ITEM] of Searing Light<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)   |            |               |
| Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)   |            |               |
| Affix: MELEE_BLOCK3<br>Prefix: [ITEM] of Riposting<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |               |

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| Affix: CLASS_BASED_S_1<br>Prefix: Ember Etched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph) |            |               |
| Affix: POTIONS2<br>Prefix: Catalyzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)   |            |               |
| Affix: DMG_PERCENT_POIS2<br>Prefix: Venom-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)   |            |               |
| Affix: GF4<br>Prefix: Ornate [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)   |            |               |
| Affix: ELEC_DOT2<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)  |            |               |
| Affix: FUMBLE_CHANCE2<br>Prefix: [ITEM] of Precision<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:  |            |               |

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|                  | (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)  |               |
|                  | Affix: REGEN_MAX2<br>Prefix: [ITEM] of Restoration<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+ (1.0-2.0) HP/Second (named REGEN_MAX2)<br>(3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br>(3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br>+ (1.0-2.0) Mana/s (named REGEN_MAX2) |               |
|                  | Affix: PROC_SHOCK_ARMOR1<br>Prefix: [ITEM] of Static<br>Level Range: 10-100<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)                     |               |
|                  | Affix: THORNS_ELEC1<br>Prefix: Static [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)  |               |
|                  | Affix: PROC_ENERGYSHIELD3<br>Prefix: Pulsing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)   |               |
|                  | Affix: MP2<br>Prefix: [ITEM] of Conjuration<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+ (10.0-15.0) Mana (named MP2)   |               |
|                  | Affix: PROC_CRUSHBLOW3<br>Prefix: [ITEM] of Shattering<br>Minimum Level: 20   |               |

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|                  | Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)  |               |
|                  | Affix: CHARGE_RATE5<br>Prefix: [ITEM] of Ascension<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)   |               |
|                  | Affix: CLASS_BASED_N_3<br>Prefix: Oath-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)<br>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)   |               |
|                  | Affix: DMG_ANGRY1<br>Prefix: [ITEM] of Fury<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph) |               |
|                  | Affix: DUAL_WIELD2<br>Prefix: Nimble [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)  |               |
|                  | Affix: PROC_DEATHSTRIKE4<br>Prefix: Vorpall [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]  |               |

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| <p>Effects:<br/> (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT4<br/> Prefix: [ITEM] of Reverberation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD3<br/> Prefix: Swift [ITEM]<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: POIS1<br/> Prefix: Envenomed [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/> Prefix: Gravemist [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/> (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/> Prefix: [ITEM] of Awakening<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/> Prefix: Reinforced [ITEM]</p> |             |               |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/> (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW2<br/> Prefix: [ITEM] of Crushing<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: MP3<br/> Prefix: [ITEM] of Evocation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2<br/> Prefix: Glowing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2.0 seconds (named FREEZE4) (Uses PERCENT graph)</p> |             |               |



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| conds (named Ice_explosion) (Uses PERCENT graph)  |            |               |
| <p>Affix: THORNS_FIRE1<br/> Prefix: Smouldering [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: FACTION_ARMOR1<br/> Prefix: Sathiri [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4<br/> Prefix: Warpsigil [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)<br/> -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FUMBLE_CHANCE3<br/> Prefix: Deadeye [ITEM]<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS3<br/> Prefix: Venom-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1<br/> Prefix: Venom-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1</p> |            |               |

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| <p>Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT1<br/> Prefix: Surging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: BLINDING4<br/> Prefix: [ITEM] of Distortion<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1<br/> Prefix: [ITEM] of Accuracy<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX1<br/> Prefix: [ITEM] of Replenishing<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named REGEN_MAX1)<br/> (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br/> (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br/> +(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5<br/> Prefix: Philosopher's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: FACTION_ARMOR3<br/> Prefix: Tytherian [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED4<br/> Prefix: Jagged [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)</p> <p>Affix: THORNS_FIRE3<br/> Prefix: Red Hot [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p> <p>Affix: PROC_SHOCK_ARMOR2<br/> Prefix: [ITEM] of Shocking<br/> Level Range: 10-100<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1<br/> Prefix: [ITEM] of Clarity<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br/> (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2<br/> Prefix: Buzzing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> |            |               |

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| <p>Effects:<br/> (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1<br/> Prefix: Chanter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3<br/> Prefix: Layered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br/> (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: POIS3<br/> Prefix: Rusted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)<br/> Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1<br/> Prefix: Deft [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: DMG_ANGRY3<br/> Prefix: [ITEM] of Frenzy<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1<br/> Prefix: Shadow-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/> (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/> Prefix: Festering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)<br/> (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/> Prefix: [ITEM] of Smashing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2<br/> Prefix: Studded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)<br/> (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1<br/> Prefix: Blight-Barb [ITEM]</p> |            |               |

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| <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1<br/> Prefix: Glittering [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3<br/> Prefix: Arcing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2<br/> Prefix: Scorching [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3<br/> Prefix: [ITEM] of Electrocution<br/> Level Range: 10-100<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4<br/> Prefix: Detonating [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2 seconds (named fire_explosion) (Uses PERCENT graph)</p> |            |               |

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| <p>Affix: FACTION_ARMOR2<br/> Prefix: Calishite [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/> (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5<br/> Prefix: [ITEM] of Confusion<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: SOCKET_OFTHEWINDS<br/> Prefix: Deflecting [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFTHEOWL5<br/> Prefix: [ITEM] of Mystery<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(22.0-28.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: SOCKET_OFTHEMASTERS5</p> |            |               |

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| <p>Prefix: [ITEM] of Skill<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFTHESAGE3<br/> Prefix: Sage [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHEBEAR<br/> Prefix: Superior [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE5<br/> Prefix: [ITEM] of Silence<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: SOCKET_OF_TL2_PETHEALTH2<br/> Prefix: Salving [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_TL2_FUMBLECHANCE<br/> Prefix: Precise [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:</p> |            |               |

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|                                    | (3.0-3.0)% less chance to fumble  |               |
| Affix: SOCKET_OF_PROC_ACIDRAIN_10  | Prefix: [ITEM] of Acid Rain   |               |
|                                    | Max Level: 9999   |               |
|                                    | Spawn Weight: 3   |               |
|                                    | Occupies no slots   |               |
|                                    | Spawns On: [LEGENDARY SOCKETABLE, WEAPON]   |               |
|                                    | Can't Spawn On: [WEAPON]  |               |
|                                    | Effects:  |               |
|                                    | (6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1) |               |
| Affix: SOCKET_OF_TL2_PETHEALTH3    | Prefix: Salving [ITEM]  |               |
|                                    | Max Level: 9999   |               |
|                                    | Spawn Weight: 3   |               |
|                                    | Occupies no slots   |               |
|                                    | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|                                    | Can't Spawn On: [ARMOR, TRINKET]  |               |
|                                    | Effects:  |               |
|                                    | (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                  |               |
| Affix: SOCKET_OF_TL2_RESIST_SLOW50 | Prefix: [ITEM] of Momentum  |               |
|                                    | Max Level: 9999   |               |
|                                    | Spawn Weight: 3   |               |
|                                    | Occupies no slots   |               |
|                                    | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|                                    | Can't Spawn On: [ARMOR, TRINKET]  |               |
|                                    | Effects:  |               |
|                                    | (50.0-50.0)% more resistance to Slow (named resist_slow)                                  |               |
| Affix: SOCKET_OFTHEMULE            | Prefix: Intractable [ITEM]  |               |
|                                    | Max Level: 9999   |               |
|                                    | Spawn Weight: 3   |               |
|                                    | Occupies no slots   |               |
|                                    | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|                                    | Can't Spawn On: [ARMOR, TRINKET]  |               |
|                                    | Effects:  |               |
|                                    | -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)               |               |
| Affix: SOCKET_OFTHESAGE2           | Prefix: Sage [ITEM]   |               |
|                                    | Max Level: 9999   |               |
|                                    | Spawn Weight: 3   |               |
|                                    | Occupies no slots   |               |
|                                    | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|                                    | Can't Spawn On: [ARMOR, TRINKET]  |               |
|                                    | Effects:  |               |
|                                    | (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)                            |               |
| Affix: SOCKET_OF_ATTRIB_DEFENSE3   | Prefix: Fortified [ITEM]  |               |
|                                    | Max Level: 9999   |               |

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|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|  | Can't Spawn On: [ARMOR, TRINKET]  |               |
|  | Effects:  |               |
|  | +(100-120) Vitality (named OFFLAME DAMAGE BONUS)  |               |
| Affix: SOCKET_OFTHETURTLE5             | Prefix: [ITEM] of the Castle  |               |
|  | Max Level: 9999   |               |
|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|  | Can't Spawn On: [ARMOR, TRINKET]  |               |
|  | Effects:  |               |
|  | +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)                                   |               |
| Affix: SOCKET_OF_PERCENT_POISON5_WANDS | Prefix: [ITEM] of Poison Rage   |               |
|  | Max Level: 9999   |               |
|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [LEGENDARY SOCKETABLE, WEAPON]   |               |
|  | Can't Spawn On: [WEAPON]  |               |
|  | Effects:  |               |
|  | (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)                                  |               |
| Affix: SOCKET_OFTHEVAMPIRE             | Prefix: Vampiric [ITEM]   |               |
|  | Max Level: 9999   |               |
|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [LEGENDARY SOCKETABLE, WEAPON]   |               |
|  | Can't Spawn On: [WEAPON]  |               |
|  | Effects:  |               |
|  | +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)                                      |               |
| Affix: SOCKET_OF_ICEDDEFENSE2          | Prefix: Warming [ITEM]  |               |
|  | Max Level: 9999   |               |
|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |
|  | Can't Spawn On: [ARMOR, TRINKET]  |               |
|  | Effects:  |               |
|  | +(18.0-24.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)                                |               |
| Affix: SOCKET_OF_PROC_FIRESTORM_10     | Prefix: [ITEM] of the Fire Storm  |               |
|  | Max Level: 9999   |               |
|  | Spawn Weight: 3   |               |
|  | Occupies no slots   |               |
|  | Spawns On: [LEGENDARY SOCKETABLE, WEAPON]   |               |
|  | Can't Spawn On: [WEAPON]  |               |
|  | Effects:  |               |
|  | (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1) |               |

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| <p>Affix: SOCKET_OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_POISONDEFENSE2<br/> Prefix: Restorative [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: SOCKET_OFTHEOWL<br/> Prefix: Mystical [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: SOCKET_OF_TL2_PETDAMAGE3<br/> Prefix: Commanding [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: SOCKET_OF_ATTRIB_STRENGTH3<br/> Prefix: Mighty [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |             |               |

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| <p>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_RESIST_IMMOB50<br/> Prefix: [ITEM] of Escape<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: SOCKET_OF_TL2_EXECUTE<br/> Prefix: Paired [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (5.0-5.0)% more Execute Chance</p> <p>Affix: SOCKET_OF_ATTRIB_STRENGTH2<br/> Prefix: Mighty [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_PETDAMAGE2<br/> Prefix: Commanding [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: SOCKET_OF_ICEDDEFENSE3</p> |             |               |

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|                  | Prefix: Warming [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)                        |               |
|                  | Affix: SOCKET_OF_ATTRIB_DEFENSE2<br>Prefix: Fortified [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(65-80) Vitality (named OFFLAME DAMAGE BONUS) |               |
|                  | Affix: SOCKET_OFTHEOWL3<br>Prefix: Mystical [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(13.0-17.0) Mana (named OFTHEOWL MAX MANA)              |               |
|                  | Affix: SOCKET_OF_PERCENT_FLAME2_WANDS<br>Prefix: Fire-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS) |               |
|                  | Affix: SOCKET_OF_TL2_SILENCE3<br>Prefix: Silencing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds. |               |
|                  | Affix: SOCKET_OFTHEMASTER3<br>Prefix: Skillful [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:  |               |

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|                  | (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |               |
|                  | Affix: SOCKET_OFTHESAGE5<br>Prefix: [ITEM] of the Sage<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)                                      |               |
|                  | Affix: SOCKET_OFLIGHTNING<br>Prefix: Charged [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)  |               |
|                  | Affix: SOCKET_OFFLAME<br>Prefix: Fiery [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: SOCKET_OF_TL2_PETHEALTH5<br>Prefix: [ITEM] of Invigoration<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) |               |
|                  | Affix: SOCKET_OFTHEMASTER2<br>Prefix: Skillful [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                                  |               |
|                  | Affix: SOCKET_OF_TL2_SILENCE2<br>Prefix: Silencing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3   |               |

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| Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.   |            |               |
| Affix: SOCKET_OFTHEOWL2<br>Prefix: Mystical [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(9.0-11.0) Mana (named OFTHEOWL MAX MANA)                        |            |               |
| Affix: SOCKET_OFTHETURTLE3<br>Prefix: Superior [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)    |            |               |
| Affix: SOCKET_OF_ATTRIB_DEFENSE5<br>Prefix: [ITEM] of Fortification<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(170-200) Vitality (named OFFLAME DAMAGE BONUS) |            |               |
| Affix: SOCKET_OF_TL2_CHARGEDECAY<br>Prefix: Grasping [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(8.0-8.0)% less charge bar decay rate                    |            |               |
| Affix: SOCKET_OF_PERCENT_ALL_WANDS<br>Prefix: Prismatic [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)               |            |               |

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| Affix: SOCKET_OF_TL2_PETDAMAGE5<br>Prefix: [ITEM] of Command<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)                         |            |               |
| Affix: SOCKET_OF_POISONDEFENSE<br>Prefix: Restorative [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)                            |            |               |
| Affix: SOCKET_OF_ATTRIB_STRENGTH5<br>Prefix: [ITEM] of Might<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(170-200) Strength (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OF_FIREDEFENSE3<br>Prefix: Cooling [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)                                      |            |               |
| Affix: SOCKET_OF_PROCKILL_METEORSTRIKE_10<br>Prefix: [ITEM] of Annihilation<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1) |            |               |
| Affix: SOCKET_OF_FIREDEFENSE2<br>Prefix: Cooling [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]  |            |               |



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| <p>Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: SOCKET_OF_PERCENT_POISON3_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_POISONDEFENSE5<br/> Prefix: [ITEM] of Remedy<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: SOCKET_OF_ICEDDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(45.0-60.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: SOCKET_OFTHETURTLE2<br/> Prefix: Superior [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_FIREDEFENSE<br/> Prefix: Cooling [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: SOCKET_OFFLAME3<br/> Prefix: Fiery [ITEM]</p> |            |               |

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| <p>Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS5<br/> Prefix: [ITEM] of Deflection<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND3<br/> Prefix: Silencing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC3<br/> Prefix: Electric-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN<br/> Prefix: Stunning [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEM CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFRESISTANCE<br/> Prefix: [ITEM] of Resistance<br/> Max Level: 9999<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:</p> |            |            |

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|                  | +(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE)   |               |
|                  | Affix: SOCKET_OFTHEBEAR3<br>Prefix: Superior [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: SOCKET_OFTHEBEAR2<br>Prefix: Superior [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: SOCKET_OF_TL2_DAMAGEOVERTIME5<br>Prefix: [ITEM] of Mortal Wounds<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) |               |
|                  | Affix: SOCKET_OF_PERCENT_ELECTRIC2<br>Prefix: Electric-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)                      |               |
|                  | Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND2<br>Prefix: Silencing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.                              |               |

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|                  | Affix: SOCKET_OF_TL2_DUALWIELDBONUS<br>Prefix: Bifold [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(3.0-5.0)% more Damage while Dual Wielding   |               |
|                  | Affix: SOCKET_OF_PERCENT_FLAME5_WANDS<br>Prefix: [ITEM] of Fire Rage<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: SOCKET_OFTHEBATTLEMENTS<br>Prefix: Deflecting [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)                               |               |
|                  | Affix: SOCKET_OFFLAME2<br>Prefix: Fiery [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)   |               |
|                  | Affix: SOCKET_OF_PROCKILL_FULLHEAL_5<br>Prefix: Regenerating [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1) |               |
|                  | Affix: SOCKET_OF_ELECTRICDEFENSE3<br>Prefix: Grounded [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]   |               |

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|                  | <p>Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> + (27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OF_TL2_FEAR3<br/> Prefix: Creepy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_TL2_FUMBLECHANCE2<br/> Prefix: Precise [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (6.0-6.0)% less chance to fumble</p> <p>Affix: SOCKET_OFTHEDRAKE<br/> Prefix: [ITEM] of the Drake<br/> Max Level: 9999<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> + (10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> + (10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> + (10.0-15.0) Mana stolen</p> <p>Affix: SOCKET_OFTHESEEKER2<br/> Prefix: Lucky [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: SOCKET_OFTHEVAMPIRE2<br/> Prefix: Vampiric [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> + (125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> |               |

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|                  | <p>Affix: SOCKET_OF_TL2_DRAWARMOR3<br/> Prefix: Bolstered [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (named OFTHEDRAKE MAX HP)</p> <p>Affix: SOCKET_OFTHEMAGE5<br/> Prefix: [ITEM] of the Invoker<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHEARCHER<br/> Prefix: Archer [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -20.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA5<br/> Prefix: [ITEM] of the Usurper<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named OFTHEARCHER MAX HP)</p> <p>Affix: SOCKET_OFLIGHTNING3<br/> Prefix: Charged [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> + (13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_MISSILERANGEBONUS2</p> |               |

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|                  | <p>Prefix: Long Range [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br/> EED)</p> <p>Affix: SOCKET_OF_PERCENT_ALL<br/> Prefix: Prismatic [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_LIGHTNING2<br/> Prefix: Charged [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_FEAR<br/> Prefix: Creepy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA<br/> NT MAX HP)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR2<br/> Prefix: Bolstered [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclus<br/> ive)</p> <p>Affix: SOCKET_OFHTERAM<br/> Prefix: Slamming [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OFTHEVAMPIRE3<br/> Prefix: Vampiric [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: SOCKET_OFTHESEEKER3<br/> Prefix: Lucky [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: SOCKET_OF_PROC_GLACIALSPIKE_10<br/> Prefix: [ITEM] of the Glacier<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (name<br/> _Glacial Spike) (Level 1)</p> <p>Affix: SOCKET_OFHTERAM5<br/> Prefix: [ITEM] of the Ram<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> |               |

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| <p>Affix: SOCKET_OF_TL2_FUMBLECHANCE3<br/> Prefix: Precise [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (9.0-9.0)% less chance to fumble</p> <p>Affix: SOCKET_OF_TL2_FEAR2<br/> Prefix: Creepy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE2<br/> Prefix: Grounded [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS3<br/> Prefix: Deflecting [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFFLAME5<br/> Prefix: [ITEM] of Fire<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_2<br/> Prefix: Engulfing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OFTHEBULL<br/> Prefix: Slamming [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA<br/> Prefix: Grasping [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named DRAWMANA)</p> <p>Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND5<br/> Prefix: [ITEM] of Silence<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME<br/> Prefix: Savage [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTERTIME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME2<br/> Prefix: Savage [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTERTIME DAMAGE BONUS)</p> |            |               |

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| R DAMAGE BONUS)  |            |               |
| Affix: SOCKET_OF_PERCENT_ELECTRIC5                                     |            |               |
| Prefix: [ITEM] of Electric Rage  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                      |            |               |
| Can't Spawn On: [ARMOR, TRINKET]                                       |            |               |
| Effects:   |            |               |
| (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)         |            |               |
| Affix: SOCKET_OF_PERCENT_FLAME3_WANDS                                  |            |               |
| Prefix: Fire-Surge [ITEM]  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]                              |            |               |
| Can't Spawn On: [WEAPON]   |            |               |
| Effects:   |            |               |
| (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)               |            |               |
| Affix: SOCKET_OFTHESTORMS  |            |               |
| Prefix: Deflecting [ITEM]  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                      |            |               |
| Can't Spawn On: [ARMOR, TRINKET]                                       |            |               |
| Effects:   |            |               |
| (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) |            |               |
| Affix: SOCKET_OFTHEBEAR5   |            |               |
| Prefix: [ITEM] of Lethality  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]                              |            |               |
| Can't Spawn On: [WEAPON]   |            |               |
| Effects:   |            |               |
| +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)            |            |               |
| Affix: SOCKET_OFTHESEEKER  |            |               |
| Prefix: Lucky [ITEM]   |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                      |            |               |
| Can't Spawn On: [ARMOR, TRINKET]                                       |            |               |
| Effects:   |            |               |
| (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)    |            |               |
| Affix: SOCKET_OF_TL2_DAMAGEOVERTIME3                                   |            |               |
| Prefix: Savage [ITEM]  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |

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| Occupies no slots  |            |            |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]  |            |            |
| Can't Spawn On: [WEAPON]   |            |            |
| Effects:   |            |            |
| Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHETURTLE ARMOR DAMAGE BONUS) |            |            |
| Affix: SOCKET_OF_TL2_PETDAMAGE   |            |            |
| Prefix: Commanding [ITEM]  |            |            |
| Max Level: 9999  |            |            |
| Spawn Weight: 3  |            |            |
| Occupies no slots  |            |            |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]  |            |            |
| Can't Spawn On: [ARMOR, TRINKET]   |            |            |
| Effects:   |            |            |
| (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)                               |            |            |
| Affix: SOCKET_OF_PROCKILL_FULLHEAL_3   |            |            |
| Prefix: Engulfing [ITEM]   |            |            |
| Max Level: 9999  |            |            |
| Spawn Weight: 3  |            |            |
| Occupies no slots  |            |            |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]  |            |            |
| Can't Spawn On: [WEAPON]   |            |            |
| Effects:   |            |            |
| (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal (Level 1))                |            |            |
| Affix: SOCKET_OFTHEBATTLEMENTS2  |            |            |
| Prefix: Deflecting [ITEM]  |            |            |
| Max Level: 9999  |            |            |
| Spawn Weight: 3  |            |            |
| Occupies no slots  |            |            |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]  |            |            |
| Can't Spawn On: [ARMOR, TRINKET]   |            |            |
| Effects:   |            |            |
| (3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)                                      |            |            |
| Affix: SOCKET_OF_PROC_BLOODWASH_10   |            |            |
| Prefix: [ITEM] of Blood  |            |            |
| Max Level: 9999  |            |            |
| Spawn Weight: 3  |            |            |
| Occupies no slots  |            |            |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]  |            |            |
| Can't Spawn On: [WEAPON]   |            |            |
| Effects:   |            |            |
| (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)        |            |            |
| Affix: SOCKET_OF_TL2_FEAR5   |            |            |
| Prefix: [ITEM] of Terror   |            |            |
| Max Level: 9999  |            |            |
| Spawn Weight: 3  |            |            |
| Occupies no slots  |            |            |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]  |            |            |
| Can't Spawn On: [WEAPON]   |            |            |
| Effects:   |            |            |

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| <p>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulation<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_1<br/> Prefix: Engulfing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_PERCENT_ICE_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: SOCKET_OF_TL2_DRAWHEALTH<br/> Prefix: Restoring [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth1)</p> <p>Affix: SOCKET_OF_ATTRIB_MAGIC<br/> Prefix: Adept [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> |            |               |

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| <p>Affix: SOCKET_OFHTERAM2<br/> Prefix: Slamming [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMAGE3<br/> Prefix: Invoking [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (named TL2_DRAWARMOR5)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA3<br/> Prefix: Grasping [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named TL2_DRAWMANA3)</p> <p>Affix: SOCKET_OF_TL2_CHARGERATEBONUS<br/> Prefix: Energizing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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|---|------------|---------------|
| Spawns On: [COLLAR, STUD, ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(3.0-3.0)% more charge rate  |            |               |
| Affix: SOCKET_OF_PERCENT_FLAME_WANDS<br>Prefix: Fire-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OFLIGHTNINGS5<br>Prefix: [ITEM] of Lightning<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OF_TL2_MISSILERANGE BONUS4<br>Prefix: [ITEM] of Range<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br>EED)                   |            |               |
| Affix: SOCKET_OF_TL2_DRAWMANA2<br>Prefix: Grasping [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawman<br>ax2)             |            |               |
| Affix: SOCKET_OF_PROC_THUNDERSTROM_10<br>Prefix: [ITEM] of Thunder<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_<br>ThunderStorm) (Level 1) |            |               |

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| Affix: SOCKET_OFTHEMAGE2<br>Prefix: Invoking [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)                            |            |               |
| Affix: SOCKET_OFTHEVAMPIRE5<br>Prefix: [ITEM] of the Vampire<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)                        |            |               |
| Affix: SOCKET_OFTHESEEKERS5<br>Prefix: [ITEM] of the Lucky<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) |            |               |
| Affix: SOCKET_OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)                  |            |               |
| Affix: SOCKET_OF_PERCENT_POISON3<br>Prefix: Poison-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)     |            |               |
| Affix: SOCKET_OFHTERAM3<br>Prefix: Slamming [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots   |            |               |



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| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |               |
| Affix: SOCKET_OF_TL2_FUMBLECHANCE5<br>Prefix: [ITEM] of Precision<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(15.0-15.0)% less chance to fumble                                 |            |               |
| Affix: SOCKET_OF_PERCENT_POISON2_WANDS<br>Prefix: Poison-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)     |            |               |
| Affix: SOCKET_OF_ATTRIB_DEXTERITY5<br>Prefix: [ITEM] of Agility<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(170-200) Dexterity (named OFFLAME DAMAGE BONUS)    |            |               |
| Affix: SOCKET_OFTHEMISER5<br>Prefix: [ITEM] of Wealth<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) |            |               |
| Affix: SOCKET_OF_PERCENT_ICE2<br>Prefix: Ice-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)    |            |               |
| Affix: SOCKET_OFTHESTORMS2  |            |               |

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| Prefix: Deflecting [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |            |               |
| Affix: SOCKET_OFICE<br>Prefix: Icy [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OFTHEARCHER5<br>Prefix: [ITEM] of the Archer<br>Max Level: 9999<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-50.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(7.0-7.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)<br>(7.0-7.0)% more Cast Speed |            |               |
| Affix: SOCKET_OF_TL2_SPLASH<br>Prefix: Slashing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(15.0-15.0)% more Damage to Secondary Targets  |            |               |
| Affix: SOCKET_OFTHESAVANT5<br>Prefix: [ITEM] of the Savant<br>Max Level: 9999<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)  |            |               |
| Affix: SOCKET_OFTHESAVAGE5<br>Prefix: [ITEM] of Demolishing<br>Max Level: 9999<br>Spawn Weight: 3  |            |               |

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)

Affix: SOCKET\_OF\_PROC\_STORMCLAW10

Prefix: [ITEM] of Zapping

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

(10.0-10.0)% chance to cast WC\_Stormclaw Proc on strike from target (named W C\_Stormclaw Proc) (Level 1)

Affix: SOCKET\_OFTHESTORMS3

Prefix: Deflecting [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)

Affix: SOCKET\_OFTHEWIZARD

Prefix: Draining [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

+(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)

Affix: SOCKET\_OF\_PERCENT\_ICE3

Prefix: Ice-Surge [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)

Affix: SOCKET\_OFICE5

Prefix: [ITEM] of Ice

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

+(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)

Affix: SOCKET\_OF\_TL2\_DUALWIELDBONUS5

Prefix: [ITEM] of Re-Doubling

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

(18.0-22.0)% more Damage while Dual Wielding

Affix: SOCKET\_OFRESISTANCE5

Prefix: [ITEM] of Resistance

Max Level: 9999

Spawn Weight: 6

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

+(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)

+(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)

+(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)

+(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)

Affix: SOCKET\_OFTHECHEETAH

Prefix: Brisk [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)

Affix: SOCKET\_OFVENOM3

Prefix: Venomous [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

+(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)

Affix: SOCKET\_OF\_TL2\_SHORTSTUN2

Prefix: Stunning [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEWIZARD CRITICAL CHANCE)

Affix: SOCKET\_OF\_TL2\_BLINDING5

Prefix: [ITEM] of Blinding

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|                  | <p>Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: SOCKET_OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: SOCKET_OFVENOM<br/> Prefix: Venomous [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_HEALTH_REGEN3<br/> Prefix: Rejuvenating [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(0.9-0.9) HP/Second</p> <p>Affix: SOCKET_OF_TL2_MANA_REGEN<br/> Prefix: Focusing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(0.5-0.5) Mana/s</p> <p>Affix: SOCKET_OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:</p> |               |

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|                  | <p>(1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHESOLDIER5<br/> Prefix: [ITEM] of the Soldier<br/> Max Level: 9999<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (10-15) on hit (named OFTHESOLDIER DEGRADE ARMOR)<br/> (7.0-9.0)% more Cast Speed</p> <p>Affix: SOCKET_OFTHEELEPHANT5<br/> Prefix: [ITEM] of Health<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_PERCENT_ICE5_WANDS<br/> Prefix: [ITEM] of Ice Rage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_HEALTH_REGEN2<br/> Prefix: Rejuvenating [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(0.6-0.6) HP/Second</p> <p>Affix: SOCKET_OFTHEWIZARD2<br/> Prefix: Draining [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: SOCKET_OFTHEMASTER</p> |               |

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|                  | <p>Prefix: Skillful [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFVENOM2<br/> Prefix: Venomous [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN3<br/> Prefix: Stunning [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_5<br/> Prefix: [ITEM] of Regeneration<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE<br/> Prefix: Grounded [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_1<br/> Prefix: Regenerating [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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|                  | <p>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: SOCKET_OF_ATTRIB_DEXTERITY3<br/> Prefix: Agile [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_POISON<br/> Prefix: Poison-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMISER3<br/> Prefix: Wealthy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: SOCKET_OFICE2<br/> Prefix: Icy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> |               |

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| <p>Affix: SOCKET_OF_PROCKILL_ZOMBIE_10<br/> Prefix: [ITEM] of Shadow<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_HEALTH_REGEN<br/> Prefix: Rejuvenating [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(0.3-0.3) HP/Second</p> <p>Affix: SOCKET_OFTHESAVAGE3<br/> Prefix: Demolishing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: SOCKET_OFTHESAVAGE2<br/> Prefix: Demolishing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: SOCKET_OF_PROC_METEORSTRIKE_5<br/> Prefix: [ITEM] of the Meteor<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC2_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: SOCKET_OF_TL2_SILENCE<br/> Prefix: Silencing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: SOCKET_OFTHESTORMS5<br/> Prefix: [ITEM] of Deflection<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFICE3<br/> Prefix: Icy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ICE5<br/> Prefix: [ITEM] of Ice Rage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMISER2</p> |            |               |

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| Prefix: Wealthy [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)   |            |               |
| Affix: SOCKET_OF_ATTRIB_DEXTERITY2<br>Prefix: Agile [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(65-80) Dexterity (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: SOCKET_OF_TL2_DUALWIELDBONUS3<br>Prefix: Bifold [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(11.0-13.0)% more Damage while Dual Wielding  |            |               |
| Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_2<br>Prefix: Regenerating [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1) |            |               |
| Affix: SOCKET_OF_PERCENT_ICE3_WANDS<br>Prefix: Ice-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OF_PERCENT_ICE<br>Prefix: Ice-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]   |            |               |

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| Effects:<br>(2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |               |
| Affix: SOCKET_OFVENOM5<br>Prefix: [ITEM] of Venom<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)                                 |            |               |
| Affix: SOCKET_OFTHEWIZARD5<br>Prefix: [ITEM] of Draining<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>+(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)                        |            |               |
| Affix: SOCKET_OF_TL2_BLINDING3<br>Prefix: Blinding [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding) |            |               |
| Affix: SOCKET_OF_TL2_HEALTH_REGEN5<br>Prefix: [ITEM] of Rejuvenation<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(1.5-0.2) HP/Second                                 |            |               |
| Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND<br>Prefix: Silencing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.   |            |               |
| Affix: SOCKET_OF_TL2_CRITICALDAMAGE<br>Prefix: Brutal [ITEM]   |            |               |

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|                  | <p>Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEELEPHANT2<br/> Prefix: Healthy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OFTHETHORN<br/> Prefix: Avenging [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: SOCKET_OF_PERCENT_ALL2_WANDS<br/> Prefix: Prismatic [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHECHEETAH5<br/> Prefix: [ITEM] of Speed<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: SOCKET_OF_PERCENT_FLAME<br/> Prefix: Fire-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> |               |

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|                  | <p>Affix: SOCKET_OF_PROC_BLINDCLOUD_10<br/> Prefix: [ITEM] of Clouded Vision<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: SOCKET_OFTHEELEPHANT3<br/> Prefix: Healthy [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_TL2_BLINDING2<br/> Prefix: Blinding [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofBlinding)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN5<br/> Prefix: [ITEM] of Stunning<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEELEPHANT CRITICAL CHANCE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_PERCENT_ALL5</p> |               |

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|                  | <p>Prefix: [ITEM] of the Spectrum<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: SOCKET_OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SPLASH3<br/> Prefix: Slashing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: SOCKET_OF_TL2_CHARGERATEBONUS5<br/> Prefix: [ITEM] of Energy<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:</p> |               |

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|                  | <p>(15.0-15.0)% more charge rate</p> <p>Affix: SOCKET_OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: SOCKET_OF_TL2_DRAWHEALTH2<br/> Prefix: Restoring [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealth2)</p> <p>Affix: SOCKET_OF_ATTRIB_STRENGTH<br/> Prefix: Mighty [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(30-40) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC5_WANDS<br/> Prefix: [ITEM] of Electric Rage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR<br/> Prefix: Bolstered [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (named drawarmor)</p> <p>Affix: SOCKET_OF_TL2_SHIELDBREAK<br/> Prefix: Shieldsplitter [ITEM]</p> |               |



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|                  | <p>Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: SOCKET_OFTHETHORN5<br/> Prefix: [ITEM] of Vengeance<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHESOLDIER<br/> Prefix: Soldier [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 6<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (4.0-5.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (6-10) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: SOCKET_OF_TL2_DRAWHEALTH3<br/> Prefix: Restoring [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt<br/> hx3)</p> <p>Affix: SOCKET_OF_TL2_SPLASH2<br/> Prefix: Slashing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]</p> |               |

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|                  | <p>Can't Spawn On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: SOCKET_OF_TL2_CHARGEDECAY2<br/> Prefix: Grasping [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (16.0-16.0)% less charge bar decay rate</p> <p>Affix: SOCKET_OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofb<br/> ngblinding)</p> <p>Affix: SOCKET_OF_PERCENT_FLAMES<br/> Prefix: [ITEM] of Fire Rage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHETIGER5<br/> Prefix: [ITEM] of Haste<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: SOCKET_OFTHEMULE5</p> |               |

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|                  | <p>Prefix: [ITEM] of the Mule<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: SOCKET_OFTHEWINDS2<br/> Prefix: Deflecting [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_TL2_MANA_REGEN5<br/> Prefix: [ITEM] of Focus<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(2.5-2.5) Mana/s</p> <p>Affix: SOCKET_OF_ATTRIB_MAGIC5<br/> Prefix: [ITEM] of the Mage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: SOCKET_OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:</p> |               |

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|                  | <p>+(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: SOCKET_OFTHETURTLE<br/> Prefix: Superior [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL<br/> Prefix: Fortified [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 100% exclusive)</p> <p>Affix: SOCKET_OF_PERCENT_ALL5_WANDS<br/> Prefix: [ITEM] of the Spectrum<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_CRITICALDAMAGES5<br/> Prefix: [ITEM] of Violence<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_PETHEALTH<br/> Prefix: Salving [ITEM]<br/> Max Level: 9999</p> |               |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHEWINDS3<br/> Prefix: Deflecting [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_POISON_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICALS<br/> Prefix: [ITEM] of the Citadel<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: SOCKET_OF_TL2_CHARGEDECAY5<br/> Prefix: [ITEM] of Grasping<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: SOCKET_OF_PERCENT_ALL3<br/> Prefix: Prismatic [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> |               |

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|                  | <p>Affix: SOCKET_OF_TL2_SPLASH5<br/> Prefix: [ITEM] of Carnage<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: SOCKET_OF_TL2_SHIELDBREAK3<br/> Prefix: Shieldsplitter [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br/> Can't Spawn On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: SOCKET_OF_TL2_CHARGERATEBONUS3<br/> Prefix: Energizing [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (9.0-9.0)% more charge rate</p> <p>Affix: SOCKET_OF_ATTRIB_DEFENSE<br/> Prefix: Fortified [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> +(30-40) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHETHORN2<br/> Prefix: Avenging [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br/> Can't Spawn On: [ARMOR, TRINKET]<br/> Effects:<br/> (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: SOCKET_OFTHETHORN3<br/> Prefix: Avenging [ITEM]<br/> Max Level: 9999<br/> Spawn Weight: 3<br/> Occupies no slots</p> |               |

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|                  | Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)   |               |
|                  | Affix: SOCKET_OF_TL2_DRAWHEALTH5<br>Prefix: [ITEM] of Restoration<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealt<br>hx5)                            |               |
|                  | Affix: SOCKET_OFTHESAVANT<br>Prefix: Savant [ITEM]<br>Max Level: 9999<br>Spawn Weight: 6<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) |               |
|                  | Affix: SOCKET_OF_TL2_CHARGERATEBONUS2<br>Prefix: Energizing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(6.0-6.0)% more charge rate  |               |
|                  | Affix: SOCKET_OF_TL2_SHIELDBREAK2<br>Prefix: Shieldsplitter [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named sheildbreakaffix)   |               |
|                  | Affix: SOCKET_OF_PERCENT_ELECTRIC3_WANDS<br>Prefix: Electric-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |               |

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|                  | Affix: SOCKET_OF_PERCENT_ALL2<br>Prefix: Prismatic [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: SOCKET_OF_TL2_EXECUTE3<br>Prefix: Paired [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |               |
|                  | Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL2<br>Prefix: Fortified [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3<br>xclusive) |               |
|                  | Affix: SOCKET_OFTHETIGER3<br>Prefix: Hasty [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |               |
|                  | Affix: SOCKET_OFTHEMULE3<br>Prefix: Intractable [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                         |               |
|                  | Affix: SOCKET_OF_PERCENT_FLAME3<br>Prefix: Fire-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots   |               |

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| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>(7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OF_PERCENT_ALL3_WANDS<br>Prefix: Prismatic [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)        |            |               |
| Affix: SOCKET_OF_TL2_MANA_REGEN3<br>Prefix: Focusing [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(1.5-1.5) Mana/s                                  |            |               |
| Affix: SOCKET_OF_TL2_CRITICALDAMAGE2<br>Prefix: Brutal [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) |            |               |
| Affix: SOCKET_OF_PERCENT_ICE2_WANDS<br>Prefix: Ice-Surge [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)        |            |               |
| Affix: SOCKET_OFTHETIGER<br>Prefix: Hasty [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>(2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)          |            |               |
| Affix: SOCKET_OFTHEBULL2  |            |               |

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| Prefix: Slamming [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>-20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)  |            |               |
| Affix: SOCKET_OF_ATTRIB_MAGIC3<br>Prefix: Adept [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(100-120) Focus (named OFFLAME DAMAGE BONUS) |            |               |
| Affix: SOCKET_OFTHEELEPHANT<br>Prefix: Healthy [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP) |            |               |
| Affix: SOCKET_OF_ATTRIB_MAGIC2<br>Prefix: Adept [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:<br>+(65-80) Focus (named OFFLAME DAMAGE BONUS)   |            |               |
| Affix: SOCKET_OFTHEBULL3<br>Prefix: Slamming [ITEM]<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [LEGENDARY SOCKETABLE, WEAPON]<br>Can't Spawn On: [WEAPON]<br>Effects:<br>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)              |            |               |
| Affix: SOCKET_OFTHEWINDS5<br>Prefix: [ITEM] of Deflection<br>Max Level: 9999<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]<br>Can't Spawn On: [ARMOR, TRINKET]<br>Effects:   |            |               |

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| (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)    |            |               |
| Affix: SOCKET_OF_TL2_CRITICALDAMAGE3  |            |               |
| Prefix: Brutal [ITEM]   |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]                                   |            |               |
| Can't Spawn On: [WEAPON]  |            |               |
| Effects:  |            |               |
| (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)            |            |               |
| Affix: SOCKET_OF_TL2_MANA_REGEN2  |            |               |
| Prefix: Focusing [ITEM]   |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                           |            |               |
| Can't Spawn On: [ARMOR, TRINKET]  |            |               |
| Effects:  |            |               |
| +(1.0-1.0) Mana/s   |            |               |
| Affix: SOCKET_OF_PERCENT_FLAME2   |            |               |
| Prefix: Fire-Surge [ITEM]   |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                           |            |               |
| Can't Spawn On: [ARMOR, TRINKET]  |            |               |
| Effects:  |            |               |
| (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)                    |            |               |
| Affix: SOCKET_OFTHETIGER2   |            |               |
| Prefix: Hasty [ITEM]  |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]                                   |            |               |
| Can't Spawn On: [WEAPON]  |            |               |
| Effects:  |            |               |
| (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)        |            |               |
| Affix: SOCKET_OFTHEMULE2  |            |               |
| Prefix: Intractable [ITEM]  |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |
| Occupies no slots   |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                           |            |               |
| Can't Spawn On: [ARMOR, TRINKET]  |            |               |
| Effects:  |            |               |
| -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) |            |               |
| Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL3                                    |            |               |
| Prefix: Fortified [ITEM]  |            |               |
| Max Level: 9999   |            |               |
| Spawn Weight: 3   |            |               |

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| Occupies no slots  |            |               |
| Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]                                      |            |               |
| Can't Spawn On: [ARMOR, TRINKET]   |            |               |
| Effects:   |            |               |
| (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 100% exclusive) |            |               |
| Affix: SOCKET_OF_TL2_EXECUTE2  |            |               |
| Prefix: Paired [ITEM]  |            |               |
| Max Level: 9999  |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [LEGENDARY SOCKETABLE, WEAPON]  |            |               |
| Can't Spawn On: [WEAPON]   |            |               |
| Effects:   |            |               |
| (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)                        |            |               |
| Affix: REAT_OF_ALCHEMY   |            |               |
| Prefix: Herbalist's [ITEM]   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 1  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [BELT, RING, SHIELD]  |            |               |
| Effects:   |            |               |
| (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR BONUS)       |            |               |
| 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 to block (named OFTHETURTLE ARMOR BONUS)                        |            |               |
| (1.0-1.0)% less Dodge Chance   |            |               |
| 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_OF_REDMAGE   |            |               |
| Prefix: [ITEM] of the Black Mage   |            |               |
| No Level Range   |            |               |
| Spawn Weight: 3  |            |               |
| Occupies no slots  |            |               |
| Spawns On: [2HSWORD, STAFF]  |            |               |
| Effects:   |            |               |
| (3.0-3.0)% more Cast Speed   |            |               |
| +(1.0-1.0) Mana/s  |            |               |
| +(9.0-9.0) Mana  |            |               |

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| <p>Affix: REAT_OF_CURSED<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN<br/> Prefix: [ITEM] of Resistance<br/> Minimum Level: 23<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup<br/> ercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br/> (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup<br/> ercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_3<br/> Prefix: Super [ITEM]</p> |            |               |

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| <p>Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc<br/> ercharge) (Level 1)</p> <p>Affix: OFTHEMASTER<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OF<br/> AR DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH5<br/> Prefix: [ITEM] of Might<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE]<br/> Effects:<br/> +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullh<br/> (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE AL</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2</p> |            |               |

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|                  | <p>Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5<br/> Prefix: [ITEM] of the Stone Golem<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (15.0-15.0)% less Movement Speed<br/> +(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5<br/> Prefix: [ITEM] of Restoration<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealthx5)</p> <p>Affix: OF_PROC_FIRESTORM_15<br/> Prefix: [ITEM] of the Fire Storm<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> |               |

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|                  | <p>Affix: OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_ALCHEMY2<br/> Prefix: Herbalist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5<br/> Prefix: [ITEM] of Venom<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> |               |



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| <p>Affix: OF_PROC_ACIDRAIN_15<br/> Prefix: [ITEM] of Acid Rain<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: TRINKET_STAT_STRENGTH5<br/> Prefix: [ITEM] of Strength<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_NECROMANCER5<br/> Prefix: [ITEM] of the Necromancer<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED, CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill for 0.5 seconds (named Weapon Zombie Proc)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PROC_GLACIALSPIKE_15<br/> Prefix: [ITEM] of the Glacier<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |               |

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| <p>Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OFTHEMASTER32H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_STEELTOE<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (1.0-1.0)% less Dodge Chance</p> <p>Affix: OF_TL2_MANA_REGEN3<br/> Prefix: Focusing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(3.0-3.0) Mana/s</p> <p>Affix: REAT_OF_PAPER<br/> Prefix: [ITEM] of Speed<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFTHEWIZARD<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots</p> |            |               |

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| Spawns On: [MELEE]<br>Effects:<br>-50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |               |
| Affix: TRINKET_FIREDEFENSE5<br>Prefix: [ITEM] of Cooling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) |            |               |
| Affix: OF_TL2_MANA_REGEN<br>Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(1.0-1.0) Mana/s   |            |               |
| Affix: REAT_OF_DANCING2<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(2.0-2.0)% less chance to block                          |            |               |
| Affix: HP_ADDER_2<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)                                     |            |               |
| Affix: OF_PROCGETHIT_FULLHEAL_1<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1) |            |               |
| Affix: REAT_OF_WONDER5<br>Prefix: [ITEM] of Possibility<br>No Level Range   |            |               |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(20.0-20.0)% more Mana  |            |               |
| Affix: OFTHEMULE5<br>Prefix: [ITEM] of the Mule<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                            |            |               |
| Affix: OF_PROC_THUNDERSTROM_10<br>Prefix: [ITEM] of Thunder<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1) |            |               |
| Affix: REAT_OF_BARD<br>Prefix: Bard's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(1.0-3.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |               |
| Affix: HP_ADDER_3<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)                                      |            |               |
| Affix: REAT_OF_DANCING3<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(3.0-3.0)% more Dodge Chance (named 3)<br>(3.0-3.0)% less chance to block   |            |               |
| Affix: OF_PROCKILL_FULLHEAL_1<br>Prefix: Engulfing [ITEM]   |            |               |

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| <p>Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br/> (Level 1)</p> <p>Affix: REAT_OF_TURBINE<br/> Prefix: Generating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% more charge rate</p> <p>Affix: OFTHEMISER5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Effects:<br/> (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_TL2_CHARGERATEBONUS<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (3.0-3.0)% more charge rate</p> <p>Affix: REAT_OF_REDMAGE5<br/> Prefix: [ITEM] of the Red Wizard<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF, CHEST ARMOR]<br/> Effects:<br/> (8.0-12.0)% more charge rate<br/> +(13.0-17.0) Max HP<br/> +(25.0-35.0) Mana</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100<br/> Prefix: Liberating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> |            |               |

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| <p>Affix: OF_PERCENT_FLAME_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE5<br/> Prefix: [ITEM] of Silence<br/> Minimum Level: 6<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: REAT_OF_EVIL3<br/> Prefix: Evil [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)<br/> (50.0-50.0)% less Effectiveness of Potions<br/> +(140.0-160.0) Mana stolen</p> <p>Affix: OF_PERCENT_ALL_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MANA_REGEN2<br/> Prefix: Focusing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(2.0-2.0) Mana/s</p> <p>Affix: OF_PERCENT_ELECTRIC2_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> |            |               |

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| <p>Affix: OF_TL2_RESIST_SLOW50<br/> Prefix: [ITEM] of Momentum<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (25.0-25.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: OF_ATTRIB_STRENGTH<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE]<br/> Effects:<br/> +(30-40) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5<br/> Prefix: [ITEM] of Mortal Wounds<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB<br/> EAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH3<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM2<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br/> Can't Spawn On: [CANNON]<br/> Effects:<br/> +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> |            |               |

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| <p>Affix: REAT_OF_ALCHEMY5<br/> Prefix: [ITEM] of the Alchemist<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE AL</p> <p>Affix: OF_PROCKILL_FULLHEAL_5<br/> Prefix: [ITEM] of Engulfing<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullhe<br/> (Level 1)</p> <p>Affix: REAT_OF_POLARITY<br/> Prefix: [ITEM] of Polarity<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OF_FIREDEFENSE2<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: TRINKET_GOLDFIND5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |               |

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|                  | Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |               |
|                  | Affix: OF_TL2_DRAWHEALTH2<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt<br>hx2)              |               |
|                  | Affix: REAT_OF_DWARVEN3<br>Prefix: Dwarven [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% less Movement Speed<br>+(30.0-34.0) physical Armor  |               |
|                  | Affix: REAT_OF_DWARVEN2<br>Prefix: Dwarven [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(40.0-40.0)% less Mana<br>(20.0-20.0)% more physical Armor   |               |
|                  | Affix: OF_PROC_THUNDERSTROM_15<br>Prefix: [ITEM] of Thunder<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_<br>ThunderStorm) (Level 1) |               |
|                  | Affix: OF_TL2_DRAWHEALTH3<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt<br>hx3)              |               |
|                  | Affix: OF_FIREDEFENSE3  |               |

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|                  | Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)  |            |
|                  | Affix: OFTHEMASTER52H<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |
|                  | Affix: OF_PROCGETHIT_FULLHEAL_5<br>Prefix: [ITEM] of Regeneration<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_f<br>al) (Level 1)  |            |
|                  | Affix: REAT_OF_ALCHEMY4<br>Prefix: Herbalist's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)   |            |
|                  | Affix: OFVENOM3<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |
|                  | Affix: OFTHESOLDIER<br>Prefix: Soldier [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR) |            |

Affix: OF\_FIREDEFENSE  
Prefix: Cooling [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [RING, SHIELD]  
Can't Spawn On: [COLLAR, STUD]  
Effects:  
+(18.0-24.0) fire armor (named TRINKET\_FIREDEFENSE FIRE DEFENSE)

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: OF\_PERCENT\_FLAME5\_WANDS  
Prefix: [ITEM] of Fire Rage  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  
Effects:  
(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)

Affix: OF\_ATTRIB\_STRENGTH2  
Prefix: Mighty [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [BELT, GLOVES, NECKLACE]  
Effects:  
+(65-80) Strength (named OFFLAME DAMAGE BONUS)

Affix: REAT\_OF\_YETI  
Prefix: [ITEM] of the Yeti  
Minimum Level: 18  
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: OF\_TL2\_SILENCE2  
Prefix: Silencing [ITEM]  
Minimum Level: 6  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]  
Effects:

Inflct on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.

Affix: OF\_TL2\_MANA\_REGEN5  
Prefix: [ITEM] of Focus  
Minimum Level: 5  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [GLOVES, HELMET, NECKLACE]  
Effects:  
+(5.0-5.0) Mana/s

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: 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: 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: 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

Affix: OFTHEMULE2  
Prefix: Intractable [ITEM]  
Minimum Level: 5  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]  
Effects:  
-20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)

Affix: OF\_PROC\_FIRESTORM\_10  
Prefix: [ITEM] of the Fire Storm  
Minimum Level: 5  
Spawn Weight: 4  
Occupies no slots  
Spawns On: [NECKLACE, ONE HANDED]  
Effects:  
(10.0-10.0)% chance to cast WC\_FireStorm on strike from target (named WC\_FireStorm) (Level 1)

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: REAT\_OF\_WONDER2  
Prefix: Wondrous [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [HELMET, STAFF]  
Effects:  
(8.0-8.0)% more Mana

Affix: HP\_ADDER\_5  
Prefix: [ITEM] of Health  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [ARMOR\_ELEMENTAL, RING]  
Can't Spawn On: [COLLAR, STUD]  
Effects:  
+(20.0-25.0) Max HP (named HP\_ADDER\_3 MAX HP)

Affix: REAT\_OF\_DANCING5  
Prefix: [ITEM] of the Super Freak  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [BOOTS, PANTS]  
Effects:  
(5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  
(5.0-5.0)% less chance to block

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]  
Effects:

(1.0-1.0)% more all damage (named OFFLAME 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)  
(10.0-10.0)% more all Damage Taken  
Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds

Affix: REAT\_OF\_REDMAGE3  
Prefix: [ITEM] of the Red Mage  
No Level Range  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [POLEARM, STAFF, CHEST ARMOR]  
Effects:  
(5.0-7.0)% more charge rate  
+(8.0-10.0) Max HP  
+(15.0-21.0) Mana

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)

Affix: OFTHETIGER  
Prefix: Hasty [ITEM]  
Minimum Level: 3  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [GLOVES, WEAPON]  
Effects:  
(2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)

Affix: OFTHEMISER3  
Prefix: Wealthy [ITEM]  
No Level Range  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [BELT, HELMET]  
Effects:  
(6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)

Affix: OF\_PROC\_ACIDRAIN\_10  
Prefix: [ITEM] of Acid Rain  
Minimum Level: 5  
Spawn Weight: 4  
Occupies no slots

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| Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)   |            |               |
| Affix: REAT_OF_EVIL5<br>Prefix: [ITEM] of Soul Reaping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>+(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS)<br>(100.0-100.0)% less Effectiveness of Potions<br>+(130.0-170.0) Mana stolen |            |               |
| Affix: OF_TL2_SILENCE3<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.                              |            |               |
| Affix: REAT_OF_BLESSED<br>Prefix: [ITEM] of the Trade Winds<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br>(20.0-20.0)% less physical Armor  |            |               |
| Affix: OF_PROC_GLACIALSPIKE_10<br>Prefix: [ITEM] of the Glacier<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)   |            |               |
| Affix: OF_TL2_RESIST_IMMOB50<br>Prefix: [ITEM] of Escape<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(25.0-25.0)% more resistance to Immobilize (named resist_immobilize)   |            |               |
| Affix: TRINKET_MAGICFIND5   |            |               |

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| Prefix: [ITEM] of Luck<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)                            |            |               |
| Affix: REAT_OF_TELEPORTONSTRUCK5<br>Prefix: [ITEM] of Phasing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)                           |            |               |
| Affix: OF_PERCENT_ELECTRIC_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)                            |            |               |
| Affix: OF_PERCENT_FLAME2_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)                                      |            |               |
| Affix: REAT_OF_PROC_FROZENSoul_3<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1) |            |               |
| Affix: OF_TL2_DRAWMANA2<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmana2)                                   |            |               |



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| <p>Affix: REAT_OF_TELEPORTONSTRUCK<br/> Prefix: Phasing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: REAT_OF_VILLAINNY3<br/> Prefix: Delinquent [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (25.0-25.0)% more Critical Chance<br/> (25.0-25.0)% less all damage</p> <p>Affix: OF_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS3<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]</p> |            |               |

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| <p>Effects:<br/> Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHETURTLE ARMOR DAMAGE BONUS)</p> <p>Affix: REAT_OF_RESIST_SLOW3<br/> Prefix: Momentum [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (15.0-15.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_WHITEMAGE5<br/> Prefix: [ITEM] of the White Wizard<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br/> Effects:<br/> (12.0-17.0)% more Effectiveness of Potions<br/> +(1.2-1.7) HP/Second<br/> +(12.0-17.0) Max HP</p> <p>Affix: OFTHESAVAGE3<br/> Prefix: Demolishing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER3<br/> Prefix: Paper [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (5.0-5.0)% less all Armor</p> <p>Affix: OFTHEVAMPIRE3<br/> Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2<br/> Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 3</p> |            |               |

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|                  | Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |               |
|                  | Affix: OFTHESAVAGE2<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |               |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more chance to break shields (named unique_shieldbreak)                                 |               |
|                  | Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (Exclusive) |               |
|                  | Affix: OFTHEWINDS2<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |               |
|                  | Affix: OFTHETIGER5<br>Prefix: [ITEM] of Haste<br>Minimum Level: 3<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)  |               |
|                  | Affix: OF_TL2_DRAWMANA3<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots  |               |

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|                  | Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named dragon_ax3)   |               |
|                  | Affix: REAT_OF_PROC_FROZENSOUL_2<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_at_frozensoul_proc) (Level 1) |               |
|                  | Affix: OFTHESTORMS5<br>Prefix: [ITEM] of Reflection<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |               |
|                  | Affix: REAT_OF_DANCING<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(1.0-1.0)% less chance to block                                 |               |
|                  | Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)                   |               |
|                  | Affix: REAT_OF_PROC_FEEDING_5<br>Prefix: [ITEM] of the Feeding Frenzy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)                    |               |
|                  | Affix: OF_TL2_DRAWARMOR_PHYSICAL<br>Prefix: Fortified [ITEM]  |               |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_TL2_PETDAMAGE<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OFLICH5<br/> Prefix: [ITEM] of the Lich<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> +(88.0-112.0) Mana<br/> +(36.0-48.0) Max HP<br/> (100.0-100.0)% less Effectiveness of Potions</p> <p>Affix: OF_PERCENT_FLAME5<br/> Prefix: [ITEM] of Fire Rage<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5<br/> Prefix: [ITEM] of Draining<br/> Minimum Level: 7<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> |               |

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|                  | <p>Affix: OF_TL2_FUMBLECHANCE5<br/> Prefix: [ITEM] of Precision<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% less chance to fumble</p> <p>Affix: OFTHETHORN5<br/> Prefix: [ITEM] of Vengeance<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: REAT_OF_BLOODMAGIC5<br/> Prefix: [ITEM] of Blood Magic<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> -(1.5-1.5) HP/Second<br/> +(10.0-10.0) Mana/s</p> <p>Affix: OFTHEMASTER22H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3<br/> Prefix: Elemental [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, STAFF, WAND]<br/> Effects:<br/> (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)</p> <p>Affix: OF_PERCENT_ICE_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named 2)</p> |               |

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| <p>Affix: REAT_OF_RESIST_IMMOB3<br/> Prefix: Escaping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PROC_BLOODWASH_10<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5<br/> Prefix: [ITEM] of the Superman<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5<br/> Prefix: [ITEM] of Debilitation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named uni_que_immobilize)</p> <p>Affix: REAT_OF_PROC_FROZENSoul_1<br/> Prefix: Numbing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named reat</p> |            |               |

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| <p>_frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BLESSED5<br/> Prefix: [ITEM] of Righteousness<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (5.0-5.0)% less all Damage Taken</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: REAT_OF_STEELTOE5<br/> Prefix: [ITEM] of Cement<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (5.0-5.0)% less Dodge Chance</p> <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |             |

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| Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OFMONK5<br>Prefix: [ITEM] of the Monk<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>(20.0-20.0)% more XP gained<br>(20.0-20.0)% more Fame Gain<br>(20.0-20.0)% less all damage                                |            |                |
| Affix: OFTHETIGER2<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)  |            |                |
| Affix: REAT_OF_PROC_FROZENSOU_5<br>Prefix: [ITEM] of the Frozen Soul<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1) |            |                |
| Affix: OFTHESTORMS2<br>Prefix: Mirrored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |            |                |
| Affix: OF_ATTRIB_DEFENSE<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(30-40) Vitality (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_ELECTRICDEFENSE3<br>Prefix: Grounded [ITEM]<br>No Level Range  |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)   |            |                |
| Affix: OFTHEWINDS5<br>Prefix: [ITEM] of Deflection<br>Minimum Level: 13<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OFTHEARCHER5<br>Prefix: [ITEM] of the Archer<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>(5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-50.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) |            |                |
| Affix: REAT_OF_PROC_SUPER_1<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)  |            |                |
| Affix: TRINKET_POISONDEFENSE5<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |                |
| Affix: REAT_OF_VILLAINNY5<br>Prefix: [ITEM] of Villainy<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br>Effects:<br>(50.0-50.0)% more Critical Chance<br>(50.0-50.0)% less all damage   |            |                |

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| <p>Affix: OFTHESAVANT5<br/> Prefix: [ITEM] of the Savant<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OFTHEMASTER2H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5<br/> Prefix: [ITEM] of the Vampire<br/> Minimum Level: 7<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5<br/> Prefix: [ITEM] of Demolishing<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER5<br/> Prefix: [ITEM] of the Trade Winds<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (10.0-10.0)% less all Armor</p> <p>Affix: OF_TL2_DUALWIELDBONUS<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (3.0-5.0)% more Damage while Dual Wielding</p> |            |                |

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| <p>Affix: OF_PROC_METEORSTRIKE_10<br/> Prefix: [ITEM] of the Meteor<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 100% exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OFTHESTORMS3<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWMANA5<br/> Prefix: [ITEM] of the Usurper<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots</p> |            |                |

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| Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman ax5)  |            |                |
| Affix: OFTHETIGER3<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)                                     |            |                |
| Affix: OF_ATTRIB_MAGIC<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(30-40) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_WONDER<br>Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(4.0-4.0)% more Mana  |            |                |
| Affix: OFTHECHEETAH<br>Prefix: Brisk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)   |            |                |
| Affix: OF_PERCENT_ELECTRIC3<br>Prefix: Electric-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS) |            |                |
| Affix: REAT_OF_PROC_FEEDING_1<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [MELEE]<br>Effects:<br>(5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)   |            |                |
| Affix: TRINKET_STAT_MAGICS<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: PETTAG_TL2_RESIST_SLOW100<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-30.0)% more resistance to Slow (named resist_slow)   |            |                |
| Affix: REAT_OF_ELVENS<br>Prefix: [ITEM] of the Will o' Wisp<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>+(50.0-50.0) electrical armor<br>+(50.0-50.0) fire armor<br>+(50.0-50.0) ice armor<br>+(50.0-50.0) poison armor<br>(10.0-10.0)% more physical Damage Taken |            |                |
| Affix: REAT_OF_PROC_FEEDING_3<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)  |            |                |
| Affix: OF_ICEDDEFENSE3<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)   |            |                |

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| <p>Affix: OF_PERCENT_ELECTRIC5_WANDS<br/> Prefix: [ITEM] of Electric Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_STEELTOE2<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (2.0-2.0)% less Dodge Chance</p> <p>Affix: OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB2<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named uni<br/> que_immobilize)</p> |            |                |

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| <p>Affix: OFTHESAVANT<br/> Prefix: Savant [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: REAT_OF_LICH<br/> Prefix: Lich [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> +(52.0-68.0) Mana<br/> +(18.0-24.0) Max HP<br/> (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: REAT_OF_PROC_SUPER_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_p<br/> upercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE<br/> Prefix: Paired [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-5.0)% more Execute Chance</p> <p>Affix: OF_TL2_FUMBLECHANCE3<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> |            |             |



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| Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(8.0-12.0) Mana (named MANA_ADDER MAX MANA)<br><br>Affix: TRINKET_ICE_BONUS5<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OFTHETHORN3<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: OFTHETHORN2<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: TRINKET_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)<br><br>Affix: REAT_OF_BLOODMAGIC3<br>Prefix: Blood Tapping [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>-(0.9-0.9) HP/Second<br>+(6.0-6.0) Mana/s<br><br>Affix: REAT_ELEMEFFECT_DURATION_BONUS5<br>Prefix: [ITEM] of the Elements<br>Minimum Level: 5<br>Spawn Weight: 5 |            |                |

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| Occupies no slots<br>Spawns On: [NECKLACE, STAFF, WAND]<br>Effects:<br>(2-2) second increased duration of elemental effects (named ELEMEFFECTDURATION_BONUS)<br><br>Affix: OF_TL2_FUMBLECHANCE2<br>Prefix: Precise [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(8.0-8.0)% less chance to fumble<br><br>Affix: REAT_OF_PROC_SUPER_3<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)<br><br>Affix: OF_ELECTRICDEFENSE<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OF_TL2_CRITICALDAMAGE2H<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: REAT_OF_ELECATTUN<br>Prefix: [ITEM] of Electric Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more electric damage<br>+(100.0-100.0) electrical armor<br>-(100.0-100.0) poison armor<br>(20.0-20.0)% less poison damage |            |                |

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| <p>Affix: OFTHETHORN<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_IMMOB3<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OF_PERCENT_FLAME2<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD2<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_DRAWMANA<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawmanax1)</p> <p>Affix: REAT_OF_STEELTOE3<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> |            |                |

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| <p>(3.0-3.0)% less Dodge Chance</p> <p>Affix: REAT_OF_RANGER<br/> Prefix: [ITEM] of the Black Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF]<br/> Effects:<br/> (3.0-3.0)% more Cast Speed<br/> +(1.0-1.0) Mana/s<br/> +(1.0-1.0) Mana</p> <p>Affix: OF_ICEDEFENSE2<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLESSED3<br/> Prefix: Blessed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (3.0-3.0)% less all Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_2<br/> Prefix: Piranha [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H3<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5</p> |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS3<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br>) (Level 1)               |            |                |
| Affix: OF_TL2_CHARGERATEBONUS3<br>Prefix: Energizing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(9.0-9.0)% more charge rate  |            |                |
| Affix: REAT_OF_DUELIST3<br>Prefix: Duelist [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(5.0-5.0)% more Movement Speed<br>(2.0-2.0)% more Dodge Chance<br>(5.0-5.0)% more Attack Speed<br>(2.0-2.0)% less chance to block |            |                |
| Affix: OF_PROCKILL_ZOMBIE_10<br>Prefix: [ITEM] of Shadow<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)           |            |                |
| Affix: OF_PERCENT_FLAME<br>Prefix: Fire-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)                              |            |                |

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| Affix: REAT_OF_PARRYING<br>Prefix: Parrying [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: MANA_ADDER_2<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)   |            |                |
| Affix: REAT_LIFEPERCENT5<br>Prefix: [ITEM] of the Blood Knight<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: REAT_OF_PROC_POISONBURST_2<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)   |            |                |
| Affix: OFTHESOLDIER5<br>Prefix: [ITEM] of the Soldier<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR) |            |                |
| Affix: OF_ATTRIB_DEXTERITY2<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:  |            |                |

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| +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_PETHEALTH2<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                     |            |                |
| Affix: OF_TL2_BLINDING2<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding) |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER7<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)                                |            |                |
| Affix: OF_TL2_BLINDING3<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding) |            |                |
| Affix: OF_TL2_PETHEALTH3<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                     |            |                |
| Affix: REAT_OF_BARD5<br>Prefix: [ITEM] of the Legend<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:   |            |                |

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| (7.0-10.0)% more Fame Gain (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_ATTRIB_DEXTERITY3<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(100-120) Dexterity (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROC_POISONBURST_3<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1) |            |                |
| Affix: MANA_ADDER_3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)                       |            |                |
| Affix: OF_PROC_STORMCLAW15<br>Prefix: [ITEM] of Zapping<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)    |            |                |
| Affix: OF_TL2_SPLASH5<br>Prefix: [ITEM] of Carnage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF]<br>Effects:<br>(75.0-75.0)% more Damage to Secondary Targets         |            |                |
| Affix: OF_PERCENT_POISON3_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots   |            |                |

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| Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H2<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_CHARGERATEBONUS2<br>Prefix: Energizing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(6.0-6.0)% more charge rate  |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS2<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br>) (Level 1) |            |                |
| Affix: OF_TL2_FEAR5<br>Prefix: [ITEM] of Terror<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)                            |            |                |
| Affix: OF_PERCENT_ALL2_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)                                    |            |                |
| Affix: OF_TL2_CRITICALDAMAGE3<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots   |            |                |

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| Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OFRESISTANCE5<br>Prefix: [ITEM] of Resistance<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |                |
| Affix: OF_TL2_CRITICALDAMAGE<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OF_PERCENT_ICE3<br>Prefix: Ice-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_WHIRLWIND3<br>Prefix: Whirlwind [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% more Cast Speed<br>(25.0-25.0)% less all damage<br>(25.0-25.0)% more Attack Speed  |            |                |
| Affix: OF_TL2_HEALTH_REGEN<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.3-0.3) HP/Second  |            |                |

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| <p>Affix: OF_POISONDEFENSE2<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE3<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_PROC_POISONBURST_1<br/> Prefix: Miasma [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonbu<br/> rst_proc) (Level 1)</p> <p>Affix: REAT_OF_HAPPINESS5<br/> Prefix: [ITEM] of Happiness<br/> Minimum Level: 20<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more HP</p> <p>Affix: OFTHEMULE<br/> Prefix: Intractable [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PERCENT_ICE3_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFICE3<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5<br/> Prefix: [ITEM] of Lightning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER5<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_SPLASH<br/> Prefix: Slashing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POL<br/> STAFF]<br/> Effects:<br/> (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5<br/> Prefix: [ITEM] of Rejuvenation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(1.5-1.5) HP/Second</p> |            |             |

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| <p>Affix: OFTHEDRAKE<br/> Prefix: [ITEM] of the Drake<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RANGERS5<br/> Prefix: [ITEM] of the Beast Master<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Health<br/> (10.0-15.0)% more Pet Speed<br/> (10.0-15.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON3<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE2<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> Minimum Level: 8<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_ICE2<br/> Prefix: Ice-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROC_BLINDCLOUD_10<br/> Prefix: [ITEM] of Clouded Vision<br/> Minimum Level: 5<br/> Spawn Weight: 4</p> |            |                |

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| Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)   |            |                |
| Affix: OFTHEOWL5<br>Prefix: [ITEM] of Mystery<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(44.0-56.0) Mana (named OFTHEOWL MAX MANA)   |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS1<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)                               |            |                |
| Affix: OFTHEMAGE5<br>Prefix: [ITEM] of the Invoker<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: OFTHEBEAR<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS) |            |                |
| Affix: REAT_OF_EARTHATTUN<br>Prefix: [ITEM] of Earth Attunement   |            |                |

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| Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more physical damage<br>No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00 x 25.00, dur 0.00, type physical, level -1)<br>(100.0-100.0)% less charge rate |            |                |
| Affix: REAT_OF_DUELIST5<br>Prefix: [ITEM] of the Wind Walker<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Movement Speed<br>(3.0-3.0)% more Dodge Chance<br>(10.0-10.0)% more Attack Speed<br>(3.0-3.0)% less chance to block  |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H5<br>Prefix: [ITEM] of Violence<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS5<br>Prefix: [ITEM] of Safekeeping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)                           |            |                |
| Affix: OF_TL2_CHARGERATEBONUS5<br>Prefix: [ITEM] of Energy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(15.0-15.0)% more charge rate   |            |                |
| Affix: OF_TL2_SPLASH2<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF]  |            |                |



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| <p>Effects:<br/> (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: OFRESISTANCE<br/> Prefix: [ITEM] of Resistance<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHECHEETAH5<br/> Prefix: [ITEM] of Speed<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: REAT_LIFEPERCENT3<br/> Prefix: Bloody [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE<br/> Prefix: [ITEM] of the White Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMACE, STAFF]<br/> Effects:<br/> (10.0-10.0)% more Effectiveness of Potions<br/> +(1.0-1.0) HP/Second<br/> +(1.0-1.0) Max HP</p> <p>Affix: REAT_OF_BARD2<br/> Prefix: Bard's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (3.0-5.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_POISON5_WANDS<br/> Prefix: [ITEM] of Poison Rage</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_BLINDING5<br/> Prefix: [ITEM] of Blinding<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named offblinding)</p> <p>Affix: OF_TL2_PETHEALTH5<br/> Prefix: [ITEM] of Invigoration<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/> Effects:<br/> (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD3<br/> Prefix: Bard's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (5.0-7.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5<br/> Prefix: [ITEM] of the Scourge<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OF_ATTRIB_DEXTERITY5<br/> Prefix: [ITEM] of Agility<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_LIFEPERCENT2<br/> Prefix: Bloody [ITEM]</p> |            |                |

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| <p>Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: MANA_ADDER_5<br/> Prefix: [ITEM] of Wisdom<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: REAT_OF_ELVEN3<br/> Prefix: Elven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> +(30.0-30.0) electrical armor<br/> +(30.0-30.0) fire armor<br/> +(30.0-30.0) ice armor<br/> +(30.0-30.0) poison armor<br/> (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_TL2_SPLASH3<br/> Prefix: Slashing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br/> Effects:<br/> (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFTHEOWL<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PROC_BLINDCLOUD_15<br/> Prefix: [ITEM] of Clouded Vision<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:</p> |            |                |

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| <p>(15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5<br/> Prefix: [ITEM] of Violence<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE2<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FEAR3<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEMAGE PERCENT FEAR)<br/> NT MAX HP)</p> <p>Affix: TRINKET_POISON_BONUS5<br/> Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br/> )</p> <p>Affix: OFTHEOWL2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PERCENT_ICE5<br/> Prefix: [ITEM] of Ice Rage<br/> Minimum Level: 11<br/> Spawn Weight: 5</p> |            |                |

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| Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_WHITEMAGE<br>Prefix: [ITEM] of the White Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more Effectiveness of Potions<br>+(0.7-1.3) HP/Second<br>+(8.0-10.0) Max HP            |            |                |
| Affix: REAT_OF_WHIRLWIND5<br>Prefix: [ITEM] of the Tornado<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br>Effects:<br>(50.0-50.0)% more Cast Speed<br>(50.0-50.0)% less all damage<br>(50.0-50.0)% more Attack Speed |            |                |
| Affix: OFTHESEEKER2<br>Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: REAT_OF_PARRYING2<br>Prefix: Parrying [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>(2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_HAPPINESS3<br>Prefix: Joyful [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(12.0-12.0)% more HP   |            |                |
| Affix: OF_TL2_PETDAMAGE5  |            |                |

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| Prefix: [ITEM] of Command<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER2<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: OF_TL2_HEALTH_REGEN2<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.6-0.6) HP/Second  |            |                |
| Affix: TRINKET_POISONPERCENT_DEFENSE5<br>Prefix: [ITEM] of Curing<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELIMINATE DEFENSE) |            |                |
| Affix: OFLIGHTNING3<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_IMMOB<br>Prefix: Debilitating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named v_e_immobilize)  |            |                |

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| <p>Affix: OFFICE5<br/> Prefix: [ITEM] of Ice<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> + (21.0-29.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING2<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> + (9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> + (0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_RANGER3<br/> Prefix: [ITEM] of the Ranger<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br/> Effects:<br/> (5.0-9.0)% more Minion/Pet Health<br/> (5.0-9.0)% more Pet Speed<br/> (5.0-9.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: REAT_OF_HAPPINESS2<br/> Prefix: Joyful [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (8.0-8.0)% more HP</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS_2<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br/> ) (Level 1)</p> <p>Affix: REAT_OF_PARRYING3<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5<br/> Prefix: [ITEM] of Remedy<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROC_STORMCLAW10<br/> Prefix: [ITEM] of Zapping<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc)<br/> ) (Level 1)</p> |            |                |

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| <p>Affix: OF_PERCENT_ICE5_WANDS<br/> Prefix: [ITEM] of Ice Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFTHEOWL3<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_FEAR2<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFTHEMAGE3<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> |            |                |

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| <p>Affix: REAT_LIFEPERCENT<br/> Prefix: Bloody [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE5<br/> Prefix: [ITEM] of the Black Wizard<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br/> Effects:<br/> (10.0-12.0)% more Cast Speed<br/> +(3.0-4.0) Mana/s<br/> +(30.0-40.0) Mana</p> <p>Affix: OF_TL2_SILENCE<br/> Prefix: Silencing [ITEM]<br/> Minimum Level: 6<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_PROC_METEORSTRIKE_5<br/> Prefix: [ITEM] of the Meteor<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named OFTHEMETEOR Strike) (Level 1)</p> <p>Affix: OFTHEMASTER3<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]</p> |            |                |

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| <p>Effects:<br/>         +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5<br/>         Prefix: [ITEM] of the Ram<br/>         Minimum Level: 5<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [RANGED WEAPON]<br/>         Effects:<br/>         -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHESAGE2<br/>         Prefix: Sage [ITEM]<br/>         Minimum Level: 5<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [HELMET, NECKLACE]<br/>         Effects:<br/>         (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3<br/>         Prefix: Bifold [ITEM]<br/>         Minimum Level: 5<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR<br/>         Prefix: Creepy [ITEM]<br/>         Minimum Level: 5<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [STAFF, WAND]<br/>         Effects:<br/>         Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5<br/>         Prefix: [ITEM] of Warming<br/>         Minimum Level: 25<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS<br/>         Prefix: Poison-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots</p> |            |                |

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| <p>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/>         Effects:<br/>         (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM<br/>         Prefix: Venomous [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br/>         Can't Spawn On: [CANNON]<br/>         Effects:<br/>         +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEWINDS<br/>         Prefix: Deflecting [ITEM]<br/>         Minimum Level: 13<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [PANTS]<br/>         Effects:<br/>         (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER<br/>         Prefix: Archer [ITEM]<br/>         Minimum Level: 5<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [RANGED WEAPON]<br/>         Effects:<br/>         (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/>         -30.0 knockback (named OFTHEARCHER KNOCK BACK)<br/>         (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/>         Prefix: Bifold [ITEM]<br/>         Minimum Level: 5<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/>         Prefix: Warming [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [RING, SHIELD]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHESAGE3<br/>         Prefix: Sage [ITEM]<br/>         Minimum Level: 5</p> |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_ATTRIB_MAGIC3<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(100-120) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: TRINKET_STAT_DEFENSE5<br>Prefix: [ITEM] of Vitality<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)                               |            |                |
| Affix: OFTHEMASTER2<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: TRINKET_ELECTRICDEFENSE5<br>Prefix: [ITEM] of Insulating<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OF_TL2_BLINDING<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)                             |            |                |
| Affix: OF_TL2_EXECUTE5   |            |                |

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| Prefix: [ITEM] of Duality<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_5<br>Prefix: [ITEM] of Energy Blast<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1) |            |                |
| Affix: OF_PERCENT_ICE2_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)                                      |            |                |
| Affix: OF_TL2_CHARGEDECAY5<br>Prefix: [ITEM] of Grasping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON]<br>Effects:<br>(35.0-35.0)% less charge bar decay rate   |            |                |
| Affix: OF_PERCENT_ALL3_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)                                      |            |                |
| Affix: REAT_OF_BATTERYPOWERED3<br>Prefix: Battery Powered [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>-(3.0-3.0) Mana/s<br>+(26.0-34.0) electric damage   |            |                |
| Affix: OF_TL2_DRAWARMOR3   |            |                |

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|                  | <p>Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_FIREATTUN<br/> Prefix: [ITEM] of Fire Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more fire damage<br/> +(100.0-100.0) fire armor<br/> -(100.0-100.0) ice armor<br/> (20.0-20.0)% less ice damage</p> <p>Affix: OF_TL2_CHARGEDECAY<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-8.0)% less charge bar decay rate</p> <p>Affix: REAT_OF_GHOUL<br/> Prefix: [ITEM] of the Ghoul<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEELEPHANT3<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_SHIELDBREAK3<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:</p> |                |

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|                  | <p>(30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5<br/> Prefix: [ITEM] of Swiftess<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_CURSED2<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_CURSED3<br/> Prefix: Cursed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)<br/> (15.0-15.0)% more all Damage Taken<br/> Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3<br/> Prefix: Bacteroid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(0.9-0.9) HP/Second<br/> +(26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |                |



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|                  | Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)<br><br>Affix: OFFLAMES<br>Prefix: [ITEM] of Fire<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OF_TL2_DRAWARMOR2<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)<br><br>Affix: TRINKET_ELECTRIC_PERCENT5<br>Prefix: [ITEM] of Shock<br>Minimum Level: 15<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: REAT_OF_POISONATTUN<br>Prefix: [ITEM] of Poison Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more poison damage<br>+(100.0-100.0) poison armor<br>-(100.0-100.0) electrical armor<br>(20.0-20.0)% less electric damage<br><br>Affix: OF_PERCENT_ICE<br>Prefix: Ice-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS) |                |

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|                  | Affix: OF_TL2_MISSILERANGEPLUS2<br>Prefix: Long Range [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br>Effects:<br>+(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)<br><br>Affix: PETTAG_TL2_SHIELDBREAKER5<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(50.0-50.0)% more chance to break shields (named unique_shieldbreak)<br><br>Affix: OF_PERCENT_ALL5<br>Prefix: [ITEM] of the Spectrum<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)<br><br>Affix: OF_TL2_EXECUTE2<br>Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: REAT_OF_BLACKMAGE3<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br>Effects:<br>(6.0-8.0)% more Cast Speed<br>+(2.0-2.5) Mana/s |                |

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|                  | + (20.0-25.0) Mana  |                |
|                  | Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |                |
|                  | Affix: OFTHEMASTER5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                  |                |
|                  | Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrad enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)                           |                |
|                  | Affix: OFHTERAM3<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |                |
|                  | Affix: OF_TL2_DUALWIELDBONUS5<br>Prefix: [ITEM] of Re-Doubling<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(18.0-22.0)% more Damage while Dual Wielding |                |
|                  | Affix: REAT_OF_ICEATTUN<br>Prefix: [ITEM] of Ice Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more ice damage<br>+(100.0-100.0) ice armor               |                |

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|                  | -(100.0-100.0) fire armor<br>(20.0-20.0)% less fire damage   |                |
|                  | Affix: REAT_OF_NECROMANCER<br>Prefix: Voodoo [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 10 seconds (named Weapon Zombie Proc) |                |
|                  | Affix: HP_ADDER<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-7.0) Max HP (named HP_ADDER MAX HP)   |                |
|                  | Affix: PETTRINKET_LIFESTEAL_MASTER<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |                |
|                  | Affix: OFTHESAGE5<br>Prefix: [ITEM] of the Sage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)   |                |
|                  | Affix: OF_PROCKILL_METEORSTRIKE_10<br>Prefix: [ITEM] of Annihilation<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)     |                |
|                  | Affix: OFTHEELEPHANT<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots   |                |

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| Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)   |            |                |
| Affix: OF_ATTRIB_MAGIC5<br>Prefix: [ITEM] of the Mage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(170-200) Focus (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFHTERAM2<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |                |
| Affix: TRINKET_POISON_PERCENT5<br>Prefix: [ITEM] of Poisoning<br>Minimum Level: 15<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OFICE<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_EXECUTE3<br>Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_1<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)  |            |                |
| Affix: OF_PERCENT_ALL2<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)              |            |                |
| Affix: REAT_OFMONK<br>Prefix: Monk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>(10.0-10.0)% more XP gained<br>(10.0-10.0)% more Fame Gain<br>(10.0-10.0)% less all damage                   |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_3<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1) |            |                |
| Affix: OF_TL2_DRAWHEALTH<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth)                 |            |                |
| Affix: PETTAG_TL2_SHIELDBREAKER2<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named unique_shieldbreak)                                |            |                |
| Affix: OFTHEVAMPIRE   |            |                |

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|                  | <p>Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BATTERYPOWERED5<br/> Prefix: [ITEM] of Powered Drain<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(5.0-5.0) Mana/s<br/> +(42.0-58.0) electric damage</p> <p>Affix: OF_ATTRIB_DEFENSE3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel</p> |                |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Eve)</p> <p>Affix: OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT5<br/> Prefix: [ITEM] of Health<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: REAT_OF_TURBINE5<br/> Prefix: [ITEM] of the Turbine<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (25.0-25.0)% more charge rate</p> <p>Affix: OFTHESEEKER<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ICE_PERCENT5<br/> Prefix: [ITEM] of Freezing<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL I)</p> <p>Affix: REAT_OF_HAPPINESS</p> |                |

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|                  | <p>Prefix: Joyful [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (4.0-4.0)% more HP</p> <p>Affix: REAT_OF_BACTEROID5<br/> Prefix: [ITEM] of Bubonic Strength<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(1.5-1.5) HP/Second<br/> +(42.0-58.0) poison damage</p> <p>Affix: REAT_OF_CURSED5<br/> Prefix: [ITEM] of the Demon Pact<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)<br/> (25.0-25.0)% more all Damage Taken<br/> Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds</p> <p>Affix: OFFLAME3<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHESTORMS<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY2<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (16.0-16.0)% less charge bar decay rate</p> |                |

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|                  | <p>Affix: OF_ATTRIB_DEFENSE2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(65-80) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_PERCENT5<br/> Prefix: [ITEM] of Incineration<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)</p> <p>Affix: OFTHEBULL<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS<br/> Prefix: [ITEM] of the Spectrum<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)</p> |                |

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| <p>Affix: REAT_OF_GOLEM<br/> Prefix: [ITEM] of the Yeti<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2<br/> Prefix: Bursting [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PERCENT_ALL3<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER52H<br/> Prefix: [ITEM] of Skill<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, TWO HANDED]<br/> Effects:<br/> (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OFWISDOM<br/> Prefix: [ITEM] of the Sage<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]</p> |            |                |

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| <p>Effects:<br/> (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: ELEC2<br/> Prefix: Resonant [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2)<br/> Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)</p> <p>Affix: CRIT_CHANCE1<br/> Prefix: [ITEM] of Ire<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG1<br/> Prefix: Strife-Sigil [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)</p> <p>Affix: MAG1<br/> Prefix: Mage's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(25-50) Focus (named MAG1)</p> <p>Affix: PROC_OPENWOUND3<br/> Prefix: [ITEM] of Wounding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range</p> |            |                |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (5-10) on hit (named Degrade1)  |            |                |
| Affix: CLASS_BASED_D_A<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph) |            |                |
| Affix: THORNS_POIS3<br>Prefix: Noxious [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% poison damage reflected (named THORNS_POIS3)   |            |                |
| Affix: DMG_PROC_ICE1<br>Prefix: Shard-Barb [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)  |            |                |
| Affix: DMG_PROC_ELEC1<br>Prefix: Jolt-Barb [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)  |            |                |
| Affix: WEAPON_MAT12<br>Prefix: Hexsteel [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) poison damage (named WEAPON_MAT12)<br>Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br>+(5.0-10.0) physical damage (named WEAPON_MAT12)                   |            |                |

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| Affix: CLASS_BASED_B_1<br>Prefix: Totemic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)   |            |                |
| Affix: XP2<br>Prefix: Wanderer's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)   |            |                |
| Affix: DMG_PERCENT_FIRE1<br>Prefix: Flame-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)  |            |                |
| Affix: RED_ELEMENTAL_RANGE2<br>Prefix: Flux [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) |            |                |
| Affix: DMG_PERCENT_BONUS4<br>Prefix: Grim [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)  |            |                |
| Affix: DMG_PERCENT_BONUS5<br>Prefix: Cruel [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3  |            |                |

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|                  | <p>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC1<br/>Prefix: Volt-Flicker [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE3<br/>Prefix: Chaotic [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/>Effects:<br/>(1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>(1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/>(1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: VIT4<br/>Prefix: Guardian's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CANNON, HELMET, RING, SHIELD]<br/>Effects:<br/>+(175-250) Vitality (named VIT4)</p> <p>Affix: MF1<br/>Prefix: Vintage [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/>Effects:<br/>(1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1<br/>Prefix: Bandit's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HSWORD, BELT, FIST]<br/>Effects:<br/>+(50-100) Strength (named STR_DEX1)<br/>+(50-100) Dexterity (named STR_DEX1)</p> |                |

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|                  | <p>Affix: XP3<br/>Prefix: Explorer's [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, CHEST ARMOR, PANTS]<br/>Effects:<br/>(5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14<br/>Prefix: Shadivari [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>(5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)<br/>(5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT13<br/>Prefix: Saronite [ITEM]<br/>Minimum Level: 15<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>+(5.0-10.0) ice damage (named WEAPON_MAT13)<br/>(15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)<br/>+(5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1<br/>Prefix: Flare-Barb [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)</p> <p>Affix: THORNS_POIS2<br/>Prefix: Despoiled [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>Effects:<br/>(20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2<br/>Prefix: [ITEM] of Bloodletting<br/>Minimum Level: 10<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/>Effects:</p> |                |



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|                  | (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)  |                |
|                  | Affix: DMG_ELEMENTAL_RANGE1<br>Prefix: Elemental [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br>) |                |
|                  | Affix: ELEC3<br>Prefix: Thundering [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br>-25.0 knockback (named ELEC3)   |                |
|                  | Affix: CRIT_CHANCE2<br>Prefix: [ITEM] of Menace<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)   |                |
|                  | Affix: ELEC1<br>Prefix: Shocking [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)   |                |
|                  | Affix: RED_DMG_MELEE_DMG2<br>Prefix: Battle-Rune [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br>(3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)  |                |

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|                  | Affix: DMG_ELEMENTAL_RANGE3<br>Prefix: Chaotic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) |                |
|                  | Affix: MAG2<br>Prefix: Wizard's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+ (50-100) Focus (named MAG2)  |                |
|                  | Affix: DEGRADE2<br>Prefix: Shattering [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br>Effects:<br>Degrade enemy armor by (10-15) on hit (named Degrade2)  |                |
|                  | Affix: DODGE5<br>Prefix: [ITEM] of Displacement<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)  |                |
|                  | Affix: CLASS_BASED_D_4<br>Prefix: Ebonwood [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>-25.0 knockback (named CLASS_BASED_D_4)<br>(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)  |                |
|                  | Affix: DMG_PROC_ELEC2<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range   |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)   |            |                |
| Affix: DMG_PROC_ICE2<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)   |            |                |
| Affix: CLASS_BASED_D_B<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (name<br>d CLASS_BASED1) (Uses PERCENT graph)        |            |                |
| Affix: WEAPON_MAT11<br>Prefix: Thorium [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) electric damage (named WEAPON_MAT11)<br>Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT1<br>1) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT11)    |            |                |
| Affix: CLASS_BASED_B_2<br>Prefix: [ITEM] of Reaving<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT grap<br>h)<br>(15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses<br>PERCENT graph) |            |                |
| Affix: XP1<br>Prefix: Seeker's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:  |            |                |

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| (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)  |            |             |
| Affix: MF3<br>Prefix: Antique [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)  |            |             |
| Affix: ARM_ILLUM4<br>Prefix: Lightweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) electric Armor (named ARM_ILLUM4)<br>(5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT gra   |            |             |
| Affix: DMG_PERCENT_FIRE2<br>Prefix: Flame-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT gra  |            |             |
| Affix: DMG_PERCENT_ELEC3<br>Prefix: Volt-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT<br>aph)  |            |             |
| Affix: RED_ELEMENTAL_RANGE1<br>Prefix: Elemental [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses<br>CENT graph)<br>(1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PER<br>graph)<br>(1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PER<br>graph) |            |             |
| Affix: DMG_PERCENT_BONUS6<br>Prefix: Merciless [ITEM]   |            |             |

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|                  | <p>Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2<br/> Prefix: Volt-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3<br/> Prefix: Flame-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2<br/> Prefix: Outlaw's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, BELT, FIST]<br/> Effects:<br/> +(75-150) Strength (named STR_DEX2)<br/> +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2<br/> Prefix: Archaic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br/> (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> |                |

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|                  | <p>Affix: WEAPON_MAT10<br/> Prefix: Elementium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT10)<br/> (2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br/> +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1<br/> Prefix: Foul [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4<br/> Prefix: Phased [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3<br/> Prefix: Sundering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (15-20) on hit (named Degrade3)</p> |                |

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| <p>Affix: PROC_OPENWOUND1<br/> Prefix: [ITEM] of Cutting<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3<br/> Prefix: Sorcerer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE3<br/> Prefix: [ITEM] of Havoc<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1</p> |            |                |

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| <p>Prefix: Looter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br/> (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4<br/> Prefix: Over-Charged [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT14<br/> Prefix: Titansteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9<br/> Prefix: Greenmist [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p> <p>Affix: XP4<br/> Prefix: Adventurer's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3<br/> Prefix: [ITEM] of the Bastion<br/> Minimum Level: 15<br/> Spawn Weight: 3</p> |            |                |

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|                  | Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)  |                |
|                  | Affix: FACTION_ARMOR13<br>Prefix: Battle Scarred [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]<br>Effects:<br>(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph) |                |
|                  | Affix: VIT3<br>Prefix: Sentinel's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>+(100-175) Vitality (named VIT3)   |                |
|                  | Affix: ARM_ILLUM1<br>Prefix: Duskweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) poison Armor (named ARM_ILLUM1)<br>(5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)   |                |
|                  | Affix: DMG_PERCENT_BONUS2<br>Prefix: Wicked [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)  |                |
|                  | Affix: VIT_MAG1<br>Prefix: Shaman's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>+(50-100) Vitality (named VIT_MAG1)   |                |

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|                  | +(50-100) Focus (named VIT_MAG1)   |                |
|                  | Affix: RED_ELEMENTAL_RANGE4<br>Prefix: Aetheric [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)   |                |
|                  | Affix: RED_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) |                |
|                  | Affix: REFLECT_LITE1<br>Prefix: Rebounding [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)  |                |
|                  | Affix: DMG_PERCENT_BONUS3<br>Prefix: Vicious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)   |                |
|                  | Affix: VIT2<br>Prefix: Defender's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:  |                |

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|                  | +(50-100) Vitality (named VIT2)<br><br>Affix: FACTION_ARMOR12<br>Prefix: Thranic [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)<br><br>Affix: BLOCK2<br>Prefix: Defiant [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br>(5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)<br><br>Affix: FACTION_ARMOR8<br>Prefix: Aesir [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)<br><br>Affix: WEAPON_MAT15<br>Prefix: Cobalt [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) ice damage (named WEAPON_MAT14)<br>(0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT14)<br><br>Affix: DODGE1<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)<br><br>Affix: PROC_OPENWOUND4<br>Prefix: [ITEM] of Severing<br>Minimum Level: 10 |                |

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|                  | Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>(15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)<br><br>Affix: CRIT_CHANCE4<br>Prefix: [ITEM] of Ruin<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)<br><br>Affix: BOOTS10<br>Prefix: Leyline [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br>+(25-60) Focus (named BOOTS10)<br><br>Affix: MAG4<br>Prefix: Arcanist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(175-250) Focus (named MAG4)<br><br>Affix: DMG_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br><br>Affix: DODGE3<br>Prefix: Hazy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, BOOTS]<br>Effects:<br>(4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph) |                |

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| <p>Affix: CLASS_BASED_D_2<br/> Prefix: Wirewood [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4<br/> Prefix: Sieging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrad enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: WEAPON_MAT17<br/> Prefix: Nethricite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: GFMF_PROC_THIEFS2<br/> Prefix: Thief's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br/> (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR10<br/> Prefix: Highguard [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4</p> |            |                |

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| <p>Prefix: Spirit-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)<br/> +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: DMG_PERCENT_FIRE4<br/> Prefix: Flame-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2<br/> Prefix: Dawnweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) fire Armor (named ARM_ILLUM2)<br/> -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS1<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG2<br/> Prefix: Hermit's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> +(75-150) Vitality (named VIT_MAG2)<br/> +(75-150) Focus (named VIT_MAG2)</p> <p>Affix: REFLECT_LITE2<br/> Prefix: Ricochet [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: DMG_PERCENT_ELEC4<br/> Prefix: Volt-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM3<br/> Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) ice Armor (named ARM_ILLUM3)<br/> (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: VIT1<br/> Prefix: Sentry's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(25-50) Vitality (named VIT1)</p> <p>Affix: MF4<br/> Prefix: Ancient [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11<br/> Prefix: Muursat [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1<br/> Prefix: Vigilant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]</p> |            |                |

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| <p>Effects:<br/> (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16<br/> Prefix: Pyrite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT16)<br/> (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3<br/> Prefix: Cairnstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)<br/> Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2<br/> Prefix: [ITEM] of Blurring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE5<br/> Prefix: [ITEM] of Calamity<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> |            |                |



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| <p>Affix: BOOTS11<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br/> +(25-60) Strength (named BOOTS11)</p> <p>Affix: WEAPON_MAT3<br/> Prefix: Velium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) ice damage (named WEAPON_MAT3)<br/> Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1<br/> Prefix: [ITEM] of the Wastes<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF13<br/> Prefix: Lord's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RING]<br/> Effects:<br/> (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)<br/> (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS2</p> |            |                |

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| <p>Prefix: Mercurial [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS2)<br/> +(75-150) Dexterity (named ARMOR_STATS2)</p> <p>Affix: HP_MP_STEAL_PERCENT1<br/> Prefix: Siphoning [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br/> (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4<br/> Prefix: Manafused [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br/> (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br/> +(0.5-1.3) Mana/s (named dual_elemred_bonus4)</p> <p>Affix: FUMBLE_DAMAGE1<br/> Prefix: [ITEM] of Skill<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT2<br/> Prefix: [ITEM] of the Inferno<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: FAME1<br/> Prefix: Acclaimed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]</p> |            |                |

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| Effects:<br>(1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)  |            |                |
| Affix: DMG_PHYS_POIS_RANGE5<br>Prefix: Abberant [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br>(5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)                                      |            |                |
| Affix: PET_BUFF12<br>Prefix: Commander's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, CANNON]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)  |            |                |
| Affix: WEAPON_MAT2<br>Prefix: Obsidian [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT2)<br>(4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT2)   |            |                |
| Affix: CLASS_BASED_A_1<br>Prefix: Magebane [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph) |            |                |
| Affix: DMG_BONUS_MISC1<br>Prefix: Weighted [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]<br>Effects:<br>+(10.0-20.0) physical damage (named DMG_BONUS_MISC1)<br>Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_  |            |                |

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| MISC1) (Uses PERCENT graph)  |            |                |
| Affix: ICE_DOT2<br>Prefix: [ITEM] of Desolation<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)  |            |                |
| Affix: DMG_BONUS_MISC3<br>Prefix: Honed [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC3)<br>(10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)  |            |                |
| Affix: CLASS_BASED_A_3<br>Prefix: Headhunter's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>(3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)<br>(3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)        |            |                |
| Affix: CAST_SPEED4<br>Prefix: War-Mage's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF]<br>Effects:<br>(15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)  |            |                |
| Affix: ARM_BONUS_STUNRES4<br>Prefix: Turtle's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) |            |                |
| Affix: PET_BUFF10<br>Prefix: Thaumaturgist's [ITEM]<br>Minimum Level: 16   |            |                |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1<br/> Prefix: Silvery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS1)<br/> +(50-100) Dexterity (named ARMOR_STATS1)</p> <p>Affix: FAME3<br/> Prefix: Notorious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE5<br/> Prefix: Abberant [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT2<br/> Prefix: Parasitic [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)<br/> (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_DAMAGE2<br/> Prefix: [ITEM] of Expertise<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:</p> |                |

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|                  | <p>(4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_DAMAGE3<br/> Prefix: [ITEM] of Mastery<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT1<br/> Prefix: [ITEM] of Incineration<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)</p> <p>Affix: ARMOR_MAT8<br/> Prefix: Rubicite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) fire Armor (named ARMOR_MAT8)<br/> +(0.5-1.5) HP/Second (named ARMOR_MAT8)</p> <p>Affix: RED_PHYS_POIS_RANGE4<br/> Prefix: Writhing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br/> (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT3<br/> Prefix: Consuming [ITEM]<br/> Minimum Level: 30<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME2<br/> Prefix: Famed [ITEM]</p> |                |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF11<br/> Prefix: Officer's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, CANNON]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5<br/> Prefix: Chitinous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br/> (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2<br/> Prefix: Dark-Stalker [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)<br/> (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2<br/> Prefix: Tempered [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br/> (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT1<br/> Prefix: Bone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots</p> |                |

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|                  | <p>Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) physical damage (named WEAPON_MAT1)<br/> (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1<br/> Prefix: Spell-Slinger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9<br/> Prefix: Summoner's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5<br/> Prefix: Diamondine [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) electric damage (named WEAPON_MAT5)<br/> Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES1<br/> Prefix: Beetle's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br/> (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> |                |

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| Affix: HP_MP_PERCENT1<br>Prefix: [ITEM] of the Herald<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br>(1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)  |            |                |
| Affix: MP_PERCENT1<br>Prefix: [ITEM] of the Weaver<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)   |            |                |
| Affix: ARMOR_WEIGHT1<br>Prefix: Lightweight [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>-(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br>(2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br>(1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)  |            |                |
| Affix: DUAL_ELEMRED_BONUS2<br>Prefix: Skymetal [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br>(3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph) |            |                |
| Affix: DUAL_ELEMRED_BONUS3<br>Prefix: Fellwarped [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br>+(15.0-30.0) poison Armor (named dual_elemred_bonus3)  |            |                |

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| Affix: RED_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)  |            |                |
| Affix: DMG_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)   |            |                |
| Affix: PET_BUFF14<br>Prefix: General's [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph) |            |                |
| Affix: ARMOR_STATS_MAG2<br>Prefix: Etherbrand [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br>+(75-150) Focus (named ARMOR_STATS_MAG2)  |            |                |
| Affix: WEAPON_MAT4<br>Prefix: Crystalline [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT2)<br>Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph)  |            |                |

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|                  | +(4.0-8.0) electric damage (named WEAPON_MAT4)<br>+(4.0-8.0) ice damage (named WEAPON_MAT4)   |                |
|                  | Affix: PET_BUFF8<br>Prefix: Major's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)  |                |
|                  | Affix: CAST_SPEED2<br>Prefix: Battle-Mage's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)   |                |
|                  | Affix: DMG_BONUS_MISC5<br>Prefix: Gleaming [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br>(1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)  |                |
|                  | Affix: WEAPON_MAT6<br>Prefix: Magicite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT6)<br>(5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br>+(5.0-10.0) poison damage (named WEAPON_MAT6)  |                |
|                  | Affix: GFME_PROC_RAIDERS3<br>Prefix: Raider's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br>(15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br>(10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph) |                |
|                  | Affix: ARM_BONUS_STUNRES2   |                |

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|                  | Prefix: Crab's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br>(3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)   |                |
|                  | Affix: BOOTS8<br>Prefix: Rugged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br>+(25-60) Vitality (named BOOTS8)  |                |
|                  | Affix: DMG_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)                                  |                |
|                  | Affix: HP_MP_PERCENT2<br>Prefix: [ITEM] of the Envoy<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)<br>(4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)  |                |
|                  | Affix: RED_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) |                |
|                  | Affix: MP_PERCENT2<br>Prefix: [ITEM] of the Raven   |                |

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|                  | <p>Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT2<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br/> (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1<br/> Prefix: Ethertouched [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)<br/> )</p> <p>Affix: ARMOR_PERCENT_LOW8<br/> Prefix: Decayed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)<br/> )</p> <p>Affix: ARMOR_WEIGHT3<br/> Prefix: Extra Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br/> (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br/> (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT3<br/> Prefix: [ITEM] of the Wyrn<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots</p> |                |

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|                  | <p>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2<br/> Prefix: Oozing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT3<br/> Prefix: [ITEM] of the Exarch<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br/> (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME4<br/> Prefix: Illustrious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)</p> <p>Affix: BOOTS9<br/> Prefix: Tracker's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br/> +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: ARM_BONUS_STUNRES3<br/> Prefix: Armadillo's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, PANTS, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> |                |

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| <p>Affix: ARMOR_STATS_MAG1<br/> Prefix: Mana Forged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br/> +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4<br/> Prefix: Spirit-Slayer [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, PISTOL]<br/> Effects:<br/> Inflct on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br/> (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4<br/> Prefix: Razor-Edge [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF]<br/> Effects:<br/> +(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br/> Inflct on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7<br/> Prefix: Caermic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(10.0-20.0) fire damage (named WEAPON_MAT7)<br/> Inflct on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3<br/> Prefix: Spell-Striker's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1<br/> Prefix: Feral [ITEM]</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED1<br/> Prefix: Savant's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2<br/> Prefix: Polar [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6<br/> Prefix: Disciple's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4<br/> Prefix: Forgeworked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)<br/> (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1<br/> Prefix: [ITEM] of the Beast<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2<br/> Prefix: Infused [ITEM]</p> |            |                |



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|                  | <p>Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> <p>Affix: RING_MAT3<br/> Prefix: Astralite [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1<br/> Prefix: Ivory [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ1<br/> Prefix: Guide's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1<br/> Prefix: Ranger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(50-100) Vitality (named DEX_VIT1)<br/> +(50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: HP3<br/> Prefix: Sanguine [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]</p> |                |

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|                  | <p>Effects:<br/> +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: PROC_MANACOST1<br/> Prefix: Auger's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3<br/> Prefix: Sinister [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)<br/> (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3<br/> Prefix: Blood Steel [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT3)<br/> (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4<br/> Prefix: [ITEM] of Decimation<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2<br/> Prefix: Deepwater [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph)<br/> (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> |                |

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| <p>Affix: CLASS_BASED3<br/> Prefix: Sureshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3)<br/> (Uses PERCENT graph)<br/> (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5<br/> Prefix: Frost Covered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX1<br/> Prefix: Hawk's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3<br/> Prefix: [ITEM] of Devouring<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3)<br/> (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP2<br/> Prefix: [ITEM] of Soulcatching<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2)<br/> (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4<br/> Prefix: Adamantine Studded [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT gr</p> |            |                |

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| <p>aph)</p> <p>Affix: STR4<br/> Prefix: Titan's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2<br/> Prefix: Trueshot [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)<br/> (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3<br/> Prefix: Emyreal [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1)<br/> (Uses PERCENT graph)<br/> (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4<br/> Prefix: [ITEM] of the Planes<br/> Minimum Level: 45<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(150-250) Vitality (named ALL_STATS4)<br/> +(150-250) Focus (named ALL_STATS4)<br/> +(150-250) Strength (named ALL_STATS4)<br/> +(150-250) Dexterity (named ALL_STATS4)</p> <p>Affix: ARMOR_MAT2<br/> Prefix: Black Iron [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) fire Armor (named ARMOR_MAT2)<br/> (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: ARMOR_STATS_DEF1<br/> Prefix: Bronzed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br/> + (50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: HP2<br/> Prefix: Hearty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> + (10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2<br/> Prefix: Dire [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br/> (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: STR_MAG1<br/> Prefix: Reaver's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> + (50-100) Strength (named STR_MAG1)<br/> + (50-100) Focus (named STR_MAG1)</p> <p>Affix: PROC_KILLHEAL1<br/> Prefix: [ITEM] of Victory<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY3<br/> Prefix: [ITEM] of Resolve<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]</p> |            |                |

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| <p>Effects:<br/> (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT2<br/> Prefix: Crysteel [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br/> (2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT1<br/> Prefix: Distracting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5<br/> Prefix: Fur-Lined [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br/> (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE3<br/> Prefix: Arctic [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7<br/> Prefix: Captain's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, RIFLE]<br/> Effects:<br/> (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br/> (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DIVINE_WEAP_TOXX</p> |            |                |

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|                  | Prefix: Plagued [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br>+(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)   |                |
|                  | Affix: ATK_SPEED2<br>Prefix: Fierce [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)   |                |
|                  | Affix: WEAPON_MAT9<br>Prefix: Blightstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) poison damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)            |                |
|                  | Affix: PET_BUFF5<br>Prefix: Acolyte's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph) |                |
|                  | Affix: THORNS_ICE1<br>Prefix: Frosted [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% ice damage reflected (named THORNS_ICE1)   |                |
|                  | Affix: PROC_CASTSPED2<br>Prefix: Occultist's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)  |                |

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|                  | Affix: EXECUTE4<br>Prefix: Executioner's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)   |                |
|                  | Affix: HP_PERCENT2<br>Prefix: [ITEM] of the Whale<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)   |                |
|                  | Affix: BOOTS7<br>Prefix: Sturdy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br>(2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)                           |                |
|                  | Affix: INTERRUPT3<br>Prefix: Staggering [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph) |                |
|                  | Affix: DMG_PERCENT_ICE4<br>Prefix: Frost-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)   |                |
|                  | Affix: ITEM_REQ2<br>Prefix: Mentor's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF]   |                |

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| Effects:<br>+ (5-9) item requirements (named ITEM_REQ2)   |            |                |
| Affix: PROC_KILLHEAL3<br>Prefix: [ITEM] of Conquest<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3)<br>(Uses PERCENT graph)  |            |                |
| Affix: ARMOR_BONUS_MAGIC2<br>Prefix: Onyx [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br>(5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br>(5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) |            |                |
| Affix: CHARGE_DECAY1<br>Prefix: Spirited [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)  |            |                |
| Affix: DEX_VIT2<br>Prefix: Pathfinder's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, BELT, BOW]<br>Effects:<br>+ (75-150) Vitality (named DEX_VIT2)<br>+ (75-150) Dexterity (named DEX_VIT2)  |            |                |
| Affix: DODGE_REFLECT5<br>Prefix: Wraith's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br>(20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)  |            |                |

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| Affix: PROC_MANACOST2<br>Prefix: Seer's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)  |            |                |
| Affix: CLASS_BASED_P_1<br>Prefix: Argent [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br>(3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph) |            |                |
| Affix: SPLASH4<br>Prefix: [ITEM] of Onslaught<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)  |            |                |
| Affix: ARMOR_PERCENT_LOW6<br>Prefix: Burnt [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)   |            |                |
| Affix: DEX2<br>Prefix: Panther's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+ (50-100) Dexterity (named DEX2)   |            |                |
| Affix: MANA_COST4<br>Prefix: Cryptic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:  |            |                |

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| (7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)  |            |                |
| Affix: PROC_KILLMP1<br>Prefix: [ITEM] of Spiritstealing<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)<br>(Uses PERCENT graph)   |            |                |
| Affix: MANA_COST5<br>Prefix: Lucid [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)   |            |                |
| Affix: DEX3<br>Prefix: Expert's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(100-175) Dexterity (named DEX3)   |            |                |
| Affix: ARMOR_PERCENT_LOW7<br>Prefix: Copper Ringed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)  |            |                |
| Affix: CLASS_BASED1<br>Prefix: Engraved [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br>(5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph) |            |                |
| Affix: REGEN_MAX_HP1<br>Prefix: [ITEM] of Revivication<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHOULDER ARMOR]   |            |                |

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| Effects:<br>+(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br>(5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)  |            |                |
| Affix: HP_STEAL_PERCENT1<br>Prefix: Glutton's [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF]<br>Effects:<br>(15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)  |            |                |
| Affix: ARMOR_STATS_DEF2<br>Prefix: Masterwork [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(75-150) Vitality (named ARMOR_STATS_DEF1)   |            |                |
| Affix: ARMOR_MAT1<br>Prefix: Bone Carved [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_MAT1)<br>(1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)   |            |                |
| Affix: CRIT_DMG_CHANCE1<br>Prefix: Spiteful [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)<br>(1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) |            |                |
| Affix: PROC_MANACOST3<br>Prefix: Oracle's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)   |            |                |
| Affix: HP1   |            |                |

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|                  | <p>Prefix: Stout [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> + (5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4<br/> Prefix: Phantom's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br/> (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2<br/> Prefix: Marauder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> + (75-150) Strength (named STR_MAG2)<br/> + (75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3<br/> Prefix: Crystal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT1<br/> Prefix: Bloodeye [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> + (0.5-1.0) HP/Second (named RING_MAT1)<br/> (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3<br/> Prefix: Advisor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |                |

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|                  | <p>Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> + (9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2<br/> Prefix: [ITEM] of Triumph<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6<br/> Prefix: Slimy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br/> (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT2<br/> Prefix: Dazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3<br/> Prefix: [ITEM] of the Leviathan<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED3<br/> Prefix: Cabalist's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF4<br/> Prefix: Warlock's [ITEM]</p> |                |

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| <p>Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br/> (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT8<br/> Prefix: Nelumite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(4.0-8.0) fire damage (named WEAPON_MAT8)<br/> (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br/> +(4.0-8.0) electric damage (named WEAPON_MAT8)<br/> +(4.0-8.0) physical damage (named WEAPON_MAT8)</p> <p>Affix: ATK_SPEED3<br/> Prefix: Ferocious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)</p> <p>Affix: BOOTS2<br/> Prefix: Fleet [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br/> (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)</p> <p>Affix: EXECUTE1<br/> Prefix: Killer's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ1<br/> Prefix: Mirrored [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: DMG_PERCENT_ICE1<br/> Prefix: Frost-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY4<br/> Prefix: [ITEM] of Willpower<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT5<br/> Prefix: Mistchurn [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br/> (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5<br/> Prefix: Sebilite [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) poison Armor (named ARMOR_MAT5)<br/> (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE2<br/> Prefix: [ITEM] of Carnage<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:</p> |            |                |



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| 20.0% (20.0-30.0)% more physical Damage (named DMG_PROC_PHYS2)   |            |                |
| Affix: STR3<br>Prefix: Giant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(100-175) Strength (named STR3)   |            |                |
| Affix: SPLASH1<br>Prefix: Broad [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)   |            |                |
| Affix: CLASS_BASED_P_4<br>Prefix: Celestial [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BAS<br>ED_P_4) (Uses PERCENT graph)<br>(5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph) |            |                |
| Affix: ALL_STATS3<br>Prefix: [ITEM] of the Zodiac<br>Minimum Level: 35<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects:<br>+(75-175) Vitality (named ALL_STATS3)<br>+(75-175) Focus (named ALL_STATS3)<br>+(75-175) Strength (named ALL_STATS3)<br>+(75-175) Dexterity (named ALL_STATS3)  |            |                |
| Affix: MANA_COST1<br>Prefix: Abstruse [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)   |            |                |
| Affix: STR_VIT2  |            |                |

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| Prefix: Avenger's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARM]<br>Effects:<br>+(75-150) Strength (named STR_VIT2)<br>+(75-150) Vitality (named STR_VIT2)  |            |             |
| Affix: RAMPAGE2<br>Prefix: [ITEM] of Berserking<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)   |            |             |
| Affix: ARMOR_PERCENT_LOW3<br>Prefix: Mithril Laced [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)   |            |             |
| Affix: ARMOR_PERCENT_LOW2<br>Prefix: Steel Plated [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)  |            |             |
| Affix: RAMPAGE3<br>Prefix: [ITEM] of Aggression<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph) |            |             |
| Affix: ALL_STATS2<br>Prefix: [ITEM] of the Heavens<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]  |            |             |

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| <p>Effects:</p> <ul style="list-style-type: none"> <li>+ (50-100) Vitality (named ALL_STATS2)</li> <li>+ (50-100) Focus (named ALL_STATS2)</li> <li>+ (50-100) Strength (named ALL_STATS2)</li> <li>+ (50-100) Dexterity (named ALL_STATS2)</li> </ul> <p>Affix: DEX_MAG2</p> <p>Prefix: Dervish's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, BELT, PISTOL]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>+ (75-150) Focus (named DEX_MAG2)</li> <li>+ (75-150) Dexterity (named DEX_MAG2)</li> </ul> <p>Affix: STR2</p> <p>Prefix: Brute's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>+ (50-100) Strength (named STR2)</li> </ul> <p>Affix: CLASS_BASED4</p> <p>Prefix: Artillerist's [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)</li> <li>+ (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</li> </ul> <p>Affix: ARMOR_MAT4</p> <p>Prefix: Raven Scale [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>+ (10.0-20.0) ice Armor (named ARMOR_MAT4)</li> <li>+ (0.5-1.5) Mana/s (named ARMOR_MAT4)</li> </ul> <p>Affix: CRIT_DAMAGE3</p> <p>Prefix: [ITEM] of Assassination</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING, WEAPON]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</li> </ul> <p>Affix: PROC_WARD1</p> <p>Prefix: [ITEM] of Shielding</p> |            |                |

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| <p>Minimum Level: 10</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, SHIELD]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</li> </ul> <p>Affix: SLOW1</p> <p>Prefix: [ITEM] of Snaring</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RANGED WEAPON]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</li> </ul> <p>Affix: HP4</p> <p>Prefix: Vigorous [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>+ (20.0-30.0) Max HP (named HP4)</li> </ul> <p>Affix: DODGE_REFLECT1</p> <p>Prefix: Shade's [ITEM]</p> <p>Minimum Level: 5</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, PANTS, SHOULDER ARMOR]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)</li> <li>(1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph)</li> </ul> <p>Affix: RING_MAT4</p> <p>Prefix: Bladeweave [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)</li> <li>(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</li> </ul> <p>Affix: BOOTS3</p> <p>Prefix: Grounded [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BOOTS]</p> <p>Effects:</p> <ul style="list-style-type: none"> <li>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)</li> <li>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</li> </ul> |            |                |

Affix: PET\_BUFF1  
Prefix: Hunter's [ITEM]  
Minimum Level: 8  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [ARMOR\_PHYSICAL, BOW]  
Effects:  
(10.0-15.0)% more Minion/Pet Damage (named PET\_BUFF1) (Uses PERCENT graph)  
(10.0-15.0)% more Minion/Pet Health (named PET\_BUFF1) (Uses PERCENT graph)

Affix: PET\_BUFF3  
Prefix: Neophyte's [ITEM]  
Minimum Level: 8  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [ARMOR\_PHYSICAL, NECKLACE]  
Effects:  
(10.0-15.0)% more Minion/Pet Damage (named PET\_BUFF3) (Uses PERCENT graph)  
(10.0-15.0)% more Pet Speed (named PET\_BUFF3) (Uses PERCENT graph)

Affix: ATK\_SPEED4  
Prefix: Savage [ITEM]  
Minimum Level: 10  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [PANTS, RING, WEAPON]  
Effects:  
(5.0-10.0)% more Attack Speed (named ATK\_SPEED4) (Uses PERCENT graph)

Affix: BOOTS1  
Prefix: Sure [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [BOOTS]  
Effects:  
(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)  
-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)

Affix: EXECUTE2  
Prefix: Slayer's [ITEM]  
Minimum Level: 9  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]  
Effects:  
(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)

Affix: REFLECT\_MAJ2  
Prefix: Reflecting [ITEM]  
Minimum Level: 15  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]  
Effects:

(5.0-15.0)% more Missile Reflect Chance (named REFLECT\_LITE2) (Uses PERCENT graph)

Affix: ARMOR\_BONUS\_MAGIC4  
Prefix: Pearl [ITEM]  
Minimum Level: 10  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [HELMET, NECKLACE, RING, SHIELD]  
Effects:  
(15.0-20.0)% more electric Armor (named ARMOR\_BONUS\_MAGIC4) (Uses PERCENT graph)  
(15.0-20.0)% more fire Armor (named ARMOR\_BONUS\_MAGIC4) (Uses PERCENT graph)  
(15.0-20.0)% more ice Armor (named ARMOR\_BONUS\_MAGIC4) (Uses PERCENT graph)

Affix: RING\_MAT6  
Prefix: Dreadiron [ITEM]  
Minimum Level: 10  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [NECKLACE, RING]  
Effects:  
+(10.0-20.0) physical Armor (named RING\_MAT6)  
(2.0-6.0)% chance to Stun for 2.0 seconds (named RING\_MAT6) (Uses PERCENT graph)

Affix: DMG\_PERCENT\_ICE2  
Prefix: Frost-Flare [ITEM]  
Minimum Level: 11  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
(5.0-10.0)% more ice damage (named DMG\_PERCENT\_ICE2) (Uses PERCENT graph)

Affix: DODGE\_REFLECT3  
Prefix: Spectre's [ITEM]  
Minimum Level: 10  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [BELT, PANTS, SHOULDER ARMOR]  
Effects:  
(3.0-4.0)% more Dodge Chance (named DODGE\_REFLECT3) (Uses PERCENT graph)  
(10.0-15.0)% more physical Damage Reflected (named DODGE\_REFLECT3) (Uses PERCENT graph)

Affix: PROC\_WARD3  
Prefix: [ITEM] of Negation  
Minimum Level: 10  
Spawn Weight: 4  
Occupies no slots  
Spawns On: [NECKLACE, RING, SHIELD]  
Effects:  
(10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)

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| <p>Affix: SLOW3<br/> Prefix: Entangling [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflct on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3)<br/> (Exclusive) (Uses PERCENT graph)<br/> Inflct on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3)<br/> ) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1<br/> Prefix: [ITEM] of Destruction<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6<br/> Prefix: Serpentine [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) poison Armor (named ARMOR_MAT6)<br/> (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1<br/> Prefix: Barbed [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2<br/> Prefix: Sweeping [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1<br/> Prefix: Vigilant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]</p> |            |                |

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| <p>Effects:<br/> +(50-100) Strength (named STR_VIT1)<br/> +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1<br/> Prefix: [ITEM] of Rampaging<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Inflct on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4<br/> Prefix: Specialist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2<br/> Prefix: Recondite [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1<br/> Prefix: Iron Shod [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3<br/> Prefix: Enigmatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1<br/> Prefix: [ITEM] of the Stars<br/> Minimum Level: 15</p> |            |                |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> + (25-50) Vitality (named ALL_STATS1)<br/> + (25-50) Focus (named ALL_STATS1)<br/> + (25-50) Strength (named ALL_STATS1)<br/> + (25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3<br/> Prefix: [ITEM] of Assault<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1<br/> Prefix: Thug's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> + (25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1<br/> Prefix: Corsair's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> + (50-100) Focus (named DEX_MAG1)<br/> + (50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7<br/> Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (10.0-25.0) electric Armor (named ARMOR_MAT7)<br/> -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2<br/> Prefix: [ITEM] of Tarring<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2)</p> |                |

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|                  | <p>(Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2<br/> Prefix: [ITEM] of Warding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT2<br/> Prefix: Ghost's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3<br/> Prefix: Frost-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5<br/> Prefix: Astral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/> (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br/> (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3<br/> Prefix: Butcher's [ITEM]<br/> Minimum Level: 9<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br/> Effects:<br/> (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED5<br/> Prefix: Lupine [ITEM]<br/> Minimum Level: 14</p> |                |

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|                  | <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [PANTS, RING, WEAPON]<br/> Effects:<br/> (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: MP_STEAL_PERCENT1<br/> Prefix: Thirsty [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, STAFF, WAND]<br/> Effects:<br/> (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2<br/> Prefix: Packleader's [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, BOW]<br/> Effects:<br/> (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br/> (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)</p> <p>Affix: GF2<br/> Prefix: Lavish [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4<br/> Prefix: Venom-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK1<br/> Prefix: [ITEM] of Deflecting<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br/> Effects:<br/> (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br/> (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> |                |

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|                  | <p>ph)</p> <p>Affix: CLASS_BASED_S_3<br/> Prefix: Riftward [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br/> (5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1<br/> Prefix: Desperado's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1<br/> Prefix: [ITEM] of the Black<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1<br/> Prefix: Thorned [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> |                |

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| <p>Affix: FACTION_ARMOR6<br/> Prefix: Kromzek [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3<br/> Prefix: Soulfrost [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br/> (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5<br/> Prefix: Warding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6<br/> Prefix: Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br/> (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3<br/> Prefix: [ITEM] of Desire<br/> Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]</p> |            |                |

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| <p>Effects:<br/> +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/> +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4<br/> Prefix: Pact-Speaker's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br/> (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3<br/> Prefix: [ITEM] of Doom<br/> Minimum Level: 20</p> |            |                |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3<br/> Prefix: [ITEM] of Resonance<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2<br/> Prefix: [ITEM] of Craving<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4<br/> Prefix: Shielding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2<br/> Prefix: Brittlebite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br/> (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1<br/> Prefix: Blazing [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> |                |

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|                  | <p>Affix: FACTION_ARMOR7<br/> Prefix: Efreeti [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1<br/> Prefix: Saturated [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/> (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2<br/> Prefix: Runeweave [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br/> (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3<br/> Prefix: Gilded [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: GF1<br/> Prefix: Gaudy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: POTIONS3<br/> Prefix: Chemist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |                |



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|                  | <p>Spawns On: [BELT, RING]</p> <p>Effects:</p> <p>(20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK2</p> <p>Prefix: [ITEM] of Parrying</p> <p>Minimum Level: 10</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]</p> <p>Effects:</p> <p>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: BLINDING2</p> <p>Prefix: [ITEM] of Obscuring</p> <p>Minimum Level: 13</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2</p> <p>Prefix: Duelist's [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1</p> <p>Prefix: [ITEM] of Rot</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2</p> <p>Prefix: Spined [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> |                |

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|                  | <p>Effects:</p> <p>(15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: FACTION_ARMOR5</p> <p>Prefix: Kindathlan [ITEM]</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, GLOVES, HELMET]</p> <p>Effects:</p> <p>(5.0-15.0)% more damage with wands &amp; staves (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: BURN3</p> <p>Prefix: Immolating [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>(5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE5</p> <p>Prefix: Bolted [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, HELMET, SHIELD]</p> <p>Effects:</p> <p>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)</p> <p>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2</p> <p>Prefix: Pit Forged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)</p> <p>+(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1</p> <p>Prefix: [ITEM] of Killing</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> |                |

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| <p>Affix: REFLECT1<br/> Prefix: [ITEM] of Redirection<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p>  |            |                |
| <p>Affix: DMG_ANGRY4<br/> Prefix: [ITEM] of Anger<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> +(15.0-20.0) physical damage (named DMG_ANGRY4)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)</p>   |            |                |
| <p>Affix: POIS4<br/> Prefix: Tainted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> |            |                |
| <p>Affix: CHARGE_RATE1<br/> Prefix: [ITEM] of Yearning<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p>  |            |                |
| <p>Affix: ARM_PHYSRED_TYPE4<br/> Prefix: Thick [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br/> (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p>  |            |                |
| <p>Affix: BURN2<br/> Prefix: Slag [ITEM]<br/> Minimum Level: 20</p>   |            |                |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br/> Degrade enemy armor by (10-20) on hit (named BURN2)</p>  |            |                |
| <p>Affix: FREEZE1<br/> Prefix: Frigid [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p>  |            |                |
| <p>Affix: FACTION_ARMOR4<br/> Prefix: Cygnaran [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p>                        |            |                |
| <p>Affix: THORNS_PHYS_THORNED3<br/> Prefix: Barbed [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p>  |            |                |
| <p>Affix: BLINDING3<br/> Prefix: [ITEM] of Searing Light<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> |            |                |
| <p>Affix: FLURRY3<br/> Prefix: Armsmaster's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p>            |            |                |

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| Affix: MELEE_BLOCK3   |            |                |
| Prefix: [ITEM] of Riposting   |            |                |
| Minimum Level: 10   |            |                |
| Spawn Weight: 4   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]   |            |                |
| Effects:  |            |                |
| (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)    |            |                |
| (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) |            |                |
| (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)       |            |                |
| Affix: CLASS_BASED_S_1  |            |                |
| Prefix: Ember Etched [ITEM]   |            |                |
| Minimum Level: 15   |            |                |
| Spawn Weight: 3   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [SHOULDER ARMOR, STAFF, WAND]  |            |                |
| Effects:  |            |                |
| (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)             |            |                |
| (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)              |            |                |
| Affix: POTIONS2   |            |                |
| Prefix: Catalyzing [ITEM]   |            |                |
| No Level Range  |            |                |
| Spawn Weight: 2   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [BELT, RING]   |            |                |
| Effects:  |            |                |
| (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)      |            |                |
| Affix: DMG_PERCENT_POIS2  |            |                |
| Prefix: Venom-Flare [ITEM]  |            |                |
| Minimum Level: 11   |            |                |
| Spawn Weight: 2   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [NECKLACE, WEAPON]   |            |                |
| Effects:  |            |                |
| (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)         |            |                |
| Affix: GF4  |            |                |
| Prefix: Ornate [ITEM]   |            |                |
| Minimum Level: 10   |            |                |
| Spawn Weight: 3   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]                         |            |                |
| Effects:  |            |                |
| (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)                          |            |                |
| Affix: ELEC_DOT2  |            |                |

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| Prefix: Haywire [ITEM]  |            |                |
| No Level Range  |            |                |
| Spawn Weight: 3   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [WEAPON]   |            |                |
| Effects:  |            |                |
| Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2) |            |                |
| Affix: FUMBLE_CHANCE2   |            |                |
| Prefix: [ITEM] of Precision   |            |                |
| Minimum Level: 10   |            |                |
| Spawn Weight: 2   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [GLOVES, WEAPON]   |            |                |
| Effects:  |            |                |
| (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)    |            |                |
| Affix: REGEN_MAX2   |            |                |
| Prefix: [ITEM] of Restoration   |            |                |
| Minimum Level: 20   |            |                |
| Spawn Weight: 4   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [BELT, NECKLACE, RING]   |            |                |
| Effects:  |            |                |
| +(1.0-2.0) HP/Second (named REGEN_MAX2)   |            |                |
| (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)                            |            |                |
| (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)                    |            |                |
| +(1.0-2.0) Mana/s (named REGEN_MAX2)  |            |                |
| Affix: PROC_SHOCK_ARMOR1  |            |                |
| Prefix: [ITEM] of Static  |            |                |
| Level Range: 10-100   |            |                |
| Spawn Weight: 3   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]                             |            |                |
| Effects:  |            |                |
| (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor)          |            |                |
| PERCENT graph)  |            |                |
| (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)                |            |                |
| Affix: THORNS_ELEC1   |            |                |
| Prefix: Static [ITEM]   |            |                |
| Minimum Level: 8  |            |                |
| Spawn Weight: 1   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [ARMOR_PHYSICAL, SHIELD]   |            |                |
| Effects:  |            |                |
| (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)                     |            |                |
| Affix: PROC_ENERGYSHIELD3   |            |                |
| Prefix: Pulsing [ITEM]  |            |                |
| Minimum Level: 10   |            |                |
| Spawn Weight: 3   |            |                |
| Occupies no slots   |            |                |
| Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]                         |            |                |
| Effects:  |            |                |

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|                  | (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)  |                |
|                  | Affix: MP2<br>Prefix: [ITEM] of Conjuraton<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(10.0-15.0) Mana (named MP2)   |                |
|                  | Affix: PROC_CRUSHBLOW3<br>Prefix: [ITEM] of Shattering<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)   |                |
|                  | Affix: CHARGE_RATE5<br>Prefix: [ITEM] of Ascension<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)   |                |
|                  | Affix: CLASS_BASED_N_3<br>Prefix: Oath-Bound [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)<br>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)   |                |
|                  | Affix: DMG_ANGRY1<br>Prefix: [ITEM] of Fury<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Effects:<br>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)<br>Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph) |                |

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|                  | Affix: DUAL_WIELD2<br>Prefix: Nimble [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)                      |                |
|                  | Affix: PROC_DEATHSTRIKE4<br>Prefix: Vorpall [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)   |                |
|                  | Affix: REFLECT4<br>Prefix: [ITEM] of Reverberation<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)                                |                |
|                  | Affix: DUAL_WIELD3<br>Prefix: Swift [ITEM]<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)                      |                |
|                  | Affix: POIS1<br>Prefix: Envenomed [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph) |                |
|                  | Affix: CLASS_BASED_N_2<br>Prefix: Gravemist [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:   |                |

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| (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br>(8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)  |            |                |
| Affix: CHARGE_RATE4<br>Prefix: [ITEM] of Awakening<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)   |            |                |
| Affix: ARM_PHYSRED_TYPE1<br>Prefix: Reinforced [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br>(1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph) |            |                |
| Affix: PROC_CRUSHBLOW2<br>Prefix: [ITEM] of Crushing<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)   |            |                |
| Affix: MP3<br>Prefix: [ITEM] of Evocation<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>+(15.0-20.0) Mana (named MP3)  |            |                |
| Affix: PROC_ENERGYSHIELD2<br>Prefix: Glowing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)                         |            |                |
| Affix: DMG_PROC_POIS2<br>Prefix: Blight-Spike [ITEM]<br>No Level Range  |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)  |            |                |
| Affix: FREEZE4<br>Prefix: Shattering [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 20 seconds (named Ice_explosion) (Uses PERCENT graph) |            |                |
| Affix: THORNS_FIRE1<br>Prefix: Smouldering [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% fire damage reflected (named THORNS_FIRE1)  |            |                |
| Affix: FACTION_ARMOR1<br>Prefix: Sathiri [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)   |            |                |
| Affix: CLASS_BASED_S_4<br>Prefix: Warpsigil [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)<br>-20.0 knockback (named CLASS_BASED_S_4)   |            |                |
| Affix: FUMBLE_CHANCE3<br>Prefix: Deadeye [ITEM]<br>Minimum Level: 17<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)   |            |                |

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| <p>Affix: DMG_PERCENT_POIS3<br/> Prefix: Venom-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1<br/> Prefix: Venom-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT1<br/> Prefix: Surging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: BLINDING4<br/> Prefix: [ITEM] of Distortion<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1<br/> Prefix: [ITEM] of Accuracy<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX1<br/> Prefix: [ITEM] of Replenishing<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [BELT, NECKLACE, RING]<br/> Effects:<br/> +(0.5-1.0) HP/Second (named REGEN_MAX1)<br/> (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br/> (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br/> +(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5<br/> Prefix: Philosopher's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3<br/> Prefix: Tytherian [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED4<br/> Prefix: Jagged [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)</p> <p>Affix: THORNS_FIRE3<br/> Prefix: Red Hot [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p> <p>Affix: PROC_SHOCK_ARMOR2<br/> Prefix: [ITEM] of Shocking<br/> Level Range: 10-100<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor)<br/> PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> |            |                |

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| <p>Affix: REGEN_MAX_MP1<br/> Prefix: [ITEM] of Clarity<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br/> (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2<br/> Prefix: Buzzing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1<br/> Prefix: Chanter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3<br/> Prefix: Layered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br/> (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: POIS3<br/> Prefix: Rusted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)<br/> Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1<br/> Prefix: Deft [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:</p> |            |                |

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| <p>(1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3<br/> Prefix: [ITEM] of Frenzy<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1<br/> Prefix: Shadow-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/> (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/> Prefix: Festering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)<br/> (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/> Prefix: [ITEM] of Smashing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow)</p> |            |                |

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| es PERCENT graph)   |            |                |
| Affix: ARM_PHYSRED_TYPE2<br>Prefix: Studded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+ (5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)<br>(1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph) |            |                |
| Affix: DMG_PROC_POIS1<br>Prefix: Blight-Barb [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)  |            |                |
| Affix: PROC_ENERGYSHIELD1<br>Prefix: Glittering [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)                    |            |                |
| Affix: THORNS_ELEC3<br>Prefix: Arcing [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% electric damage reflected (named THORNS_ELEC3)  |            |                |
| Affix: THORNS_FIRE2<br>Prefix: Scorching [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% fire damage reflected (named THORNS_FIRE2)   |            |                |
| Affix: PROC_SHOCK_ARMOR3<br>Prefix: [ITEM] of Electrocution<br>Level Range: 10-100<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]   |            |                |

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| Effects:<br>(8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor)<br>PERCENT graph)<br>(20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)   |            |                |
| Affix: BURN4<br>Prefix: Detonating [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4)<br>es PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2 seconds (named fire_explosion) (Uses PERCENT graph)          |            |                |
| Affix: FACTION_ARMOR2<br>Prefix: Calishite [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>(10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br>(5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph) |            |                |
| Affix: POTIONS4<br>Prefix: Apothecary's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)  |            |                |
| Affix: BLINDING5<br>Prefix: [ITEM] of Confusion<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)   |            |                |
| Affix: PROC_DEATHSTRIKE1<br>Prefix: [ITEM] of Killing<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]  |            |                |



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| <p>Effects:<br/> (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REAT_OF_ALCHEMY<br/> Prefix: Herbalist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_STEELTOE<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_OF_YETI<br/> Prefix: [ITEM] of the Yeti<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_REDMAGE<br/> Prefix: [ITEM] of the Black Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HSWORD, STAFF]<br/> Effects:<br/> (3.0-3.0)% more Cast Speed<br/> +(1.0-1.0) Mana/s<br/> +(9.0-9.0) Mana</p> <p>Affix: REAT_OF_CURSED<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN</p> |            |                |

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| <p>Prefix: [ITEM] of Resistance<br/> Minimum Level: 23<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_3<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OFTHEMASTER<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME3<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)           |            |                |
| Affix: OF_ATTRIB_STRENGTH5<br>Prefix: [ITEM] of Might<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(170-200) Strength (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_PROCKILL_FULLHEAL_3<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)                   |            |                |
| Affix: REAT_OF_ALCHEMY3<br>Prefix: Herbalist's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)                              |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_2<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1) |            |                |
| Affix: REAT_OF_DWARVEN5<br>Prefix: [ITEM] of the Stone Golem<br>No Level Range<br>Spawn Weight: 5   |            |                |

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| Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(15.0-15.0)% less Movement Speed<br>+(48.0-52.0) physical Armor  |            |                |
| Affix: OF_PERCENT_FLAME3_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)                                   |            |                |
| Affix: OF_TL2_DRAWHEALTH5<br>Prefix: [ITEM] of Restoration<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)                  |            |                |
| Affix: OF_PROC_FIRESTORM_15<br>Prefix: [ITEM] of the Fire Storm<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)           |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_3<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1) |            |                |
| Affix: OFTHESAGE<br>Prefix: Sage [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_FIREDEFENSE5<br>Prefix: [ITEM] of Cooling   |            |                |

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| No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)   |            |                |
| Affix: REAT_OF_ALCHEMY<br>Prefix: Herbalist's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)                          |            |                |
| Affix: REAT_OF_ALCHEMY2<br>Prefix: Herbalist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)                   |            |                |
| Affix: OF_PROCKILL_FULLHEAL_2<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br>(Level 1) |            |                |
| Affix: OFVENOM5<br>Prefix: [ITEM] of Venom<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |                |
| Affix: OF_PROC_ACIDRAIN_15<br>Prefix: [ITEM] of Acid Rain<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)   |            |                |
| Affix: TRINKET_STAT_STRENGTH5  |            |                |

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| Prefix: [ITEM] of Strength<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: OF_POISONDEFENSE<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)                                 |            |                |
| Affix: REAT_OF_NECROMANCER5<br>Prefix: [ITEM] of the Necromancer<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill<br>.5 seconds (named Weapon Zombie Proc) |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT<br>R DAMAGE BONUS)                                    |            |                |
| Affix: OF_PROC_GLACIALSPIKE_15<br>Prefix: [ITEM] of the Glacier<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (name<br>_Glacial Spike) (Level 1)                          |            |                |
| Affix: OFTHEMASTER32H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |                |

Affix: REAT\_OF\_STEELTOE  
Prefix: Steel Toe [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [BOOTS]  
Effects:  
    (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)  
    (1.0-1.0)% less Dodge Chance

Affix: OF\_TL2\_MANA\_REGEN3  
Prefix: Focusing [ITEM]  
Minimum Level: 5  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [GLOVES, HELMET, NECKLACE]  
Effects:  
    +(3.0-3.0) Mana/s

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: OFTHEWIZARD  
Prefix: Draining [ITEM]  
Minimum Level: 7  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
    +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)

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: 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: 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: REAT\_OF\_DANCING2  
Prefix: Dancing [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [BOOTS, PANTS]  
Effects:  
    (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  
    (2.0-2.0)% less chance to block

Affix: HP\_ADDER\_2  
Prefix: Healthy [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [ARMOR\_ELEMENTAL, RING]  
Can't Spawn On: [COLLAR, STUD]  
Effects:  
    +(8.0-11.0) Max HP (named HP\_ADDER\_2 MAX HP)

Affix: OF\_PROCGETHIT\_FULLHEAL\_1  
Prefix: Regenerating [ITEM]  
Minimum Level: 5  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [CHEST ARMOR, RING, SHIELD]  
Effects:  
    (1.0-1.0)% chance to cast WC\_proc\_fullheal when struck (named WC\_proc\_fullheal)  
al) (Level 1)

Affix: REAT\_OF\_WONDERS5  
Prefix: [ITEM] of Possibility  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [HELMET, STAFF]  
Effects:  
    (20.0-20.0)% more Mana

Affix: OFTHEMULE5  
Prefix: [ITEM] of the Mule  
Minimum Level: 5  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]  
Effects:

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| -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |            |                |
| Affix: OF_PROC_THUNDERSTROM_10<br>Prefix: [ITEM] of Thunder<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1) |            |                |
| Affix: REAT_OF_BARD<br>Prefix: Bard's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(1.0-3.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: HP_ADDER_3<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)                                      |            |                |
| Affix: REAT_OF_DANCING3<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(3.0-3.0)% more Dodge Chance (named 3)<br>(3.0-3.0)% less chance to block   |            |                |
| Affix: OF_PROCKILL_FULLHEAL_1<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)                     |            |                |
| Affix: REAT_OF_TURBINE<br>Prefix: Generating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots   |            |                |

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| Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% more charge rate  |            |             |
| Affix: OFTHEMISER5<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, HELMET]<br>Effects:<br>(10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)                                     |            |             |
| Affix: OF_TL2_CHARGERATEBONUS<br>Prefix: Energizing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more charge rate      |            |             |
| Affix: REAT_OF_REDMAGE5<br>Prefix: [ITEM] of the Red Wizard<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more charge rate<br>+(13.0-17.0) Max HP<br>+(25.0-35.0) Mana |            |             |
| Affix: PETTAG_TL2_RESIST_IMMOB100<br>Prefix: Liberating [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(50.0-50.0)% more resistance to Immobilize (named resist_immobilize)                 |            |             |
| Affix: OF_PERCENT_FLAME_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)                |            |             |
| Affix: OF_TL2_SILENCE5<br>Prefix: [ITEM] of Silence<br>Minimum Level: 6<br>Spawn Weight: 5  |            |             |

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| Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARMS]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.   |            |                |
| Affix: REAT_OF_EVIL3<br>Prefix: Evil [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>+(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)<br>(50.0-50.0)% less Effectiveness of Potions<br>+(140.0-160.0) Mana stolen |            |                |
| Affix: OF_PERCENT_ALL_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_MANA_REGEN2<br>Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(2.0-2.0) Mana/s   |            |                |
| Affix: OF_PERCENT_ELECTRIC2_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_RESIST_SLOW50<br>Prefix: [ITEM] of Momentum<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(25.0-25.0)% more resistance to Slow (named resist_slow)   |            |                |
| Affix: OF_ATTRIB_STRENGTH<br>Prefix: Mighty [ITEM]<br>No Level Range   |            |                |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(30-40) Strength (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME5<br>Prefix: [ITEM] of Mortal Wounds<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS) |            |                |
| Affix: OF_PERCENT_POISON<br>Prefix: Poison-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)             |            |                |
| Affix: OF_ATTRIB_STRENGTH3<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(100-120) Strength (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFVENOM2<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br>Can't Spawn On: [CANNON]<br>Effects:<br>+(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)                  |            |                |
| Affix: REAT_OF_ALCHEMY5<br>Prefix: [ITEM] of the Alchemist<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE AL)                           |            |                |
| Affix: OF_PROCKILL_FULLHEAL_5<br>Prefix: [ITEM] of Engulfing   |            |                |

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| <p>Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br/> (Level 1)</p> <p>Affix: REAT_OF_POLARITY<br/> Prefix: [ITEM] of Polarity<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OF_FIREDEFENSE2<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: TRINKET_GOLDFIND5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH2<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt</p> |            |                |

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| <p>hx2)</p> <p>Affix: REAT_OF_DWARVEN3<br/> Prefix: Dwarven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-10.0)% less Movement Speed<br/> +(30.0-34.0) physical Armor</p> <p>Affix: REAT_OF_DWARVEN2<br/> Prefix: Dwarven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (40.0-40.0)% less Mana<br/> (20.0-20.0)% more physical Armor</p> <p>Affix: OF_PROC_THUNDERSTROM_15<br/> Prefix: [ITEM] of Thunder<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH3<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawh</p> <p>hx3)</p> <p>Affix: OF_FIREDEFENSE3<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFTHEMASTER52H<br/> Prefix: [ITEM] of Skill<br/> No Level Range<br/> Spawn Weight: 5</p> |            |             |

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| Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_5<br>Prefix: [ITEM] of Regeneration<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)   |            |                |
| Affix: REAT_OF_ALCHEMY4<br>Prefix: Herbalist's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)   |            |                |
| Affix: OFVENOM3<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |                |
| Affix: OFTHESOLDIER<br>Prefix: Soldier [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR) |            |                |
| Affix: OF_FIREDEFENSE<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)   |            |                |
| Affix: OF_TL2_SHIELDBREAK<br>Prefix: Shieldsplitter [ITEM]   |            |                |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(10.0-10.0)% more chance to break shields (named sheildbreakaffix)  |            |                |
| Affix: OF_PERCENT_FLAME5_WANDS<br>Prefix: [ITEM] of Fire Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_ATTRIB_STRENGTH2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(65-80) Strength (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_YETI<br>Prefix: [ITEM] of the Yeti<br>Minimum Level: 18<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |            |                |
| Affix: OF_TL2_SILENCE2<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.      |            |                |
| Affix: OF_TL2_MANA_REGEN5<br>Prefix: [ITEM] of Focus<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(5.0-5.0) Mana/s   |            |                |
| Affix: OFTHEBULL3  |            |                |



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| <pre> 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: 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: 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: 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  Affix: OFTHEMULE2 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)  Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)  Affix: OFTHEMULE3 Prefix: Intractable [ITEM]</pre> |            |                |

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| <pre> 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: REAT_OF_WONDER2 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (8.0-8.0)% more Mana  Affix: HP_ADDER_5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)  Affix: REAT_OF_DANCING5 Prefix: [ITEM] of the Super Freak No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (5.0-5.0)% less chance to block  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] Effects: (1.0-1.0)% more all damage (named OFFLAME 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) (10.0-10.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</pre> |            |                |

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| <p>Affix: REAT_OF_REDMAGE3<br/> Prefix: [ITEM] of the Red Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF, CHEST ARMOR]<br/> Effects:<br/> (5.0-7.0)% more charge rate<br/> +(8.0-10.0) Max HP<br/> +(15.0-21.0) Mana</p> <p>Affix: OFTHEBULL2<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OFTHETIGER<br/> Prefix: Hasty [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Effects:<br/> (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_ACIDRAIN_10<br/> Prefix: [ITEM] of Acid Rain<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: REAT_OF_EVIL5<br/> Prefix: [ITEM] of Soul Reaping<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>(100.0-100.0)% less Effectiveness of Potions<br/> +(130.0-170.0) Mana stolen</p> <p>Affix: OF_TL2_SILENCE3<br/> Prefix: Silencing [ITEM]<br/> Minimum Level: 6<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: REAT_OF_BLESSED<br/> Prefix: [ITEM] of the Trade Winds<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (20.0-20.0)% less physical Armor</p> <p>Affix: OF_PROC_GLACIALSPIKE_10<br/> Prefix: [ITEM] of the Glacier<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50<br/> Prefix: [ITEM] of Escape<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (25.0-25.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5<br/> Prefix: [ITEM] of Luck<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK5<br/> Prefix: [ITEM] of Phasing<br/> No Level Range<br/> Spawn Weight: 5</p> |            |                |

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| Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)   |            |                |
| Affix: OF_PERCENT_ELECTRIC_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)                            |            |                |
| Affix: OF_PERCENT_FLAME2_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)                                      |            |                |
| Affix: REAT_OF_PROC_FROZENSOUL_3<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1) |            |                |
| Affix: OF_TL2_DRAWMANA2<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)                                  |            |                |
| Affix: REAT_OF_TELEPORTONSTRUCK<br>Prefix: Phasing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)                               |            |                |
| Affix: REAT_OF_VILLAINNY3<br>Prefix: Delinquent [ITEM]   |            |                |

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| Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br>Effects:<br>(25.0-25.0)% more Critical Chance<br>(25.0-25.0)% less all damage   |            |                |
| Affix: OF_ELECTRICDEFENSE5<br>Prefix: [ITEM] of Insulation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OFTHEWINDS3<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)                  |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTORTURE DAMAGE BONUS)                    |            |                |
| Affix: REAT_OF_RESIST_SLOW3<br>Prefix: Momentum [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(15.0-15.0)% more resistance to Slow (named resist_slow)  |            |                |

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: 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)

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: OFTHEVAMPIRE3  
Prefix: Vampiric [ITEM]  
Minimum Level: 7  
Spawn Weight: 4  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
+(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)

Affix: OFTHEVAMPIRE2  
Prefix: Vampiric [ITEM]  
Minimum Level: 7  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
+(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)

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 DEGRADE ARMOR)

Affix: PETTAG\_TL2\_SHIELDBREAKER  
Prefix: Crushing [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [COLLAR, STUD]  
Effects:  
(10.0-10.0)% more chance to break shields (named unique\_shieldbreak)

Affix: OF\_TL2\_DRAWARMOR\_PHYSICAL3  
Prefix: Fortified [ITEM]  
Minimum Level: 5  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [SHIELD, SHOULDER ARMOR]  
Effects:  
(5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3 exclusive)

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: 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: 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 drawmana3)

Affix: REAT\_OF\_PROC\_FROZENSOUL\_2  
Prefix: Numbing [ITEM]  
Minimum Level: 5  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
(10.0-10.0)% chance to cast reat\_frozensoul\_proc on kill at target (named reat\_frozensoul\_proc)

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| at_frozensoul_proc) (Level 1)  |            |                |
| Affix: OFTHESTORMS5<br>Prefix: [ITEM] of Reflection<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: REAT_OF_DANCING<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(1.0-1.0)% less chance to block                  |            |                |
| Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)    |            |                |
| Affix: REAT_OF_PROC_FEEDING_5<br>Prefix: [ITEM] of the Feeding Frenzy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)     |            |                |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive) |            |                |
| Affix: OF_TL2_PETDAMAGE<br>Prefix: Commanding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: OF_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)   |            |                |
| Affix: REAT_OF_LICH5<br>Prefix: [ITEM] of the Lich<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>+(88.0-112.0) Mana<br>+(36.0-48.0) Max HP<br>(100.0-100.0)% less Effectiveness of Potions |            |                |
| Affix: OF_PERCENT_FLAME5<br>Prefix: [ITEM] of Fire Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)      |            |                |
| Affix: OFTHEWIZARD5<br>Prefix: [ITEM] of Draining<br>Minimum Level: 7<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)                                     |            |                |
| Affix: OF_TL2_FUMBLECHANCE5<br>Prefix: [ITEM] of Precision<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(20.0-20.0)% less chance to fumble   |            |                |
| Affix: OFTHETHORN5<br>Prefix: [ITEM] of Vengeance<br>Minimum Level: 5   |            |                |

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| <p>Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_BLOODMAGIC5<br/> Prefix: [ITEM] of Blood Magic<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> -(1.5-1.5) HP/Second<br/> +(10.0-10.0) Mana/s</p> <p>Affix: OFTHEMASTER22H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3<br/> Prefix: Elemental [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, STAFF, WAND]<br/> Effects:<br/> (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI<br/> ONBONUS)</p> <p>Affix: OF_PERCENT_ICE_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: REAT_OF_RESIST_IMMOB3<br/> Prefix: Escaping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PROC_BLOODWASH_10<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5</p> |            |                |

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| <p>Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named W<br/> odWash) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5<br/> Prefix: [ITEM] of the Superman<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_p<br/> upercharge) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5<br/> Prefix: [ITEM] of Debilitation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named<br/> que_immobilize)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_1<br/> Prefix: Numbing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named<br/> _frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BLESSED5<br/> Prefix: [ITEM] of Righteousness<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (5.0-5.0)% less all Damage Taken</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5</p> |            |                |

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|                  | <p>Prefix: [ITEM] of Cooling<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_STEELTOE5<br/> Prefix: [ITEM] of Cement<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (5.0-5.0)% less Dodge Chance</p> <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OFMONK5<br/> Prefix: [ITEM] of the Monk<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> (20.0-20.0)% more XP gained</p> |                |

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|                  | <p>(20.0-20.0)% more Fame Gain<br/> (20.0-20.0)% less all damage</p> <p>Affix: OFTHETIGER2<br/> Prefix: Hasty [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_5<br/> Prefix: [ITEM] of the Frozen Soul<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named at_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS2<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_ATTRIB_DEFENSE<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ELECTRICDEFENSE3<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5<br/> Prefix: [ITEM] of Deflection<br/> Minimum Level: 13<br/> Spawn Weight: 5<br/> Occupies no slots</p> |                |

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| Spawns On: [PANTS]<br>Effects:<br>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br><br>Affix: OFTHEARCHER5<br>Prefix: [ITEM] of the Archer<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>(5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-50.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)<br><br>Affix: REAT_OF_PROC_SUPER_1<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s<br>upercharge) (Level 1)<br><br>Affix: TRINKET_POISONDEFENSE5<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)<br><br>Affix: REAT_OF_VILLAINNY5<br>Prefix: [ITEM] of Villainy<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br>Effects:<br>(50.0-50.0)% more Critical Chance<br>(50.0-50.0)% less all damage<br><br>Affix: OFTHESAVANT5<br>Prefix: [ITEM] of the Savant<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)<br><br>Affix: OFTHEMASTER2H |            |                |

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| Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)<br><br>Affix: OFTHEVAMPIRE5<br>Prefix: [ITEM] of the Vampire<br>Minimum Level: 7<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)<br><br>Affix: OFTHESAVAGE5<br>Prefix: [ITEM] of Demolishing<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)<br><br>Affix: REAT_OF_PAPER5<br>Prefix: [ITEM] of the Trade Winds<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br>(10.0-10.0)% less all Armor<br><br>Affix: OF_TL2_DUALWIELDBONUS<br>Prefix: Bifold [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(3.0-5.0)% more Damage while Dual Wielding<br><br>Affix: OF_PROC_METEORSTRIKE_10<br>Prefix: [ITEM] of the Meteor<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (name<br>_Meteor Strike) (Level 1)<br><br>Affix: OF_ELECTRICDEFENSE2 |            |             |



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|                  | <p>Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OFTHESTORMS3<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWMANA5<br/> Prefix: [ITEM] of the Usurper<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)</p> <p>Affix: OFTHETIGER3<br/> Prefix: Hasty [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> |                |

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|                  | <p>Affix: OF_ATTRIB_MAGIC<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WONDER<br/> Prefix: Wondrous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, STAFF]<br/> Effects:<br/> (4.0-4.0)% more Mana</p> <p>Affix: OFTHECHEETAH<br/> Prefix: Brisk [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_PERCENT_ELECTRIC3<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_1<br/> Prefix: Piranha [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding) (Level 1)</p> <p>Affix: TRINKET_STAT_MAGICS<br/> Prefix: [ITEM] of Focus<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:</p> |                |

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|                  | <p>+ (150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100<br/> Prefix: Momentous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-30.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_ELVEN5<br/> Prefix: [ITEM] of the Will o' Wisp<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> + (50.0-50.0) electrical armor<br/> + (50.0-50.0) fire armor<br/> + (50.0-50.0) ice armor<br/> + (50.0-50.0) poison armor<br/> (10.0-10.0)% more physical Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_3<br/> Prefix: Piranha [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_ICEDEFENSE3<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC5_WANDS<br/> Prefix: [ITEM] of Electric Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_STEELTOE2<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range</p> |                |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (2.0-2.0)% less Dodge Chance</p> <p>Affix: OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> + (70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> + (4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB2<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named reat_inmobilize)</p> <p>Affix: OFTHESAVANT<br/> Prefix: Savant [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> + (15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: REAT_OF_LICH</p> |                |

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|                  | <p>Prefix: Lich [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> + (52.0-68.0) Mana<br/> + (18.0-24.0) Max HP<br/> (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: REAT_OF_PROC_SUPER_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s<br/> upercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE<br/> Prefix: Paired [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-5.0)% more Execute Chance</p> <p>Affix: OF_TL2_FUMBLECHANCE3<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: TRINKET_ICE_BONUS5<br/> Prefix: [ITEM] of Chilling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |                |

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|                  | <p>Affix: OFTHETHORN3<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: OFTHETHORN2<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: TRINKET_ICEDDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (60.0-80.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLOODMAGIC3<br/> Prefix: Blood Tapping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> - (0.9-0.9) HP/Second<br/> + (6.0-6.0) Mana/s</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5<br/> Prefix: [ITEM] of the Elements<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2-2) second increased duration of elemental effects (named ELEMEFFECTD<br/> ONBONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE2<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:</p> |             |

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| (8.0-8.0)% less chance to fumble  |            |                |
| Affix: REAT_OF_PROC_SUPER_3<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s<br>upercharge) (Level 1)  |            |                |
| Affix: OF_ELECTRICDEFENSE<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE<br>NSE)                                       |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_ELECATTUN<br>Prefix: [ITEM] of Electric Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more electric damage<br>+(100.0-100.0) electrical armor<br>-(100.0-100.0) poison armor<br>(20.0-20.0)% less poison damage |            |                |
| Affix: OFTHETHORN<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)   |            |                |
| Affix: REAT_OF_IMMOB3<br>Prefix: Debilitating [ITEM]<br>No Level Range  |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named<br>que_immobilize)  |            |             |
| Affix: OF_PERCENT_FLAME2<br>Prefix: Fire-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS) |            |             |
| Affix: OFTHEWIZARD2<br>Prefix: Draining [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)   |            |             |
| Affix: OF_TL2_DRAWMANA<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named dra<br>ax1)               |            |             |
| Affix: REAT_OF_STEELTOE3<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(3.0-3.0)% less Dodge Chance          |            |             |
| Affix: REAT_OF_RANGER<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF]<br>Effects:<br>(3.0-3.0)% more Cast Speed<br>+(1.0-1.0) Mana/s<br>+(1.0-1.0) Mana                         |            |             |

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| <p>Affix: OF_ICEDEFENSE2<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLESSED3<br/> Prefix: Blessed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (3.0-3.0)% less all Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_2<br/> Prefix: Piranha [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H3<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS3<br/> Prefix: Aegis [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:</p> |            |                |

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| <p>(3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (9.0-9.0)% more charge rate</p> <p>Affix: REAT_OF_DUELIST3<br/> Prefix: Duelist [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-5.0)% more Movement Speed<br/> (2.0-2.0)% more Dodge Chance<br/> (5.0-5.0)% more Attack Speed<br/> (2.0-2.0)% less chance to block</p> <p>Affix: OF_PROCKILL_ZOMBIE_10<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PERCENT_FLAME<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PARRYING<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: MANA_ADDER_2<br/> Prefix: Mystical [ITEM]<br/> No Level Range</p> |            |                |

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| <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: REAT_LIFEPERCENT5<br/> Prefix: [ITEM] of the Blood Knight<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_PROC_POISONBURST_2<br/> Prefix: Miasma [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OFTHESOLDIER5<br/> Prefix: [ITEM] of the Soldier<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_ATTRIB_DEXTERITY2<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH2<br/> Prefix: Salving [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_BLINDING2</p> |            |                |

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| <p>Prefix: Blinding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_BLINDING3<br/> Prefix: Blinding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p> <p>Affix: OF_TL2_PETHEALTH3<br/> Prefix: Salving [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD5<br/> Prefix: [ITEM] of the Legend<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (7.0-10.0)% more Fame Gain (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_DEXTERITY3<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_POISONBURST_3</p> |            |             |

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|                  | <p>Prefix: Miasma [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: MANA_ADDER_3<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: OF_PROC_STORMCLAW15<br/> Prefix: [ITEM] of Zapping<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_TL2_SPLASH5<br/> Prefix: [ITEM] of Carnage<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br/> Effects:<br/> (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PERCENT_POISON3_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H2<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> |                |

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|                  | <p>Affix: OF_TL2_CHARGERATEBONUS2<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (6.0-6.0)% more charge rate</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS2<br/> Prefix: Aegis [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_FEAR5<br/> Prefix: [ITEM] of Terror<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR HANT MAX HP)</p> <p>Affix: OF_PERCENT_ALL2_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFRESISTANCE5<br/> Prefix: [ITEM] of Resistance<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)</p> |                |

+ (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: 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: OF\_PERCENT\_ICE3**

Prefix: Ice-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 ice damage (named OFFLAME DAMAGE BONUS)

**Affix: REAT\_OF\_WHIRLWIND3**

Prefix: Whirlwind [ITEM]  
 Minimum Level: 10  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]  
 Effects:  
 (25.0-25.0)% more Cast Speed  
 (25.0-25.0)% less all damage  
 (25.0-25.0)% more Attack Speed

**Affix: OF\_TL2\_HEALTH\_REGEN**

Prefix: Rejuvenating [ITEM]  
 No Level Range  
 Spawn Weight: 1  
 Occupies no slots  
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]  
 Effects:  
 + (0.3-0.3) HP/Second

**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]  
 Effects:  
 + (36.0-48.0) poison armor (named TRINKET\_POISONDEFENSE POISON DEFENSE)

**Affix: OF\_TL2\_PETDAMAGE3**

Prefix: Commanding [ITEM]  
 Minimum Level: 5

Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [GLOVES, NECKLACE, WEAPON]  
 Effects:  
 (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)

**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\_poisonburst\_proc) (Level 1)

**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: OFTHEMULE**

Prefix: Intractable [ITEM]  
 Minimum Level: 5  
 Spawn Weight: 1  
 Occupies no slots  
 Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]  
 Effects:  
 -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)

**Affix: OF\_PERCENT\_ICE3\_WANDS**

Prefix: Ice-Surge [ITEM]  
 No Level Range  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  
 Effects:  
 (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)

**Affix: OF\_PERCENT\_POISON2**

Prefix: Poison-Surge [ITEM]  
 Minimum Level: 11  
 Spawn Weight: 2  
 Occupies no slots  
 Spawns On: [ARMOR\_ELEMENTAL]  
 Can't Spawn On: [COLLAR, STUD]  
 Effects:  
 (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)

**Affix: OFICE3**

Prefix: Icy [ITEM]  
 No Level Range



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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)  |            |                |
| Affix: OFLIGHTNING5<br>Prefix: [ITEM] of Lightning<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER5<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: OF_TL2_SPLASH<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br>Effects:<br>(15.0-15.0)% more Damage to Secondary Targets                                  |            |                |
| Affix: OF_TL2_HEALTH_REGEN5<br>Prefix: [ITEM] of Rejuvenation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(1.5-1.5) HP/Second   |            |                |
| Affix: OFTHEDRAKE<br>Prefix: [ITEM] of the Drake<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |            |                |
| Affix: OFICE2<br>Prefix: Icy [ITEM]  |            |                |

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| No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_RANGERS5<br>Prefix: [ITEM] of the Beast Master<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health<br>(10.0-15.0)% more Pet Speed<br>(10.0-15.0)% more Minion/Pet Damage          |            |                |
| Affix: OF_PERCENT_POISON3<br>Prefix: Poison-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br>Prefix: [ITEM] of Insulating<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE MINOR DEFENSE) |            |                |
| Affix: OF_TL2_PETDAMAGE2<br>Prefix: Commanding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: OF_POISONDEFENSE3<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |                |

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| <p>Affix: REAT_OF_PARRYING5<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> Minimum Level: 8<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_ICE2<br/> Prefix: Ice-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROC_BLINDCLOUD_10<br/> Prefix: [ITEM] of Clouded Vision<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5<br/> Prefix: [ITEM] of Mystery<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]</p> |            |                |

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| <p>Effects:<br/> +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS1<br/> Prefix: Aegis [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OFTHEMAGE5<br/> Prefix: [ITEM] of the Invoker<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_EARTHATTUN<br/> Prefix: [ITEM] of Earth Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more physical damage<br/> No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, max 25.00, dur 0.00, type physical, level -1)<br/> (100.0-100.0)% less charge rate</p> <p>Affix: REAT_OF_DUELIST5<br/> Prefix: [ITEM] of the Wind Walker<br/> No Level Range</p> |            |                |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Movement Speed<br>(3.0-3.0)% more Dodge Chance<br>(10.0-10.0)% more Attack Speed<br>(3.0-3.0)% less chance to block   |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H5<br>Prefix: [ITEM] of Violence<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS5<br>Prefix: [ITEM] of Safekeeping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis ) (Level 1)   |            |                |
| Affix: OF_TL2_CHARGERATEBONUS5<br>Prefix: [ITEM] of Energy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(15.0-15.0)% more charge rate  |            |                |
| Affix: OF_TL2_SPLASH2<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br>Effects:<br>(30.0-30.0)% more Damage to Secondary Targets  |            |                |
| Affix: OFRESISTANCE<br>Prefix: [ITEM] of Resistance<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) |            |                |

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| +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)   |            |                |
| Affix: OFTHECHEETAH5<br>Prefix: [ITEM] of Speed<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)                                 |            |                |
| Affix: REAT_LIFEPERCENT3<br>Prefix: Bloody [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)                   |            |                |
| Affix: REAT_OF_BLACKMAGE<br>Prefix: [ITEM] of the White Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMACE, STAFF]<br>Effects:<br>(10.0-10.0)% more Effectiveness of Potions<br>+(1.0-1.0) HP/Second<br>+(1.0-1.0) Max HP |            |                |
| Affix: REAT_OF_BARD2<br>Prefix: Bard's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(3.0-5.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)                                  |            |                |
| Affix: OF_PERCENT_POISON5_WANDS<br>Prefix: [ITEM] of Poison Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)      |            |                |
| Affix: OF_TL2_BLINDING5<br>Prefix: [ITEM] of Blinding<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]   |            |                |

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| <p>Effects:<br/>           Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OF_TL2_PETHEALTH5<br/>           Prefix: [ITEM] of Invigoration<br/>           Minimum Level: 5<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/>           Effects:<br/>           (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD3<br/>           Prefix: Bard's [ITEM]<br/>           Minimum Level: 5<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [HELMET]<br/>           Effects:<br/>           (5.0-7.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5<br/>           Prefix: [ITEM] of the Scourge<br/>           Minimum Level: 5<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [NECKLACE, WEAPON]<br/>           Effects:<br/>           (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OF_ATTRIB_DEXTERITY5<br/>           Prefix: [ITEM] of Agility<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [BOOTS, GLOVES, NECKLACE]<br/>           Effects:<br/>           +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_LIFEPERCENT2<br/>           Prefix: Bloody [ITEM]<br/>           Minimum Level: 10<br/>           Spawn Weight: 2<br/>           Occupies no slots<br/>           Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/>           Effects:<br/>           (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: MANA_ADDER_5<br/>           Prefix: [ITEM] of Wisdom<br/>           No Level Range<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> |             |                |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: REAT_OF_ELVEN3<br/>           Prefix: Elven [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [CHEST ARMOR, SHIELD]<br/>           Effects:<br/>           +(30.0-30.0) electrical armor<br/>           +(30.0-30.0) fire armor<br/>           +(30.0-30.0) ice armor<br/>           +(30.0-30.0) poison armor<br/>           (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_TL2_SPLASH3<br/>           Prefix: Slashing [ITEM]<br/>           Minimum Level: 5<br/>           Spawn Weight: 3<br/>           Occupies no slots<br/>           Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF]<br/>           Effects:<br/>           (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFTHEOWL<br/>           Prefix: Mystical [ITEM]<br/>           No Level Range<br/>           Spawn Weight: 1<br/>           Occupies no slots<br/>           Spawns On: [HELMET, NECKLACE]<br/>           Can't Spawn On: [COLLAR, STUD]<br/>           Effects:<br/>           +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PROC_BLINDCLOUD_15<br/>           Prefix: [ITEM] of Clouded Vision<br/>           Minimum Level: 5<br/>           Spawn Weight: 4<br/>           Occupies no slots<br/>           Spawns On: [TWO HANDED]<br/>           Effects:<br/>           (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5<br/>           Prefix: [ITEM] of Violence<br/>           Minimum Level: 5<br/>           Spawn Weight: 5<br/>           Occupies no slots<br/>           Spawns On: [GLOVES, NECKLACE, WEAPON]<br/>           Effects:<br/>           (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> |             |                |

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| <p>Affix: OFTHEMAGE2<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FEAR3<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: TRINKET_POISON_BONUS5<br/> Prefix: [ITEM] of Toxicity<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEOWL2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PERCENT_ICE5<br/> Prefix: [ITEM] of Ice Rage<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WHITEMAGE<br/> Prefix: [ITEM] of the White Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br/> Effects:</p> |            |                |

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| <p>(8.0-12.0)% more Effectiveness of Potions<br/> +(0.7-1.3) HP/Second<br/> +(8.0-10.0) Max HP</p> <p>Affix: REAT_OF_WHIRLWIND5<br/> Prefix: [ITEM] of the Tornado<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Cast Speed<br/> (50.0-50.0)% less all damage<br/> (50.0-50.0)% more Attack Speed</p> <p>Affix: OFTHESEEKER2<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PARRYING2<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS3<br/> Prefix: Joyful [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (12.0-12.0)% more HP</p> <p>Affix: OF_TL2_PETDAMAGE5<br/> Prefix: [ITEM] of Command<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER2<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: OF_TL2_HEALTH_REGEN2<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.6-0.6) HP/Second   |            |                |
| Affix: TRINKET_POISONPERCENT_DEFENSE5<br>Prefix: [ITEM] of Curing<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRI<br>CAL DEFENSE) |            |                |
| Affix: OFLIGHTNING3<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_IMMOB<br>Prefix: Debilitating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named uniqu<br>e_immobilize)  |            |                |
| Affix: OFICE5<br>Prefix: [ITEM] of Ice<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)   |            |                |
| Affix: OFLIGHTNING2<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2  |            |                |

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| Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)  |            |             |
| Affix: OF_TL2_HEALTH_REGEN3<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.9-0.9) HP/Second  |            |             |
| Affix: PETTRINKET_LIFESTEAL_MASTER3<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |            |             |
| Affix: REAT_OF_RANGER3<br>Prefix: [ITEM] of the Ranger<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br>Effects:<br>(5.0-9.0)% more Minion/Pet Health<br>(5.0-9.0)% more Pet Speed<br>(5.0-9.0)% more Minion/Pet Damage |            |             |
| Affix: OF_PERCENT_POISON5<br>Prefix: [ITEM] of Poison Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)                                    |            |             |
| Affix: REAT_OF_HAPPINESS2<br>Prefix: Joyful [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(8.0-8.0)% more HP  |            |             |
| Affix: REAT_OF_PROCGETHIT_AEGIS_2<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5   |            |             |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br/> (Level 1)</p> <p>Affix: REAT_OF_PARRYING3<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5<br/> Prefix: [ITEM] of Remedy<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROC_STORMCLAW10<br/> Prefix: [ITEM] of Zapping<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE5_WANDS<br/> Prefix: [ITEM] of Ice Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON_WANDS<br/> Prefix: Poison-Surge [ITEM]</p> |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFTHEOWL3<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_FEAR2<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)</p> <p>Affix: OFTHEMAGE3<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_LIFEPERCENT<br/> Prefix: Bloody [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE5<br/> Prefix: [ITEM] of the Black Wizard</p> |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br/> Effects:<br/> (10.0-12.0)% more Cast Speed<br/> +(3.0-4.0) Mana/s<br/> +(30.0-40.0) Mana</p> <p>Affix: OF_TL2_SILENCE<br/> Prefix: Silencing [ITEM]<br/> Minimum Level: 6<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_PROC_METEORSTRIKE_5<br/> Prefix: [ITEM] of the Meteor<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEMASTER3<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5<br/> Prefix: [ITEM] of the Ram<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> |                |

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|                  | <p>Affix: OFTHESAGE2<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Warming<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE PERCENT DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br/> Can't Spawn On: [CANNON]<br/> Effects:<br/> +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> |                |



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| <p>Affix: OFTHEWINDS<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER<br/> Prefix: Archer [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -30.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHESAGE3<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:</p> |            |                |

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| <p>+(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p> <p>Affix: OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_5<br/> Prefix: [ITEM] of Energy Blast<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots</p> |            |                |

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| Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)  |            |                |
| Affix: OF_PERCENT_ICE2_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)                 |            |                |
| Affix: OF_TL2_CHARGEDECAY5<br>Prefix: [ITEM] of Grasping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON]<br>Effects:<br>(35.0-35.0)% less charge bar decay rate                    |            |                |
| Affix: OF_PERCENT_ALL3_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)                 |            |                |
| Affix: REAT_OF_BATTERYPOWERED3<br>Prefix: Battery Powered [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>-(3.0-3.0) Mana/s<br>+(26.0-34.0) electric damage                              |            |                |
| Affix: OF_TL2_DRAWARMOR3<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive) |            |                |
| Affix: REAT_OF_FIREATTUN<br>Prefix: [ITEM] of Fire Attunement<br>Minimum Level: 5<br>Spawn Weight: 5  |            |                |

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| Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more fire damage<br>+(100.0-100.0) fire armor<br>-(100.0-100.0) ice armor<br>(20.0-20.0)% less ice damage   |            |                |
| Affix: OF_TL2_CHARGEDECAY<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(8.0-8.0)% less charge bar decay rate  |            |                |
| Affix: REAT_OF_GHOUL<br>Prefix: [ITEM] of the Ghoul<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |            |                |
| Affix: OFTHEELEPHANT3<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)   |            |                |
| Affix: OF_TL2_SHIELDBREAK3<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(30.0-30.0)% more chance to break shields (named sheildbreakaffix)  |            |                |
| Affix: TRINKET_STAT_DEXTERITY5<br>Prefix: [ITEM] of Swiftess<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)                                 |            |                |

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| <p>Affix: REAT_OF_CURSED2<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_CURSED3<br/> Prefix: Cursed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)<br/> (15.0-15.0)% more all Damage Taken<br/> Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3<br/> Prefix: Bacteroid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(0.9-0.9) HP/Second<br/> +(26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFFLAMES<br/> Prefix: [ITEM] of Fire<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_TL2_DRAWARMOR2<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Eve)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5<br/> Prefix: [ITEM] of Shock<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: REAT_OF_POISONATTUN<br/> Prefix: [ITEM] of Poison Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more poison damage<br/> +(100.0-100.0) poison armor<br/> -(100.0-100.0) electrical armor<br/> (20.0-20.0)% less electric damage</p> <p>Affix: OF_PERCENT_ICE<br/> Prefix: Ice-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS2<br/> Prefix: Long Range [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTUNEMENT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5<br/> Prefix: Crushing [ITEM]</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5<br/> Prefix: [ITEM] of the Spectrum<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH<br/> Prefix: Salving [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_EXECUTE2<br/> Prefix: Paired [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_BLACKMAGE3<br/> Prefix: [ITEM] of the Black Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br/> Effects:<br/> (6.0-8.0)% more Cast Speed<br/> +(2.0-2.5) Mana/s<br/> +(20.0-25.0) Mana</p> <p>Affix: OFHTERAM<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMASTER5</p> |            |                |

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| <p>Prefix: [ITEM] of Skill<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESAVAGE<br/> Prefix: Demolishing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5<br/> Prefix: [ITEM] of Re-Doubling<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: REAT_OF_ICEATTUN<br/> Prefix: [ITEM] of Ice Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more ice damage<br/> +(100.0-100.0) ice armor<br/> -(100.0-100.0) fire armor<br/> (20.0-20.0)% less fire damage</p> <p>Affix: REAT_OF_NECROMANCER<br/> Prefix: Voodoo [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [TWO HANDED, CHEST ARMOR]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 60 seconds (named Weapon Zombie Proc)</p> |            |                |

Affix: HP\_ADDER  
Prefix: Healthy [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [ARMOR\_ELEMENTAL, RING]  
Can't Spawn On: [COLLAR, STUD]  
Effects:  
+(4.0-7.0) Max HP (named HP\_ADDER MAX HP)

Affix: PETTRINKET\_LIFESTEAL\_MASTER  
Prefix: Synergistic [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [COLLAR, STUD]  
Effects:  
+(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)

Affix: OFTHESAGE5  
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)

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\_Meteor Strike) (Level 1)

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: OF\_ATTRIB\_MAGIC5  
Prefix: [ITEM] of the Mage  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [GLOVES, HELMET, NECKLACE]  
Effects:  
+(170-200) Focus (named OFFLAME DAMAGE BONUS)

Affix: OFHTERAM2  
Prefix: Slamming [ITEM]  
Minimum Level: 5  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [RANGED WEAPON]  
Effects:  
-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)

Affix: TRINKET\_POISON\_PERCENT5  
Prefix: [ITEM] of Poisoning  
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 poison damage (named TRINKET\_ELECTRICDEFENSE ELECTRICDEFENSE)

Affix: OFFICE  
Prefix: Icy [ITEM]  
No Level Range  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [GLOVES, STAFF, WAND]  
Effects:  
+(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)

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: REAT\_OF\_PROC\_FULLCHARGE\_1  
Prefix: Bursting [ITEM]  
Minimum Level: 5  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [NECKLACE, WEAPON]  
Effects:  
(1.0-1.0)% chance to cast reat\_fullcharge\_proc on kill (named reat\_fullcharge\_proc) (Level 1)

Affix: OF\_PERCENT\_ALL2  
Prefix: Prismatic [ITEM]  
Minimum Level: 11  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [ARMOR\_ELEMENTAL]  
Can't Spawn On: [COLLAR, STUD]  
Effects:

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| (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OFMONK<br>Prefix: Monk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>(10.0-10.0)% more XP gained<br>(10.0-10.0)% more Fame Gain<br>(10.0-10.0)% less all damage                   |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_3<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1) |            |                |
| Affix: OF_TL2_DRAWHEALTH<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealthx1)               |            |                |
| Affix: PETTAG_TL2_SHIELDBREAKER2<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named unique_shieldbreak)                                |            |                |
| Affix: OFTHEVAMPIRE<br>Prefix: Vampiric [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: REAT_OF_BATTERYPOWERED5<br>Prefix: [ITEM] of Powered Drain<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots   |            |                |

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| Spawns On: [GLOVES, WEAPON]<br>Effects:<br>-(5.0-5.0) Mana/s<br>+(42.0-58.0) electric damage   |            |                |
| Affix: OF_ATTRIB_DEFENSE3<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(100-120) Vitality (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_CHARGEDECAY3<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(24.0-24.0)% less charge bar decay rate  |            |                |
| Affix: OF_ATTRIB_DEXTERITY<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(30-40) Dexterity (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFFLAME2<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_DRAWARMOR5<br>Prefix: [ITEM] of the Citadel<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (named OF_TL2_DRAWARMOR5) |            |                |
| Affix: OF_TL2_SHIELDBREAK5<br>Prefix: [ITEM] of Shieldbreaking<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots   |            |                |

Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]  
 Effects:  
   (50.0-50.0)% more chance to break shields (named sheildbreakaffix)

Affix: OFTHEELEPHANT5  
 Prefix: [ITEM] of Health  
 No Level Range  
 Spawn Weight: 5  
 Occupies no slots  
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]  
 Effects:  
   +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)

Affix: REAT\_OF\_TURBINE5  
 Prefix: [ITEM] of the Turbine  
 Minimum Level: 5  
 Spawn Weight: 5  
 Occupies no slots  
 Spawns On: [TWO HANDED]  
 Effects:  
   (25.0-25.0)% more charge rate

Affix: OFTHESEEKER  
 Prefix: Lucky [ITEM]  
 Minimum Level: 8  
 Spawn Weight: 1  
 Occupies no slots  
 Spawns On: [HELMET, NECKLACE]  
 Effects:  
   (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)

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]  
 Effects:  
   (10.0-10.0)% more ice damage (named TRINKET\_ELECTRICDEFENSE ELECTRICAL DEFENSE)

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: 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: 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: 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: OFTHESTORMS  
 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 OFTHETURTLE ARMOR BONUS)

Affix: OF\_TL2\_CHARGEDDECAY2  
 Prefix: Grasping [ITEM]  
 Minimum Level: 5  
 Spawn Weight: 2  
 Occupies no slots  
 Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]  
 Effects:  
   (16.0-16.0)% less charge bar decay rate

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 OFFLAME DAMAGE BONUS)

Affix: TRINKET\_FIRE\_PERCENT5  
 Prefix: [ITEM] of Incineration  
 Minimum Level: 15  
 Spawn Weight: 5

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|                  | <p>Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEBULL<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS<br/> Prefix: [ITEM] of the Spectrum<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_GOLEM<br/> Prefix: [ITEM] of the Yeti<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2</p> |                |

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|                  | <p>Prefix: Bursting [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (named OF_TL2_DRAWARMOR)</p> <p>Affix: OF_PERCENT_ALL3<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER52H<br/> Prefix: [ITEM] of Skill<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, TWO HANDED]<br/> Effects:<br/> (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OFWISDOM<br/> Prefix: [ITEM] of the Sage<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_ALCHEMY<br/> Prefix: Herbalist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> |                |



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| <p>Affix: REAT_OF_STEELTOE<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_OF_YETI<br/> Prefix: [ITEM] of the Yeti<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_REDMAGE<br/> Prefix: [ITEM] of the Black Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HSWORD, STAFF]<br/> Effects:<br/> (3.0-3.0)% more Cast Speed<br/> +(1.0-1.0) Mana/s<br/> +(9.0-9.0) Mana</p> <p>Affix: REAT_OF_CURSED<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN<br/> Prefix: [ITEM] of Resistance<br/> Minimum Level: 23<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5<br/> Prefix: Super [ITEM]</p> |            |                |

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| <p>Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_3<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OFTHEMASTER<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OF_TL2_DAMAGE_BONUS)</p> |            |                |

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| <p>Affix: OF_ATTRIB_STRENGTH5<br/> Prefix: [ITEM] of Might<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE]<br/> Effects:<br/> +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3<br/> Prefix: Engulfing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5<br/> Prefix: [ITEM] of the Stone Golem<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (15.0-15.0)% less Movement Speed<br/> +(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_TL2_DRAWHEALTH5<br/> Prefix: [ITEM] of Restoration<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)</p> <p>Affix: OF_PROC_FIRESTORM_15<br/> Prefix: [ITEM] of the Fire Storm<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING]</p> |            |                |

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| Effects:<br>(4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)  |            |                |
| Affix: REAT_OF_ALCHEMY2<br>Prefix: Herbalist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)                            |            |                |
| Affix: OF_PROCKILL_FULLHEAL_2<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)             |            |                |
| Affix: OFVENOM5<br>Prefix: [ITEM] of Venom<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)  |            |                |
| Affix: OF_PROC_ACIDRAIN_15<br>Prefix: [ITEM] of Acid Rain<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)            |            |                |
| Affix: TRINKET_STAT_STRENGTH5<br>Prefix: [ITEM] of Strength<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE) |            |                |
| Affix: OF_POISONDEFENSE<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)   |            |                |
| Affix: REAT_OF_NECROMANCER5<br>Prefix: [ITEM] of the Necromancer<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill .5 seconds (named Weapon Zombie Proc) |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT R DAMAGE BONUS)                                    |            |                |
| Affix: OF_PROC_GLACIALSPIKE_15<br>Prefix: [ITEM] of the Glacier<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named _Glacial Spike) (Level 1)                         |            |                |
| Affix: OFTHEMASTER32H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: REAT_OF_STEELTOE<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(1.0-1.0)% less Dodge Chance  |            |                |
| Affix: OF_TL2_MANA_REGEN3<br>Prefix: Focusing [ITEM]  |            |                |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(3.0-3.0) Mana/s</p> <p>Affix: REAT_OF_PAPER<br/> Prefix: [ITEM] of Speed<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFTHEWIZARD<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_MANA_REGEN<br/> Prefix: Focusing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(1.0-1.0) Mana/s</p> <p>Affix: REAT_OF_DANCING2<br/> Prefix: Dancing [ITEM]<br/> No Level Range</p> |                |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br/> (2.0-2.0)% less chance to block</p> <p>Affix: HP_ADDER_2<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_WONDERS5<br/> Prefix: [ITEM] of Possibility<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, STAFF]<br/> Effects:<br/> (20.0-20.0)% more Mana</p> <p>Affix: OFTHEMULE5<br/> Prefix: [ITEM] of the Mule<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROC_THUNDERSTROM_10<br/> Prefix: [ITEM] of Thunder<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: REAT_OF_BARD</p> |                |

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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: HP_ADDER_3
Prefix: Healthy [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [ARMOR_ELEMENTAL, RING]
Can't Spawn On: [COLLAR, STUD]
Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)

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: OF_PROCKILL_FULLHEAL_1
Prefix: Engulfing [ITEM]
Minimum Level: 5
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)

Affix: REAT_OF_TURBINE
Prefix: Generating [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [TWO HANDED]
Effects:
    (15.0-15.0)% more charge rate

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 Find (named OFTHEMISER PERCENT GOLD DROP)
    
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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]
Effects:
    (3.0-3.0)% more charge rate

Affix: REAT_OF_REDMAGE5
Prefix: [ITEM] of the Red Wizard
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [POLEARM, STAFF, CHEST ARMOR]
Effects:
    (8.0-12.0)% more charge rate
    +(13.0-17.0) Max HP
    +(25.0-35.0) Mana

Affix: PETTAG_TL2_RESIST_IMMOB100
Prefix: Liberating [ITEM]
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [COLLAR, STUD]
Effects:
    (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)

Affix: OF_PERCENT_FLAME_WANDS
Prefix: Fire-Surge [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)

Affix: OF_TL2_SILENCE5
Prefix: [ITEM] of Silence
Minimum Level: 6
Spawn Weight: 5
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]
Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.

Affix: REAT_OF_EVIL3
Prefix: Evil [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]
Effects:
    +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)
    
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|                  | (50.0-50.0)% less Effectiveness of Potions<br>+(140.0-160.0) Mana stolen  |                |
|                  | Affix: OF_PERCENT_ALL_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)                        |                |
|                  | Affix: OF_TL2_MANA_REGEN2<br>Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(2.0-2.0) Mana/s  |                |
|                  | Affix: OF_PERCENT_ELECTRIC2_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)        |                |
|                  | Affix: OF_TL2_RESIST_SLOW50<br>Prefix: [ITEM] of Momentum<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(25.0-25.0)% more resistance to Slow (named resist_slow)                                    |                |
|                  | Affix: OF_ATTRIB_STRENGTH<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(30-40) Strength (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: OF_TL2_DAMAGEOVERTIME5<br>Prefix: [ITEM] of Mortal Wounds<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB |                |

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|                  | EAR DAMAGE BONUS)   |                |
|                  | Affix: OF_PERCENT_POISON<br>Prefix: Poison-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |                |
|                  | Affix: OF_ATTRIB_STRENGTH3<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(100-120) Strength (named OFFLAME DAMAGE BONUS)  |                |
|                  | Affix: OFVENOM2<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br>Can't Spawn On: [CANNON]<br>Effects:<br>+(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)       |                |
|                  | Affix: REAT_OF_ALCHEMY5<br>Prefix: [ITEM] of the Alchemist<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE A                  |                |
|                  | Affix: OF_PROCKILL_FULLHEAL_5<br>Prefix: [ITEM] of Engulfing<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br>(Level 1) |                |
|                  | Affix: REAT_OF_POLARITY<br>Prefix: [ITEM] of Polarity<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]  |                |

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| Effects:<br>+(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen  |            |                |
| Affix: OF_FIREDEFENSE2<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)                      |            |                |
| Affix: TRINKET_GOLDFIND5<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP) |            |                |
| Affix: OF_PERCENT_ELECTRIC<br>Prefix: Electric-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)         |            |                |
| Affix: OF_TL2_DRAWHEALTH2<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt<br>hx2)                   |            |                |
| Affix: REAT_OF_DWARVEN3<br>Prefix: Dwarven [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% less Movement Speed<br>+(30.0-34.0) physical Armor   |            |                |
| Affix: REAT_OF_DWARVEN2  |            |                |

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| Prefix: Dwarven [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(40.0-40.0)% less Mana<br>(20.0-20.0)% more physical Armor  |            |                |
| Affix: OF_PROC_THUNDERSTORM_15<br>Prefix: [ITEM] of Thunder<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named<br>ThunderStorm) (Level 1)           |            |                |
| Affix: OF_TL2_DRAWHEALTH3<br>Prefix: Restoring [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw<br>hx3)                         |            |                |
| Affix: OF_FIREDEFENSE3<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)                       |            |                |
| Affix: OFTHEMASTER52H<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_5<br>Prefix: [ITEM] of Regeneration<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_f<br>al) (Level 1) |            |                |

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| <p>Affix: REAT_OF_ALCHEMY4<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFVENOM3<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER<br/> Prefix: Soldier [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_FIREDEFENSE<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_SHIELDBREAK<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS<br/> Prefix: [ITEM] of Fire Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:</p> |            |                |

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| <p>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH2<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE]<br/> Effects:<br/> +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_YETI<br/> Prefix: [ITEM] of the Yeti<br/> Minimum Level: 18<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OF_TL2_SILENCE2<br/> Prefix: Silencing [ITEM]<br/> Minimum Level: 6<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5<br/> Prefix: [ITEM] of Focus<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(5.0-5.0) Mana/s</p> <p>Affix: OFTHEBULL3<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_FUMBLECHANCE<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |            |                |



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| Effects:<br>(4.0-4.0)% less chance to fumble  |            |                |
| Affix: OFTHEMISER2<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, HELMET]<br>Effects:<br>(4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)   |            |                |
| Affix: REAT_OF_WONDER3<br>Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(12.0-12.0)% more Mana   |            |                |
| Affix: OFTHEMULE2<br>Prefix: Intractable [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                          |            |                |
| Affix: OF_PROC_FIRESTORM_10<br>Prefix: [ITEM] of the Fire Storm<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1) |            |                |
| Affix: OFTHEMULE3<br>Prefix: Intractable [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                          |            |                |
| Affix: REAT_OF_WONDER2<br>Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:   |            |                |

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| (8.0-8.0)% more Mana  |            |                |
| Affix: HP_ADDER_5<br>Prefix: [ITEM] of Health<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)  |            |                |
| Affix: REAT_OF_DANCING5<br>Prefix: [ITEM] of the Super Freak<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(5.0-5.0)% less chance to block   |            |                |
| Affix: OF_PERCENT_ALL<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_EVIL<br>Prefix: Cursed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)<br>(10.0-10.0)% more all Damage Taken<br>Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds |            |                |
| Affix: REAT_OF_REDMAGE3<br>Prefix: [ITEM] of the Red Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, CHEST ARMOR]<br>Effects:<br>(5.0-7.0)% more charge rate<br>+(8.0-10.0) Max HP<br>+(15.0-21.0) Mana   |            |                |
| Affix: OFTHEBULL2<br>Prefix: Slamming [ITEM]  |            |                |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OFTHETIGER<br/> Prefix: Hasty [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Effects:<br/> (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_ACIDRAIN_10<br/> Prefix: [ITEM] of Acid Rain<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: REAT_OF_EVIL5<br/> Prefix: [ITEM] of Soul Reaping<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS)<br/> (100.0-100.0)% less Effectiveness of Potions<br/> +(130.0-170.0) Mana stolen</p> <p>Affix: OF_TL2_SILENCE3<br/> Prefix: Silencing [ITEM]<br/> Minimum Level: 6<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> |                |

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|                  | <p>Affix: REAT_OF_BLESSED<br/> Prefix: [ITEM] of the Trade Winds<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (20.0-20.0)% less physical Armor</p> <p>Affix: OF_PROC_GLACIALSPIKE_10<br/> Prefix: [ITEM] of the Glacier<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50<br/> Prefix: [ITEM] of Escape<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (25.0-25.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5<br/> Prefix: [ITEM] of Luck<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK5<br/> Prefix: [ITEM] of Phasing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> |                |

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| <p>Affix: OF_PERCENT_FLAME2_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_3<br/> Prefix: Numbing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWMANA2<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK<br/> Prefix: Phasing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: REAT_OF_VILLAINNY3<br/> Prefix: Delinquent [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (25.0-25.0)% more Critical Chance<br/> (25.0-25.0)% less all damage</p> <p>Affix: OF_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]</p> |            |                |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS3<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHER DAMAGE BONUS)</p> <p>Affix: REAT_OF_RESIST_SLOW3<br/> Prefix: Momentum [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (15.0-15.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_WHITEMAGE5<br/> Prefix: [ITEM] of the White Wizard<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br/> Effects:<br/> (12.0-17.0)% more Effectiveness of Potions<br/> +(1.2-1.7) HP/Second<br/> +(12.0-17.0) Max HP</p> <p>Affix: OFTHESAVAGE3<br/> Prefix: Demolishing [ITEM]</p> |            |                |

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|                  | <p>Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER3<br/> Prefix: Paper [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (5.0-5.0)% less all Armor</p> <p>Affix: OFTHEVAMPIRE3<br/> Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2<br/> Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE2<br/> Prefix: Demolishing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 5</p> |                |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (named OFTHEWINDS2)<br/> xclusive)</p> <p>Affix: OFTHEWINDS2<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHETIGER5<br/> Prefix: [ITEM] of Haste<br/> Minimum Level: 3<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWMANA3<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named OF_TL2_DRAWMANA3)<br/> ax3)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_2<br/> Prefix: Numbing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named OF_TL2_DRAWMANA3)<br/> at_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS5<br/> Prefix: [ITEM] of Reflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: REAT_OF_DANCING<br/> Prefix: Dancing [ITEM]</p> |                |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(1.0-1.0)% less chance to block  |            |                |
| Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)    |            |                |
| Affix: REAT_OF_PROC_FEEDING_5<br>Prefix: [ITEM] of the Feeding Frenzy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)     |            |                |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive) |            |                |
| Affix: OF_TL2_PETDAMAGE<br>Prefix: Commanding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)                      |            |                |
| Affix: OF_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)            |            |                |

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| Affix: REAT_OF_LICH5<br>Prefix: [ITEM] of the Lich<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>+(88.0-112.0) Mana<br>+(36.0-48.0) Max HP<br>(100.0-100.0)% less Effectiveness of Potions |            |                |
| Affix: OF_PERCENT_FLAME5<br>Prefix: [ITEM] of Fire Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)      |            |                |
| Affix: OFTHEWIZARD5<br>Prefix: [ITEM] of Draining<br>Minimum Level: 7<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)                                     |            |                |
| Affix: OF_TL2_FUMBLECHANCE5<br>Prefix: [ITEM] of Precision<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(20.0-20.0)% less chance to fumble   |            |                |
| Affix: OFTHETHORN5<br>Prefix: [ITEM] of Vengeance<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)                |            |                |
| Affix: REAT_OF_BLOODMAGIC5<br>Prefix: [ITEM] of Blood Magic<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>-(1.5-1.5) HP/Second   |            |                |

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| +(10.0-10.0) Mana/s<br><br>Affix: OFTHEMASTER22H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)<br><br>Affix: REAT_ELEMEFFECT_DURATION_BONUS3<br>Prefix: Elemental [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, STAFF, WAND]<br>Effects:<br>(1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI<br>ONBONUS)<br><br>Affix: OF_PERCENT_ICE_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more ice damage (named 2)<br><br>Affix: REAT_OF_RESIST_IMMOB3<br>Prefix: Escaping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(15.0-15.0)% more resistance to Immobilize (named resist_immobilize)<br><br>Affix: OF_PROC_BLOODWASH_10<br>Prefix: [ITEM] of Blood<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo<br>odWash) (Level 1)<br><br>Affix: REAT_OF_PROC_SUPER_5<br>Prefix: [ITEM] of the Superman<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects: |            |                |

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| (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_p<br>upercharge) (Level 1)<br><br>Affix: OF_PERCENT_ELECTRIC3_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: REAT_OF_IMMOB5<br>Prefix: [ITEM] of Debilitation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (name<br>que_immobilize)<br><br>Affix: REAT_OF_PROC_FROZENSOUL_1<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named<br>_frozensoul_proc) (Level 1)<br><br>Affix: REAT_OF_BLESSED5<br>Prefix: [ITEM] of Righteousness<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(5.0-5.0)% less all Damage Taken<br><br>Affix: TRINKET_FIREPERCENT_DEFENSE5<br>Prefix: [ITEM] of Cooling<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELEC<br>L DEFENSE)<br><br>Affix: REAT_OF_STEELTOE5<br>Prefix: [ITEM] of Cement<br>No Level Range<br>Spawn Weight: 5 |            |                |

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| Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(5.0-5.0)% less Dodge Chance  |            |                |
| Affix: OFTHEMAGE<br>Prefix: Invoking [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)                            |            |                |
| Affix: OFTHEMISER<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, HELMET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)                      |            |                |
| Affix: OF_PERCENT_ELECTRIC2<br>Prefix: Electric-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS) |            |                |
| Affix: REAT_OFMONK5<br>Prefix: [ITEM] of the Monk<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>(20.0-20.0)% more XP gained<br>(20.0-20.0)% more Fame Gain<br>(20.0-20.0)% less all damage             |            |                |
| Affix: OFTHETIGER2<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |                |
| Affix: REAT_OF_PROC_FROZENSoul_5  |            |                |

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| Prefix: [ITEM] of the Frozen Soul<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named at_frozensoul_proc) (Level 1)   |            |                |
| Affix: OFTHESTORMS2<br>Prefix: Mirrored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OF_ATTRIB_DEFENSE<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(30-40) Vitality (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_ELECTRICDEFENSE3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)  |            |                |
| Affix: OFTHEWINDS5<br>Prefix: [ITEM] of Deflection<br>Minimum Level: 13<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OFTHEARCHER5<br>Prefix: [ITEM] of the Archer<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>(5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br>-50.0 knockback (named OFTHEARCHER KNOCK BACK)<br>(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) |            |                |

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| <p>Affix: REAT_OF_PROC_SUPER_1<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: TRINKET_POISONDEFENSE5<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_VILLAINNY5<br/> Prefix: [ITEM] of Villainy<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (50.0-50.0)% more Critical Chance<br/> (50.0-50.0)% less all damage</p> <p>Affix: OFTHESAVANT5<br/> Prefix: [ITEM] of the Savant<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OFTHEMASTER2H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5<br/> Prefix: [ITEM] of the Vampire<br/> Minimum Level: 7<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]</p> |            |                |

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| <p>Effects:<br/> +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5<br/> Prefix: [ITEM] of Demolishing<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER5<br/> Prefix: [ITEM] of the Trade Winds<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (10.0-10.0)% less all Armor</p> <p>Affix: OF_TL2_DUALWIELDBONUS<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: OF_PROC_METEORSTRIKE_10<br/> Prefix: [ITEM] of the Meteor<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> Minimum Level: 5<br/> Spawn Weight: 5</p> |            |                |



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|                  | Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)<br><br>Affix: OF_PROC_BLOODWASH_15<br>Prefix: [ITEM] of Blood<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)<br><br>Affix: OFTHESTORMS3<br>Prefix: Mirrored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br><br>Affix: OF_TL2_DRAWMANA5<br>Prefix: [ITEM] of the Usurper<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)<br><br>Affix: OFTHETIGER3<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)<br><br>Affix: OF_ATTRIB_MAGIC<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(30-40) Focus (named OFFLAME DAMAGE BONUS)<br><br>Affix: REAT_OF_WONDER<br>Prefix: Wondrous [ITEM]<br>No Level Range |                |

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|                  | Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(4.0-4.0)% more Mana<br><br>Affix: OFTHECHEETAH<br>Prefix: Brisk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br><br>Affix: OF_PERCENT_ELECTRIC3<br>Prefix: Electric-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: REAT_OF_PROC_FEEDING_1<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding) (Level 1)<br><br>Affix: TRINKET_STAT_MAGIC5<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)<br><br>Affix: PETTAG_TL2_RESIST_SLOW100<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-30.0)% more resistance to Slow (named resist_slow)<br><br>Affix: REAT_OF_ELVEN5<br>Prefix: [ITEM] of the Will o' Wisp |                |

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| No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>+(50.0-50.0) electrical armor<br>+(50.0-50.0) fire armor<br>+(50.0-50.0) ice armor<br>+(50.0-50.0) poison armor<br>(10.0-10.0)% more physical Damage Taken |            |                |
| Affix: REAT_OF_PROC_FEEDING_3<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)                   |            |                |
| Affix: OF_ICEDEFENSE3<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)                |            |                |
| Affix: OF_PERCENT_ELECTRIC5_WANDS<br>Prefix: [ITEM] of Electric Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)           |            |                |
| Affix: REAT_OF_STEELTOE2<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(2.0-2.0)% less Dodge Chance                  |            |                |
| Affix: OFTHEWIZARD3<br>Prefix: Draining [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:  |            |                |

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| +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)  |            |                |
| Affix: OF_PERCENT_FLAME3<br>Prefix: Fire-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)                           |            |                |
| Affix: OFFLAME<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_IMMOB2<br>Prefix: Debilitating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named REAT_OF_IMMOB2)                                 |            |                |
| Affix: OFTHESAVANT<br>Prefix: Savant [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) |            |                |
| Affix: REAT_OF_LICH<br>Prefix: Lich [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>+(52.0-68.0) Mana<br>+(18.0-24.0) Max HP<br>(50.0-50.0)% less Effectiveness of Potions                             |            |                |
| Affix: REAT_OF_PROC_SUPER_2<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2   |            |                |

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|                  | Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s<br>upercharge) (Level 1)<br><br>Affix: OF_TL2_EXECUTE<br>Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-5.0)% more Execute Chance<br><br>Affix: OF_TL2_FUMBLECHANCE3<br>Prefix: Precise [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(12.0-12.0)% less chance to fumble<br><br>Affix: MANA_ADDER<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(8.0-12.0) Mana (named MANA_ADDER MAX MANA)<br><br>Affix: TRINKET_ICE_BONUS5<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OFTHETHORN3<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: OFTHETHORN2<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5 |                |

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|                  | Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: TRINKET_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)<br><br>Affix: REAT_OF_BLOODMAGIC3<br>Prefix: Blood Tapping [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>-(0.9-0.9) HP/Second<br>+(6.0-6.0) Mana/s<br><br>Affix: REAT_ELEMEFFECT_DURATION_BONUS5<br>Prefix: [ITEM] of the Elements<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, STAFF, WAND]<br>Effects:<br>(2-2) second increased duration of elemental effects (named ELEMEFFECTDUR<br>ONBONUS)<br><br>Affix: OF_TL2_FUMBLECHANCE2<br>Prefix: Precise [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(8.0-8.0)% less chance to fumble<br><br>Affix: REAT_OF_PROC_SUPER_3<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_p<br>upercharge) (Level 1)<br><br>Affix: OF_ELECTRICDEFENSE |                |

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|                  | <p>Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELECATTUN<br/> Prefix: [ITEM] of Electric Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more electric damage<br/> +(100.0-100.0) electrical armor<br/> -(100.0-100.0) poison armor<br/> (20.0-20.0)% less poison damage</p> <p>Affix: OFTHETHORN<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_IMMOB3<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OF_PERCENT_FLAME2<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]</p> |                |

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|                  | <p>Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD2<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_DRAWMANA<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named dragon_ax1)</p> <p>Affix: REAT_OF_STEELTOE3<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (3.0-3.0)% less Dodge Chance</p> <p>Affix: REAT_OF_RANGER<br/> Prefix: [ITEM] of the Black Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [POLEARM, STAFF]<br/> Effects:<br/> (3.0-3.0)% more Cast Speed<br/> +(1.0-1.0) Mana/s<br/> +(1.0-1.0) Mana</p> <p>Affix: OF_ICEDEFENSE2<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLESSED3<br/> Prefix: Blessed [ITEM]<br/> Minimum Level: 5</p> |                |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (3.0-3.0)% less all Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_2<br/> Prefix: Piranha [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_pr<br/> oc) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/> Prefix: [ITEM] of Jolting<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFEN<br/> SE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H3<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS3<br/> Prefix: Aegis [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis<br/> ) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (9.0-9.0)% more charge rate</p> <p>Affix: REAT_OF_DUELIST3</p> |                |

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|                  | <p>Prefix: Duelist [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-5.0)% more Movement Speed<br/> (2.0-2.0)% more Dodge Chance<br/> (5.0-5.0)% more Attack Speed<br/> (2.0-2.0)% less chance to block</p> <p>Affix: OF_PROCKILL_ZOMBIE_10<br/> Prefix: [ITEM] of Shadow<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (name<br/> _Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PERCENT_FLAME<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PARRYING<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: MANA_ADDER_2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: REAT_LIFEPERCENT5<br/> Prefix: [ITEM] of the Blood Knight<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:</p> |                |

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|                  | (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)  |                |
|                  | Affix: REAT_OF_PROC_POISONBURST_2<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)   |                |
|                  | Affix: OFTHESOLDIER5<br>Prefix: [ITEM] of the Soldier<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR) |                |
|                  | Affix: OF_ATTRIB_DEXTERITY2<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(65-80) Dexterity (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: OF_TL2_PETHEALTH2<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)  |                |
|                  | Affix: OF_TL2_BLINDING2<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)  |                |
|                  | Affix: PETTRINKET_LIFESTEAL_MASTER7<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots  |                |

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|                  | Spawns On: [COLLAR, STUD]<br>Effects:<br>+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |                |
|                  | Affix: OF_TL2_BLINDING3<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)        |                |
|                  | Affix: OF_TL2_PETHEALTH3<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                    |                |
|                  | Affix: REAT_OF_BARD5<br>Prefix: [ITEM] of the Legend<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(7.0-10.0)% more Fame Gain (named OFTHEMAGE PERCENT CAST SPEED)   |                |
|                  | Affix: OF_ATTRIB_DEXTERITY3<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(100-120) Dexterity (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: REAT_OF_PROC_POISONBURST_3<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1) |                |
|                  | Affix: MANA_ADDER_3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots   |                |

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| Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)  |            |                |
| Affix: OF_PROC_STORMCLAW15<br>Prefix: [ITEM] of Zapping<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W<br>C_Stormclaw Proc) (Level 1) |            |                |
| Affix: OF_TL2_SPLASH5<br>Prefix: [ITEM] of Carnage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br>Effects:<br>(75.0-75.0)% more Damage to Secondary Targets      |            |                |
| Affix: OF_PERCENT_POISON3_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)                        |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H2<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_CHARGERATEBONUS2<br>Prefix: Energizing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(6.0-6.0)% more charge rate   |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS2<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2   |            |                |

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| Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_a<br>) (Level 1)  |            |                |
| Affix: OF_TL2_FEAR5<br>Prefix: [ITEM] of Terror<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTH<br>HANT MAX HP)  |            |                |
| Affix: OF_PERCENT_ALL2_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_CRITICALDAMAGE3<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OFRESISTANCE5<br>Prefix: [ITEM] of Resistance<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |                |
| Affix: OF_TL2_CRITICALDAMAGE<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |

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| <p>Affix: OF_PERCENT_ICE3<br/> Prefix: Ice-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WHIRLWIND3<br/> Prefix: Whirlwind [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% more Cast Speed<br/> (25.0-25.0)% less all damage<br/> (25.0-25.0)% more Attack Speed</p> <p>Affix: OF_TL2_HEALTH_REGEN<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(0.3-0.3) HP/Second</p> <p>Affix: OF_POISONDEFENSE2<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE3<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_PROC_POISONBURST_1<br/> Prefix: Miasma [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonbu</p> |            |                |

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| <p>rst_proc) (Level 1)</p> <p>Affix: REAT_OF_HAPPINESS5<br/> Prefix: [ITEM] of Happiness<br/> Minimum Level: 20<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more HP</p> <p>Affix: OFTHEMULE<br/> Prefix: Intractable [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PERCENT_ICE3_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFICE3<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5<br/> Prefix: [ITEM] of Lightning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> |            |                |



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| <p>Affix: PETTRINKET_LIFESTEAL_MASTER5<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_SPLASH<br/> Prefix: Slashing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br/> Effects:<br/> (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5<br/> Prefix: [ITEM] of Rejuvenation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(1.5-1.5) HP/Second</p> <p>Affix: OFTHEDRAKE<br/> Prefix: [ITEM] of the Drake<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RANGER5<br/> Prefix: [ITEM] of the Beast Master<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br/> Effects:</p> |            |                |

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| <p>(10.0-15.0)% more Minion/Pet Health<br/> (10.0-15.0)% more Pet Speed<br/> (10.0-15.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON3<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE2<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range</p> |            |                |

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| Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |                |
| Affix: OFTHESEEKER5<br>Prefix: [ITEM] of the Lucky<br>Minimum Level: 8<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: OF_PERCENT_ICE2<br>Prefix: Ice-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)                         |            |                |
| Affix: OF_PROC_BLINDCLOUD_10<br>Prefix: [ITEM] of Clouded Vision<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1) |            |                |
| Affix: OFTHEOWL5<br>Prefix: [ITEM] of Mystery<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(44.0-56.0) Mana (named OFTHEOWL MAX MANA)  |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)                                      |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS1   |            |                |

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| Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)  |            |                |
| Affix: OFTHEMAGE5<br>Prefix: [ITEM] of the Invoker<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OFTHEBEAR<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_EARTHATTUN<br>Prefix: [ITEM] of Earth Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more physical damage<br>No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, max 25.00, dur 0.00, type physical, level -1)<br>(100.0-100.0)% less charge rate |            |                |
| Affix: REAT_OF_DUELIST5<br>Prefix: [ITEM] of the Wind Walker<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Movement Speed<br>(3.0-3.0)% more Dodge Chance<br>(10.0-10.0)% more Attack Speed<br>(3.0-3.0)% less chance to block  |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H5<br>Prefix: [ITEM] of Violence<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots  |            |                |

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| Spawns On: [TWO HANDED]<br>Effects:<br>(75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS5<br>Prefix: [ITEM] of Safekeeping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br>) (Level 1)  |            |                |
| Affix: OF_TL2_CHARGERATEBONUS5<br>Prefix: [ITEM] of Energy<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(15.0-15.0)% more charge rate   |            |                |
| Affix: OF_TL2_SPLASH2<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br>Effects:<br>(30.0-30.0)% more Damage to Secondary Targets   |            |                |
| Affix: OFRESISTANCE<br>Prefix: [ITEM] of Resistance<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |                |
| Affix: OFTHECHEETAH5<br>Prefix: [ITEM] of Speed<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)  |            |                |
| Affix: REAT_LIFEPERCENT3   |            |                |

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| Prefix: Bloody [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |             |
| Affix: REAT_OF_BLACKMAGE<br>Prefix: [ITEM] of the White Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMACE, STAFF]<br>Effects:<br>(10.0-10.0)% more Effectiveness of Potions<br>+(1.0-1.0) HP/Second<br>+(1.0-1.0) Max HP          |            |             |
| Affix: REAT_OF_BARD2<br>Prefix: Bard's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(3.0-5.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |             |
| Affix: OF_PERCENT_POISON5_WANDS<br>Prefix: [ITEM] of Poison Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)               |            |             |
| Affix: OF_TL2_BLINDING5<br>Prefix: [ITEM] of Blinding<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding) |            |             |
| Affix: OF_TL2_PETHEALTH5<br>Prefix: [ITEM] of Invigoration<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)        |            |             |

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| <p>Affix: REAT_OF_BARD3<br/> Prefix: Bard's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (5.0-7.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5<br/> Prefix: [ITEM] of the Scourge<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OF_ATTRIB_DEXTERITY5<br/> Prefix: [ITEM] of Agility<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_LIFEPERCENT2<br/> Prefix: Bloody [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: MANA_ADDER_5<br/> Prefix: [ITEM] of Wisdom<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: REAT_OF_ELVEN3<br/> Prefix: Elven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> +(30.0-30.0) electrical armor<br/> +(30.0-30.0) fire armor<br/> +(30.0-30.0) ice armor</p> |            |                |

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| <p>+(30.0-30.0) poison armor<br/> (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_TL2_SPLASH3<br/> Prefix: Slashing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLARIS STAFF]<br/> Effects:<br/> (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFTHEOWL<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PROC_BLINDCLOUD_15<br/> Prefix: [ITEM] of Clouded Vision<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5<br/> Prefix: [ITEM] of Violence<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE2<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_FEAR3<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |

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|                  | Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)<br><br>Affix: TRINKET_POISON_BONUS5<br>Prefix: [ITEM] of Toxicity<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OFTHEOWL2<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-22.0) Mana (named OFTHEOWL MAX MANA)<br><br>Affix: OF_PERCENT_ICE5<br>Prefix: [ITEM] of Ice Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: REAT_OF_WHITEMAGE<br>Prefix: [ITEM] of the White Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br>Effects:<br>(8.0-12.0)% more Effectiveness of Potions<br>+(0.7-1.3) HP/Second<br>+(8.0-10.0) Max HP<br><br>Affix: REAT_OF_WHIRLWIND5<br>Prefix: [ITEM] of the Tornado<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br>Effects:<br>(50.0-50.0)% more Cast Speed<br>(50.0-50.0)% less all damage<br>(50.0-50.0)% more Attack Speed |                |

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|                  | Affix: OFTHESEEKER2<br>Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)<br><br>Affix: REAT_OF_PARRYING2<br>Prefix: Parrying [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>(2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br><br>Affix: REAT_OF_HAPPINESS3<br>Prefix: Joyful [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(12.0-12.0)% more HP<br><br>Affix: OF_TL2_PETDAMAGE5<br>Prefix: [ITEM] of Command<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)<br><br>Affix: PETTRINKET_LIFESTEAL_MASTER2<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)<br><br>Affix: OF_TL2_HEALTH_REGEN2<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.6-0.6) HP/Second |                |

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| <p>Affix: TRINKET_POISONPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Curing<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OFLIGHTNING3<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OFICE5<br/> Prefix: [ITEM] of Ice<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING2<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(0.9-0.9) HP/Second</p> |            |                |

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| <p>Affix: PETTRINKET_LIFESTEAL_MASTER3<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_RANGER3<br/> Prefix: [ITEM] of the Ranger<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br/> Effects:<br/> (5.0-9.0)% more Minion/Pet Health<br/> (5.0-9.0)% more Pet Speed<br/> (5.0-9.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS2<br/> Prefix: Joyful [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (8.0-8.0)% more HP</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS_2<br/> Prefix: Regenerating [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br/> ) (Level 1)</p> <p>Affix: REAT_OF_PARRYING3<br/> Prefix: Parrying [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:</p> |            |                |

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| (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_POISONDEFENSE5<br>Prefix: [ITEM] of Remedy<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)             |            |                |
| Affix: OFTHESEEKER3<br>Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: OF_PROC_STORMCLAW10<br>Prefix: [ITEM] of Zapping<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1) |            |                |
| Affix: OF_PERCENT_ICE5_WANDS<br>Prefix: [ITEM] of Ice Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)                                     |            |                |
| Affix: OF_PERCENT_POISON_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)                               |            |                |
| Affix: OFLIGHTNING<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:  |            |                |

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| +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: OFTHEOWL3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(26.0-34.0) Mana (named OFTHEOWL MAX MANA)                         |            |                |
| Affix: OF_TL2_FEAR2<br>Prefix: Creepy [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)                       |            |                |
| Affix: OFTHEMAGE3<br>Prefix: Invoking [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)              |            |                |
| Affix: REAT_LIFEPERCENT<br>Prefix: Bloody [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)                      |            |                |
| Affix: REAT_OF_BLACKMAGE5<br>Prefix: [ITEM] of the Black Wizard<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br>Effects:<br>(10.0-12.0)% more Cast Speed<br>+(3.0-4.0) Mana/s<br>+(30.0-40.0) Mana |            |                |
| Affix: OF_TL2_SILENCE<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.  |            |                |
| Affix: OF_PROC_METEORSTRIKE_5<br>Prefix: [ITEM] of the Meteor<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1) |            |                |
| Affix: OFTHEMASTER3<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: OF_ATTRIB_MAGIC2<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(65-80) Focus (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFHTERAM5<br>Prefix: [ITEM] of the Ram<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |                |
| Affix: OFTHESAGE2<br>Prefix: Sage [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: OF_TL2_DUALWIELDBONUS3<br>Prefix: Bifold [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots  |            |                |

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| Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(11.0-13.0)% more Damage while Dual Wielding   |            |                |
| Affix: OF_TL2_FEAR<br>Prefix: Creepy [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)   |            |                |
| Affix: TRINKET_ICEPERCENT_DEFENSE5<br>Prefix: [ITEM] of Warming<br>Minimum Level: 25<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE CRITICAL DEFENSE) |            |                |
| Affix: OF_PERCENT_POISON2_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFVENOM<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br>Can't Spawn On: [CANNON]<br>Effects:<br>+(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |                |
| Affix: OFTHEWINDS<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OFTHEARCHER<br>Prefix: Archer [ITEM]<br>Minimum Level: 5   |            |                |



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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -30.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHESAGE3<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER2</p> |            |                |

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| <p>Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p> <p>Affix: OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_5<br/> Prefix: [ITEM] of Energy Blast<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE2_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_TL2_CHARGEDECAY5<br/> Prefix: [ITEM] of Grasping<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_BATTERYPOWERED3<br/> Prefix: Battery Powered [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(3.0-3.0) Mana/s<br/> +(26.0-34.0) electric damage</p> <p>Affix: OF_TL2_DRAWARMOR3<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_FIREATTUN<br/> Prefix: [ITEM] of Fire Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more fire damage<br/> +(100.0-100.0) fire armor<br/> -(100.0-100.0) ice armor<br/> (20.0-20.0)% less ice damage</p> <p>Affix: OF_TL2_CHARGEDECAY<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]</p> |            |                |

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| <p>Effects:<br/> (8.0-8.0)% less charge bar decay rate</p> <p>Affix: REAT_OF_GHOUL<br/> Prefix: [ITEM] of the Ghoul<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEELEPHANT3<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_SHIELDBREAK3<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5<br/> Prefix: [ITEM] of Swiftess<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_CURSED2<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_CURSED3<br/> Prefix: Cursed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3</p> |            |                |

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|                  | <p>Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)<br/> (15.0-15.0)% more all Damage Taken<br/> Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3<br/> Prefix: Bacteroid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(0.9-0.9) HP/Second<br/> +(26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFFLAME5<br/> Prefix: [ITEM] of Fire<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR2<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5<br/> Prefix: [ITEM] of Shock</p> |                |

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|                  | <p>Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: REAT_OF_POISONATTUN<br/> Prefix: [ITEM] of Poison Attunement<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (20.0-20.0)% more poison damage<br/> +(100.0-100.0) poison armor<br/> -(100.0-100.0) electrical armor<br/> (20.0-20.0)% less electric damage</p> <p>Affix: OF_PERCENT_ICE<br/> Prefix: Ice-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS2<br/> Prefix: Long Range [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTUNEMENT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5<br/> Prefix: [ITEM] of the Spectrum<br/> Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]</p> |                |

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| Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)      |            |                |
| Affix: OF_TL2_EXECUTE2<br>Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_BLACKMAGE3<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br>Effects:<br>(6.0-8.0)% more Cast Speed<br>+(2.0-2.5) Mana/s<br>+(20.0-25.0) Mana |            |                |
| Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |                |
| Affix: OFTHEMASTERS5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                       |            |                |
| Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]   |            |                |

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| Effects:<br>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |                |
| Affix: OFHTERAM3<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |                |
| Affix: OF_TL2_DUALWIELDBONUS5<br>Prefix: [ITEM] of Re-Doubling<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(18.0-22.0)% more Damage while Dual Wielding   |            |                |
| Affix: REAT_OF_ICEATTUN<br>Prefix: [ITEM] of Ice Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more ice damage<br>+(100.0-100.0) ice armor<br>-(100.0-100.0) fire armor<br>(20.0-20.0)% less fire damage |            |                |
| Affix: REAT_OF_NECROMANCER<br>Prefix: Voodoo [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 5 seconds (named Weapon Zombie Proc)             |            |                |
| Affix: HP_ADDER<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-7.0) Max HP (named HP_ADDER MAX HP)  |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER<br>Prefix: Synergistic [ITEM]<br>No Level Range  |            |                |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  |            |                |
| Affix: OFTHESAGE5<br>Prefix: [ITEM] of the Sage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: OF_PROCKILL_METEORSTRIKE_10<br>Prefix: [ITEM] of Annihilation<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1) |            |                |
| Affix: OFTHEELEPHANT<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)  |            |                |
| Affix: OF_ATTRIB_MAGIC5<br>Prefix: [ITEM] of the Mage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(170-200) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFHTERAM2<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |                |
| Affix: TRINKET_POISON_PERCENT5<br>Prefix: [ITEM] of Poisoning<br>Minimum Level: 15<br>Spawn Weight: 5  |            |                |

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| Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)   |            |                |
| Affix: OFFICE<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_EXECUTE3<br>Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)                 |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_1<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1) |            |                |
| Affix: OF_PERCENT_ALL2<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)              |            |                |
| Affix: REAT_OFMONK<br>Prefix: Monk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET]<br>Effects:<br>(10.0-10.0)% more XP gained<br>(10.0-10.0)% more Fame Gain<br>(10.0-10.0)% less all damage                   |            |                |

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| <p>Affix: REAT_OF_PROC_FULLCHARGE_3<br/> Prefix: Bursting [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg<br/> e_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealt<br/> hx1)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER2<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OFTHEVAMPIRE<br/> Prefix: Vampiric [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BATTERYPOWERED5<br/> Prefix: [ITEM] of Powered Drain<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(5.0-5.0) Mana/s<br/> +(42.0-58.0) electric damage</p> <p>Affix: OF_ATTRIB_DEFENSE3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, NECKLACE]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (E<br/> ive)</p> <p>Affix: OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT5<br/> Prefix: [ITEM] of Health<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)</p> |            |                |

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| <p>Affix: REAT_OF_TURBINE5<br/> Prefix: [ITEM] of the Turbine<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (25.0-25.0)% more charge rate</p> <p>Affix: OFTHESEEKER<br/> Prefix: Lucky [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ICE_PERCENT5<br/> Prefix: [ITEM] of Freezing<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_HAPPINESS<br/> Prefix: Joyful [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, SHIELD]<br/> Effects:<br/> (4.0-4.0)% more HP</p> <p>Affix: REAT_OF_BACTEROID5<br/> Prefix: [ITEM] of Bubonic Strength<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> -(1.5-1.5) HP/Second<br/> +(42.0-58.0) poison damage</p> <p>Affix: REAT_OF_CURSED5<br/> Prefix: [ITEM] of the Demon Pact<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)<br/> (25.0-25.0)% more all Damage Taken</p> |            |                |

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| <p>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds</p> <p>Affix: OFFLAME3<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHESTORMS<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY2<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (16.0-16.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEFENSE2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(65-80) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_PERCENT5<br/> Prefix: [ITEM] of Incineration<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEBULL<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:</p> |            |                |

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|                  | -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)  |                |
|                  | Affix: PETTAG_TL2_SHIELDBREAKER3<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(25.0-25.0)% more chance to break shields (named unique_shieldbreak)   |                |
|                  | Affix: OF_PERCENT_ALL5_WANDS<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)  |                |
|                  | Affix: OF_TL2_MISSILERANGEBOUNUS4<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br>Effects:<br>+(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br>EED)                   |                |
|                  | Affix: REAT_OF_GOLEM<br>Prefix: [ITEM] of the Yeti<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |                |
|                  | Affix: REAT_OF_PROC_FULLCHARGE_2<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg<br>e_proc) (Level 1)                          |                |
|                  | Affix: OF_TL2_DRAWARMOR<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots  |                |

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|                  | Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (E<br>ive)   |                |
|                  | Affix: OF_PERCENT_ALL3<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)     |                |
|                  | Affix: OFTHEMASTER52H<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, TWO HANDED]<br>Effects:<br>(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                |                |
|                  | Affix: REAT_OFWISDOM<br>Prefix: [ITEM] of the Sage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)                    |                |
|                  | Affix: REAT_OF_ALCHEMY<br>Prefix: Herbalist's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)        |                |
|                  | Affix: REAT_OF_STEELTOE<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(1.0-1.0)% less Dodge Chance |                |
|                  | Affix: REAT_OF_YETI<br>Prefix: [ITEM] of the Yeti<br>Minimum Level: 5<br>Spawn Weight: 5   |                |



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| Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen  |            |                |
| Affix: REAT_OF_REDMAGE<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF]<br>Effects:<br>(3.0-3.0)% more Cast Speed<br>+(1.0-1.0) Mana/s<br>+(9.0-9.0) Mana  |            |                |
| Affix: REAT_OF_CURSED<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_ELVEN<br>Prefix: [ITEM] of Resistance<br>Minimum Level: 23<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |                |
| Affix: REAT_OF_PROC_SUPERCHARGE_5<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup<br>ercharge) (Level 1)   |            |                |
| Affix: REAT_OF_PROC_SUPERCHARGE_1<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]   |            |                |

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| Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)  |            |                |
| Affix: REAT_OF_PROC_SUPERCHARGE_2<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc<br>ercharge) (Level 1)         |            |                |
| Affix: REAT_OF_PROC_SUPERCHARGE_3<br>Prefix: Super [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc<br>ercharge) (Level 1)         |            |                |
| Affix: OFTHEMASTER<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                                    |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME3<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OF<br>AR DAMAGE BONUS) |            |                |
| Affix: OF_ATTRIB_STRENGTH5<br>Prefix: [ITEM] of Might<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(170-200) Strength (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_PROCKILL_FULLHEAL_3<br>Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3   |            |                |

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|                  | <p>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>(3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3<br/>Prefix: Herbalist's [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BELT, RING, SHIELD]<br/>Effects:<br/>(12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2<br/>Prefix: Regenerating [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, RING, SHIELD]<br/>Effects:<br/>(2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5<br/>Prefix: [ITEM] of the Stone Golem<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>(15.0-15.0)% less Movement Speed<br/>+(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS<br/>Prefix: Fire-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/>Effects:<br/>(7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5<br/>Prefix: [ITEM] of Restoration<br/>Minimum Level: 5<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [SHIELD, SHOULDER ARMOR]<br/>Effects:<br/>(5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealt<br/>hx5)</p> <p>Affix: OF_PROC_FIRESTORM_15<br/>Prefix: [ITEM] of the Fire Storm</p> |                |

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|                  | <p>Minimum Level: 5<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [TWO HANDED]<br/>Effects:<br/>(15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/>Prefix: Regenerating [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, RING, SHIELD]<br/>Effects:<br/>(3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHESAGE<br/>Prefix: Sage [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [HELMET, NECKLACE]<br/>Effects:<br/>(2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5<br/>Prefix: [ITEM] of Cooling<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [RING, SHIELD]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY<br/>Prefix: Herbalist's [ITEM]<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, RING]<br/>Effects:<br/>(4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_ALCHEMY2<br/>Prefix: Herbalist's [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BELT, RING, SHIELD]<br/>Effects:<br/>(8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2</p> |                |

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|                  | Prefix: Engulfing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br>(Level 1)  |                |
|                  | Affix: OFVENOM5<br>Prefix: [ITEM] of Venom<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)   |                |
|                  | Affix: OF_PROC_ACIDRAIN_15<br>Prefix: [ITEM] of Acid Rain<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)   |                |
|                  | Affix: TRINKET_STAT_STRENGTH5<br>Prefix: [ITEM] of Strength<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)                                |                |
|                  | Affix: OF_POISONDEFENSE<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)                                   |                |
|                  | Affix: REAT_OF_NECROMANCER5<br>Prefix: [ITEM] of the Necromancer<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill for 0.5 seconds (named Weapon Zombie Proc) |                |

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|                  | Affix: OF_TL2_DAMAGEOVERTIME2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT L2 DAMAGE BONUS)                  |                |
|                  | Affix: OF_PROC_GLACIALSPIKE_15<br>Prefix: [ITEM] of the Glacier<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named OF_PROC_GLACIAL SPIKE) (Level 1) |                |
|                  | Affix: OFTHEMASTER32H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |                |
|                  | Affix: REAT_OF_STEELTOE<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(1.0-1.0)% less Dodge Chance                               |                |
|                  | Affix: OF_TL2_MANA_REGEN3<br>Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(3.0-3.0) Mana/s   |                |
|                  | Affix: REAT_OF_PAPER<br>Prefix: [ITEM] of Speed<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:  |                |

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| (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)   |            |                |
| Affix: OFTHEWIZARD<br>Prefix: Draining [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)   |            |                |
| Affix: OFTHEBULL5<br>Prefix: [ITEM] of the Ram<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |                |
| Affix: TRINKET_FIREDEFENSE5<br>Prefix: [ITEM] of Cooling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) |            |                |
| Affix: OF_TL2_MANA_REGEN<br>Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(1.0-1.0) Mana/s   |            |                |
| Affix: REAT_OF_DANCING2<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(2.0-2.0)% less chance to block                          |            |                |
| Affix: HP_ADDER_2<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]   |            |                |

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| Effects:<br>+(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)  |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_1<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)   |            |                |
| Affix: REAT_OF_WONDERS5<br>Prefix: [ITEM] of Possibility<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(20.0-20.0)% more Mana  |            |                |
| Affix: OFTHEMULE5<br>Prefix: [ITEM] of the Mule<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                            |            |                |
| Affix: OF_PROC_THUNDERSTROM_10<br>Prefix: [ITEM] of Thunder<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1) |            |                |
| Affix: REAT_OF_BARD<br>Prefix: Bard's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(1.0-3.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: HP_ADDER_3<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]   |            |                |

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Can't Spawn On: [COLLAR, STUD]
Effects:
    +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)

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: OF_PROCKILL_FULLHEAL_1
Prefix: Engulfing [ITEM]
Minimum Level: 5
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)
(Level 1)

Affix: REAT_OF_TURBINE
Prefix: Generating [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [TWO HANDED]
Effects:
    (15.0-15.0)% more charge rate

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 Find (named OFTHEMISER PERCENT GOLD DROP)

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]
Effects:
    (3.0-3.0)% more charge rate

Affix: REAT_OF_REDMAGE5
Prefix: [ITEM] of the Red Wizard
No Level Range
Spawn Weight: 5

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Occupies no slots
Spawns On: [POLEARM, STAFF, CHEST ARMOR]
Effects:
    (8.0-12.0)% more charge rate
    +(13.0-17.0) Max HP
    +(25.0-35.0) Mana

Affix: PETTAG_TL2_RESIST_IMMOB100
Prefix: Liberating [ITEM]
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [COLLAR, STUD]
Effects:
    (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)

Affix: OF_PERCENT_FLAME_WANDS
Prefix: Fire-Surge [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
Effects:
    (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)

Affix: OF_TL2_SILENCE5
Prefix: [ITEM] of Silence
Minimum Level: 6
Spawn Weight: 5
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]
Effects:
    Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.

Affix: REAT_OF_EVIL3
Prefix: Evil [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]
Effects:
    +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)
    (50.0-50.0)% less Effectiveness of Potions
    +(140.0-160.0) Mana stolen

Affix: OF_PERCENT_ALL_WANDS
Prefix: Prismatic [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
Effects:
    (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)

Affix: OF_TL2_MANA_REGEN2

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| Prefix: Focusing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+ (2.0-2.0) Mana/s   |            |                |
| Affix: OF_PERCENT_ELECTRIC2_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)                             |            |                |
| Affix: OF_TL2_RESIST_SLOW50<br>Prefix: [ITEM] of Momentum<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(25.0-25.0)% more resistance to Slow (named resist_slow)   |            |                |
| Affix: OF_ATTRIB_STRENGTH<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+ (30-40) Strength (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME5<br>Prefix: [ITEM] of Mortal Wounds<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB<br>EAR DAMAGE BONUS) |            |                |
| Affix: OF_PERCENT_POISON<br>Prefix: Poison-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)                   |            |                |
| Affix: OF_ATTRIB_STRENGTH3   |            |                |

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| Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+ (100-120) Strength (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFVENOM2<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br>Can't Spawn On: [CANNON]<br>Effects:<br>+ (9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_ALCHEMY5<br>Prefix: [ITEM] of the Alchemist<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, RING, SHIELD]<br>Effects:<br>(20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE A   |            |                |
| Affix: OF_PROCKILL_FULLHEAL_5<br>Prefix: [ITEM] of Engulfing<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullhe (Level 1)  |            |                |
| Affix: REAT_OF_POLARITY<br>Prefix: [ITEM] of Polarity<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+ (10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS)<br>+ (10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE)<br>+ (10.0-15.0) Mana stolen |            |                |
| Affix: OF_FIREDEFENSE2<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)   |            |                |

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| <p>Affix: TRINKET_GOLDFIND5<br/> Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH2<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt<br/> hx2)</p> <p>Affix: REAT_OF_DWARVEN3<br/> Prefix: Dwarven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-10.0)% less Movement Speed<br/> +(30.0-34.0) physical Armor</p> <p>Affix: REAT_OF_DWARVEN2<br/> Prefix: Dwarven [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (40.0-40.0)% less Mana<br/> (20.0-20.0)% more physical Armor</p> <p>Affix: OF_PROC_THUNDERSTROM_15<br/> Prefix: [ITEM] of Thunder<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named<br/> ThunderStorm) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH3<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw<br/> hx3)</p> <p>Affix: OF_FIREDEFENSE3<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFTHEMASTER52H<br/> Prefix: [ITEM] of Skill<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5<br/> Prefix: [ITEM] of Regeneration<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, RING, SHIELD]<br/> Effects:<br/> (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_f<br/> al) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY4<br/> Prefix: Herbalist's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, RING, SHIELD]<br/> Effects:<br/> (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFVENOM3<br/> Prefix: Venomous [ITEM]<br/> No Level Range</p> |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>+(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)   |            |                |
| Affix: OFTHESOLDIER<br>Prefix: Soldier [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR) |            |                |
| Affix: OF_FIREDEFENSE<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)   |            |                |
| Affix: OF_TL2_SHIELDBREAK<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(10.0-10.0)% more chance to break shields (named sheildbreakaffix)  |            |                |
| Affix: OF_PERCENT_FLAME5_WANDS<br>Prefix: [ITEM] of Fire Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_ATTRIB_STRENGTH2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE]<br>Effects:<br>+(65-80) Strength (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_YETI<br>Prefix: [ITEM] of the Yeti  |            |                |

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| Minimum Level: 18<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen   |            |                |
| Affix: OF_TL2_SILENCE2<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds. |            |                |
| Affix: OF_TL2_MANA_REGEN5<br>Prefix: [ITEM] of Focus<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(5.0-5.0) Mana/s  |            |                |
| Affix: OFTHEBULL3<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |                |
| Affix: OF_TL2_FUMBLECHANCE<br>Prefix: Precise [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(4.0-4.0)% less chance to fumble   |            |                |
| Affix: OFTHEMISER2<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, HELMET]<br>Effects:<br>(4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)   |            |                |
| Affix: REAT_OF_WONDERS3   |            |                |



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| Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(12.0-12.0)% more Mana   |            |                |
| Affix: OFTHEMULE2<br>Prefix: Intractable [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                          |            |                |
| Affix: OF_PROC_FIRESTORM_10<br>Prefix: [ITEM] of the Fire Storm<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1) |            |                |
| Affix: OFTHEMULE3<br>Prefix: Intractable [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)                          |            |                |
| Affix: REAT_OF_WONDER2<br>Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(8.0-8.0)% more Mana   |            |                |
| Affix: HP_ADDER_5<br>Prefix: [ITEM] of Health<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)                                  |            |                |
| Affix: REAT_OF_DANCING5   |            |                |

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| Prefix: [ITEM] of the Super Freak<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(5.0-5.0)% less chance to block  |            |                |
| Affix: OF_PERCENT_ALL<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_EVIL<br>Prefix: Cursed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS)<br>(10.0-10.0)% more all Damage Taken<br>Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds |            |                |
| Affix: REAT_OF_REDMAGE3<br>Prefix: [ITEM] of the Red Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, CHEST ARMOR]<br>Effects:<br>(5.0-7.0)% more charge rate<br>+(8.0-10.0) Max HP<br>+(15.0-21.0) Mana   |            |                |
| Affix: OFTHEBULL2<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |                |
| Affix: OFTHETIGER<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:  |            |                |

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| (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)  |            |                |
| Affix: OFTHEMISER3<br>Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, HELMET]<br>Effects:<br>(6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)   |            |                |
| Affix: OF_PROC_ACIDRAIN_10<br>Prefix: [ITEM] of Acid Rain<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)  |            |                |
| Affix: REAT_OF_EVIL5<br>Prefix: [ITEM] of Soul Reaping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>+(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS)<br>(100.0-100.0)% less Effectiveness of Potions<br>+(130.0-170.0) Mana stolen |            |                |
| Affix: OF_TL2_SILENCE3<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.                              |            |                |
| Affix: REAT_OF_BLESSED<br>Prefix: [ITEM] of the Trade Winds<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br>(20.0-20.0)% less physical Armor  |            |                |
| Affix: OF_PROC_GLACIALSPIKE_10<br>Prefix: [ITEM] of the Glacier<br>Minimum Level: 5<br>Spawn Weight: 4  |            |                |

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| Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)  |            |                |
| Affix: OF_TL2_RESIST_IMMOB50<br>Prefix: [ITEM] of Escape<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(25.0-25.0)% more resistance to Immobilize (named resist_immobilize)  |            |                |
| Affix: TRINKET_MAGICFIND5<br>Prefix: [ITEM] of Luck<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP) |            |                |
| Affix: REAT_OF_TELEPORTONSTRUCK5<br>Prefix: [ITEM] of Phasing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)                             |            |                |
| Affix: OF_PERCENT_ELECTRIC_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)                              |            |                |
| Affix: OF_PERCENT_FLAME2_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_PROC_FROZENSOUL_3<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5   |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)   |            |                |
| Affix: OF_TL2_DRAWMANA2<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)                                      |            |                |
| Affix: REAT_OF_TELEPORTONSTRUCK<br>Prefix: Phasing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)                                   |            |                |
| Affix: REAT_OF_VILLAINNY3<br>Prefix: Delinquent [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br>Effects:<br>(25.0-25.0)% more Critical Chance<br>(25.0-25.0)% less all damage                                   |            |                |
| Affix: OF_ELECTRICDEFENSE5<br>Prefix: [ITEM] of Insulation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OFTHEWINDS3<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:<br>(9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |

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| Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (named OF_TL2_DRAWARMOR_PHYSICAL2) (Exclusive) |            |                |
| Affix: OF_TL2_DAMAGEOVERTIME<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, WEAPON]<br>Effects:<br>Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OF_TL2_DAMAGEOVERTIME) (R DAMAGE BONUS)                        |            |                |
| Affix: REAT_OF_RESIST_SLOW3<br>Prefix: Momentum [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(15.0-15.0)% more resistance to Slow (named resist_slow)  |            |                |
| Affix: REAT_OF_WHITEMAGE5<br>Prefix: [ITEM] of the White Wizard<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HMACE, STAFF, CHEST ARMOR]<br>Effects:<br>(12.0-17.0)% more Effectiveness of Potions<br>+(1.2-1.7) HP/Second<br>+(12.0-17.0) Max HP                            |            |                |
| Affix: OFTHESAVAGE3<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |            |                |
| Affix: REAT_OF_PAPER3<br>Prefix: Paper [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:  |            |                |

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| (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br>(5.0-5.0)% less all Armor  |            |                |
| Affix: OFTHEVAMPIRE3<br>Prefix: Vampiric [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |                |
| Affix: OFTHEVAMPIRE2<br>Prefix: Vampiric [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |                |
| Affix: OFTHESAVAGE2<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |                |
| Affix: PETTAG_TL2_SHIELDBREAKER<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more chance to break shields (named unique_shieldbreak)                                 |            |                |
| Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br>Prefix: Fortified [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (Exclusive) |            |                |
| Affix: OFTHEWINDS2<br>Prefix: Deflecting [ITEM]<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PANTS]<br>Effects:  |            |                |

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| (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OFTHETIGER5<br>Prefix: [ITEM] of Haste<br>Minimum Level: 3<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |                |
| Affix: OF_TL2_DRAWMANA3<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawmana3)                                   |            |                |
| Affix: REAT_OF_PROC_FROZENSOUL_2<br>Prefix: Numbing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1) |            |                |
| Affix: OFTHESTORMS5<br>Prefix: [ITEM] of Reflection<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: REAT_OF_DANCING<br>Prefix: Dancing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)<br>(1.0-1.0)% less chance to block                              |            |                |
| Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]  |            |                |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_5<br/> Prefix: [ITEM] of the Feeding Frenzy<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_pr<br/> oc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (E<br/> xclusive)</p> <p>Affix: OF_TL2_PETDAMAGE<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_LICH5<br/> Prefix: [ITEM] of the Lich<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> +(88.0-112.0) Mana<br/> +(36.0-48.0) Max HP<br/> (100.0-100.0)% less Effectiveness of Potions</p> <p>Affix: OF_PERCENT_FLAME5<br/> Prefix: [ITEM] of Fire Rage</p> |            |                |

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| <p>Minimum Level: 11<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5<br/> Prefix: [ITEM] of Draining<br/> Minimum Level: 7<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_FUMBLECHANCE5<br/> Prefix: [ITEM] of Precision<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% less chance to fumble</p> <p>Affix: OFTHETHORN5<br/> Prefix: [ITEM] of Vengeance<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: REAT_OF_BLOODMAGIC5<br/> Prefix: [ITEM] of Blood Magic<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> -(1.5-1.5) HP/Second<br/> +(10.0-10.0) Mana/s</p> <p>Affix: OFTHEMASTER22H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3<br/> Prefix: Elemental [ITEM]</p> |            |                |

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| <p>Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, STAFF, WAND]<br/> Effects:<br/> (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI<br/> ONBONUS)</p> <p>Affix: OF_PERCENT_ICE_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: REAT_OF_RESIST_IMMOB3<br/> Prefix: Escaping [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PROC_BLOODWASH_10<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo<br/> odWash) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5<br/> Prefix: [ITEM] of the Superman<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s<br/> upercharge) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5</p> |            |                |

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| <p>Prefix: [ITEM] of Debilitation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named<br/> que_immobilize)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_1<br/> Prefix: Numbing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named<br/> _frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BLESSED5<br/> Prefix: [ITEM] of Righteousness<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (5.0-5.0)% less all Damage Taken</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELEC<br/> L DEFENSE)</p> <p>Affix: REAT_OF_STEELTOE5<br/> Prefix: [ITEM] of Cement<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (5.0-5.0)% less Dodge Chance</p> <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> |            |                |

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| <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OFMONK5<br/> Prefix: [ITEM] of the Monk<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> (20.0-20.0)% more XP gained<br/> (20.0-20.0)% more Fame Gain<br/> (20.0-20.0)% less all damage</p> <p>Affix: OFTHETIGER2<br/> Prefix: Hasty [ITEM]<br/> Minimum Level: 3<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, WEAPON]<br/> Effects:<br/> (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_5<br/> Prefix: [ITEM] of the Frozen Soul<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS2<br/> Prefix: Mirrored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_ATTRIB_DEFENSE<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ELECTRICDEFENSE3<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)</p> <p>Affix: OFTHEWINDS5<br/> Prefix: [ITEM] of Deflection<br/> Minimum Level: 13<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -50.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_SUPER_1<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: TRINKET_POISONDEFENSE5<br/> Prefix: [ITEM] of Curing</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_VILLAINNY5<br/> Prefix: [ITEM] of Villainy<br/> Minimum Level: 10<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br/> Effects:<br/> (50.0-50.0)% more Critical Chance<br/> (50.0-50.0)% less all damage</p> <p>Affix: OFTHESAVANT5<br/> Prefix: [ITEM] of the Savant<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OFTHEMASTER2H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5<br/> Prefix: [ITEM] of the Vampire<br/> Minimum Level: 7<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5<br/> Prefix: [ITEM] of Demolishing<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPERS5</p> |            |                |

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| <p>Prefix: [ITEM] of the Trade Winds<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)<br/> (10.0-10.0)% less all Armor</p> <p>Affix: OF_TL2_DUALWIELDBONUS<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: OF_PROC_METEORSTRIKE_10<br/> Prefix: [ITEM] of the Meteor<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 100% exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15<br/> Prefix: [ITEM] of Blood<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [TWO HANDED]<br/> Effects:<br/> (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash)</p> |            |                |



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| odWash) (Level 1)   |            |                |
| Affix: OFTHESTORMS3<br>Prefix: Mirrored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)                                   |            |                |
| Affix: OF_TL2_DRAWMANA5<br>Prefix: [ITEM] of the Usurper<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman<br>ax5) |            |                |
| Affix: OFTHETIGER3<br>Prefix: Hasty [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)                                 |            |                |
| Affix: OF_ATTRIB_MAGIC<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE]<br>Effects:<br>+(30-40) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_WONDER<br>Prefix: Wondrous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, STAFF]<br>Effects:<br>(4.0-4.0)% more Mana  |            |                |
| Affix: OFTHECHEETAH<br>Prefix: Brisk [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, PANTS]<br>Effects:<br>(5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)                                     |            |                |

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| Affix: OF_PERCENT_ELECTRIC3<br>Prefix: Electric-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROC_FEEDING_1<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_<br>) (Level 1)  |            |                |
| Affix: TRINKET_STAT_MAGIC5<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: PETTAG_TL2_RESIST_SLOW100<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-30.0)% more resistance to Slow (named resist_slow)   |            |                |
| Affix: REAT_OF_ELVEN5<br>Prefix: [ITEM] of the Will o' Wisp<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>+(50.0-50.0) electrical armor<br>+(50.0-50.0) fire armor<br>+(50.0-50.0) ice armor<br>+(50.0-50.0) poison armor<br>(10.0-10.0)% more physical Damage Taken |            |                |
| Affix: REAT_OF_PROC_FEEDING_3<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5   |            |                |

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| <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_ICEDEFENSE3<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC5_WANDS<br/> Prefix: [ITEM] of Electric Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_STEELTOE2<br/> Prefix: Steel Toe [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br/> (2.0-2.0)% less Dodge Chance</p> <p>Affix: OFTHEWIZARD3<br/> Prefix: Draining [ITEM]<br/> Minimum Level: 7<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3<br/> Prefix: Fire-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME</p> |            |                |

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| <p>Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB2<br/> Prefix: Debilitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named REAT_OF_IMMOB2) (Level 1)</p> <p>Affix: OFTHESAVANT<br/> Prefix: Savant [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/> +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: REAT_OF_LICH<br/> Prefix: Lich [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> +(52.0-68.0) Mana<br/> +(18.0-24.0) Max HP<br/> (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: REAT_OF_PROC_SUPER_2<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE<br/> Prefix: Paired [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (5.0-5.0)% more Execute Chance</p> |            |                |

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| <p>Affix: OF_TL2_FUMBLECHANCE3<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: TRINKET_ICE_BONUS5<br/> Prefix: [ITEM] of Chilling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHETHORN3<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: OFTHETHORN2<br/> Prefix: Avenging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: TRINKET_ICEDEFENSE5<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:</p> |            |                |

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| <p>+(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLOODMAGIC3<br/> Prefix: Blood Tapping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> -(0.9-0.9) HP/Second<br/> +(6.0-6.0) Mana/s</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5<br/> Prefix: [ITEM] of the Elements<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, STAFF, WAND]<br/> Effects:<br/> (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE2<br/> Prefix: Precise [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (8.0-8.0)% less chance to fumble</p> <p>Affix: REAT_OF_PROC_SUPER_3<br/> Prefix: Super [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H<br/> Prefix: Brutal [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1</p> |            |                |

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| Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_ELECATTUN<br>Prefix: [ITEM] of Electric Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more electric damage<br>+(100.0-100.0) electrical armor<br>-(100.0-100.0) poison armor<br>(20.0-20.0)% less poison damage |            |                |
| Affix: OFTHETHORN<br>Prefix: Avenging [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)   |            |                |
| Affix: REAT_OF_IMMOB3<br>Prefix: Debilitating [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)   |            |                |
| Affix: OF_PERCENT_FLAME2<br>Prefix: Fire-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFTHEWIZARD2<br>Prefix: Draining [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)  |            |                |
| Affix: OF_TL2_DRAWMANA  |            |                |

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| Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drag_ax1)                                    |            |                |
| Affix: REAT_OF_STEELTOE3<br>Prefix: Steel Toe [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)<br>(3.0-3.0)% less Dodge Chance   |            |                |
| Affix: REAT_OF_RANGER<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF]<br>Effects:<br>(3.0-3.0)% more Cast Speed<br>+(1.0-1.0) Mana/s<br>+(1.0-1.0) Mana                  |            |                |
| Affix: OF_ICEDEFENSE2<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) |            |                |
| Affix: REAT_OF_BLESSED3<br>Prefix: Blessed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(3.0-3.0)% less all Damage Taken  |            |                |
| Affix: REAT_OF_PROC_FEEDING_2<br>Prefix: Piranha [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>(10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc)              |            |                |

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| oc) (Level 1)   |            |                |
| Affix: TRINKET_ELECTRIC_BONUS5<br>Prefix: [ITEM] of Jolting<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H3<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS3<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br>) (Level 1)                      |            |                |
| Affix: OF_TL2_CHARGERATEBONUS3<br>Prefix: Energizing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(9.0-9.0)% more charge rate   |            |                |
| Affix: REAT_OF_DUELIST3<br>Prefix: Duelist [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(5.0-5.0)% more Movement Speed<br>(2.0-2.0)% more Dodge Chance<br>(5.0-5.0)% more Attack Speed<br>(2.0-2.0)% less chance to block        |            |                |
| Affix: OF_PROCKILL_ZOMBIE_10<br>Prefix: [ITEM] of Shadow<br>Minimum Level: 5  |            |                |

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| Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)   |            |                |
| Affix: OF_PERCENT_FLAME<br>Prefix: Fire-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)              |            |                |
| Affix: REAT_OF_PARRYING<br>Prefix: Parrying [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>(1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: MANA_ADDER_2<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)                       |            |                |
| Affix: REAT_LIFEPERCENT5<br>Prefix: [ITEM] of the Blood Knight<br>Minimum Level: 10<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)                   |            |                |
| Affix: REAT_OF_PROC_POISONBURST_2<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1) |            |                |
| Affix: OFTHESOLDIER5   |            |                |

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|                  | Prefix: [ITEM] of the Soldier<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br>(7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br>Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR) |                |
|                  | Affix: OF_ATTRIB_DEXTERITY2<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(65-80) Dexterity (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: OF_TL2_PETHEALTH2<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)  |                |
|                  | Affix: OF_TL2_BLINDING2<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)  |                |
|                  | Affix: PETTRINKET_LIFESTEAL_MASTER7<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |                |
|                  | Affix: OF_TL2_BLINDING3<br>Prefix: Blinding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)  |                |

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|                  | Affix: OF_TL2_PETHEALTH3<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                    |                |
|                  | Affix: REAT_OF_BARD5<br>Prefix: [ITEM] of the Legend<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(7.0-10.0)% more Fame Gain (named OFTHEMAGE PERCENT CAST SPEED)   |                |
|                  | Affix: OF_ATTRIB_DEXTERITY3<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(100-120) Dexterity (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: REAT_OF_PROC_POISONBURST_3<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1) |                |
|                  | Affix: MANA_ADDER_3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)                       |                |
|                  | Affix: OF_PROC_STORMCLAW15<br>Prefix: [ITEM] of Zapping<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)    |                |

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\_PERCENT\_POISON3\_WANDS  
Prefix: Poison-Surge [ITEM]  
No Level Range  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]  
Effects:  
(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)

Affix: OF\_TL2\_CRITICALDAMAGE2H2  
Prefix: Brutal [ITEM]  
Minimum Level: 5  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [TWO HANDED]  
Effects:  
(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)

Affix: OF\_TL2\_CHARGERATEBONUS2  
Prefix: Energizing [ITEM]  
Minimum Level: 5  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]  
Effects:  
(6.0-6.0)% more charge rate

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: 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: OF\_PERCENT\_ALL2\_WANDS  
Prefix: Prismatic [ITEM]  
No Level Range  
Spawn Weight: 2  
Occupies no slots  
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  
Effects:  
(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)

Affix: OF\_TL2\_CRITICALDAMAGE3  
Prefix: Brutal [ITEM]  
Minimum Level: 5  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [GLOVES, NECKLACE, WEAPON]  
Effects:  
(30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)

Affix: OFRESISTANCE5  
Prefix: [ITEM] of Resistance  
Minimum Level: 5  
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: 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: OF\_PERCENT\_ICE3  
Prefix: Ice-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 ice damage (named OFFLAME DAMAGE BONUS)

Affix: REAT\_OF\_WHIRLWIND3  
Prefix: Whirlwind [ITEM]  
Minimum Level: 10  
Spawn Weight: 3

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| Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% more Cast Speed<br>(25.0-25.0)% less all damage<br>(25.0-25.0)% more Attack Speed  |            |                |
| Affix: OF_TL2_HEALTH_REGEN<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.3-0.3) HP/Second   |            |                |
| Affix: OF_POISONDEFENSE2<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |                |
| Affix: OF_TL2_PETDAMAGE3<br>Prefix: Commanding [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)                     |            |                |
| Affix: REAT_OF_PROC_POISONBURST_1<br>Prefix: Miasma [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1) |            |                |
| Affix: REAT_OF_HAPPINESS5<br>Prefix: [ITEM] of Happiness<br>Minimum Level: 20<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more HP  |            |                |
| Affix: OFTHEMULE<br>Prefix: Intractable [ITEM]   |            |                |

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| Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |            |                |
| Affix: OF_PERCENT_ICE3_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)                           |            |                |
| Affix: OF_PERCENT_POISON2<br>Prefix: Poison-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS) |            |                |
| Affix: OFICE3<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)  |            |                |
| Affix: OFLIGHTNING5<br>Prefix: [ITEM] of Lightning<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)  |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER5<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)                        |            |                |
| Affix: OF_TL2_SPLASH<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5   |            |                |



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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br/> Effects:<br/> (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5<br/> Prefix: [ITEM] of Rejuvenation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(1.5-1.5) HP/Second</p> <p>Affix: OFTHEDRAKE<br/> Prefix: [ITEM] of the Drake<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES]<br/> Effects:<br/> +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br/> +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br/> +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RANGERS5<br/> Prefix: [ITEM] of the Beast Master<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Health<br/> (10.0-15.0)% more Pet Speed<br/> (10.0-15.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON3<br/> Prefix: Poison-Surge [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE2<br/> Prefix: Commanding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5<br/> Prefix: [ITEM] of Parrying<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> Minimum Level: 8<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:</p> |            |                |

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| (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |            |                |
| Affix: OF_PERCENT_ICE2<br>Prefix: Ice-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)                         |            |                |
| Affix: OF_PROC_BLINDCLOUD_10<br>Prefix: [ITEM] of Clouded Vision<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1) |            |                |
| Affix: OFTHEOWLS<br>Prefix: [ITEM] of Mystery<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(44.0-56.0) Mana (named OFTHEOWL MAX MANA)  |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2<br>Prefix: Brutal [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)                                      |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS1<br>Prefix: Aegis [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)            |            |                |
| Affix: OFTHEMAGE5<br>Prefix: [ITEM] of the Invoker<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots   |            |                |

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| Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OFTHEBEAR<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, BOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: REAT_OF_EARTHATTUN<br>Prefix: [ITEM] of Earth Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more physical damage<br>No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, max 25.00, dur 0.00, type physical, level -1)<br>(100.0-100.0)% less charge rate |            |                |
| Affix: REAT_OF_DUELIST5<br>Prefix: [ITEM] of the Wind Walker<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-10.0)% more Movement Speed<br>(3.0-3.0)% more Dodge Chance<br>(10.0-10.0)% more Attack Speed<br>(3.0-3.0)% less chance to block  |            |                |
| Affix: OF_TL2_CRITICALDAMAGE2H5<br>Prefix: [ITEM] of Violence<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS5<br>Prefix: [ITEM] of Safekeeping<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)   |            |                |

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| <p>Affix: OF_TL2_CHARGERATEBONUS5<br/> Prefix: [ITEM] of Energy<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (15.0-15.0)% more charge rate</p> <p>Affix: OF_TL2_SPLASH2<br/> Prefix: Slashing [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br/> Effects:<br/> (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: OFRESISTANCE<br/> Prefix: [ITEM] of Resistance<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHECHEETAH5<br/> Prefix: [ITEM] of Speed<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, PANTS]<br/> Effects:<br/> (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: REAT_LIFEPERCENT3<br/> Prefix: Bloody [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE<br/> Prefix: [ITEM] of the White Mage<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HMACE, STAFF]</p> |            |                |

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| <p>Effects:<br/> (10.0-10.0)% more Effectiveness of Potions<br/> +(1.0-1.0) HP/Second<br/> +(1.0-1.0) Max HP</p> <p>Affix: REAT_OF_BARD2<br/> Prefix: Bard's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (3.0-5.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_POISON5_WANDS<br/> Prefix: [ITEM] of Poison Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_BLINDING5<br/> Prefix: [ITEM] of Blinding<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named offblinding)</p> <p>Affix: OF_TL2_PETHEALTH5<br/> Prefix: [ITEM] of Invigoration<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br/> Effects:<br/> (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD3<br/> Prefix: Bard's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (5.0-7.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5<br/> Prefix: [ITEM] of the Scourge<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots</p> |            |                |

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| Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)  |            |                |
| Affix: OF_ATTRIB_DEXTERITY5<br>Prefix: [ITEM] of Agility<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(170-200) Dexterity (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: REAT_LIFEPERCENT2<br>Prefix: Bloody [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: MANA_ADDER_5<br>Prefix: [ITEM] of Wisdom<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)   |            |                |
| Affix: REAT_OF_ELVEN3<br>Prefix: Elven [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>+(30.0-30.0) electrical armor<br>+(30.0-30.0) fire armor<br>+(30.0-30.0) ice armor<br>+(30.0-30.0) poison armor<br>(10.0-10.0)% more physical Damage Taken |            |                |
| Affix: OF_TL2_SPLASH3<br>Prefix: Slashing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]<br>Effects:<br>(50.0-50.0)% more Damage to Secondary Targets  |            |                |

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| Affix: OFTHEOWL<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(8.0-12.0) Mana (named OFTHEOWL MAX MANA)  |            |                |
| Affix: OF_PROC_BLINDCLOUD_15<br>Prefix: [ITEM] of Clouded Vision<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)                       |            |                |
| Affix: OF_TL2_CRITICALDAMAGE5<br>Prefix: [ITEM] of Violence<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, WEAPON]<br>Effects:<br>(50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OFTHEMAGE2<br>Prefix: Invoking [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]<br>Effects:<br>(5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_TL2_FEAR3<br>Prefix: Creepy [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEMAGE PERCENT CAST SPEED) (Level 1)                                 |            |                |
| Affix: TRINKET_POISON_BONUS5<br>Prefix: [ITEM] of Toxicity<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |

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| <pre> )  Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)  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: REAT_OF_WHITEMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more Effectiveness of Potions +(0.7-1.3) HP/Second +(8.0-10.0) Max HP  Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tornado Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Cast Speed (50.0-50.0)% less all damage (50.0-50.0)% more Attack Speed  Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  Affix: REAT_OF_PARRYING2 Prefix: Parrying [ITEM] No Level Range </pre> |            |                |

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| <pre> Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  Affix: REAT_OF_HAPPINESS3 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (12.0-12.0)% more HP  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: PETTRINKET_LIFESTEAL_MASTER2 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)  Affix: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.6-0.6) HP/Second  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] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELI CAL DEFENSE)  Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range </pre> |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: REAT_OF_IMMOB<br>Prefix: Debilitating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize) |            |                |
| Affix: OFFICE5<br>Prefix: [ITEM] of Ice<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) ice damage (named OFFICE DAMAGE BONUS)  |            |                |
| Affix: OFLIGHTNING2<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)                      |            |                |
| Affix: OF_TL2_HEALTH_REGEN3<br>Prefix: Rejuvenating [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(0.9-0.9) HP/Second                              |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER3<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)    |            |                |
| Affix: REAT_OF_RANGER3<br>Prefix: [ITEM] of the Ranger<br>No Level Range<br>Spawn Weight: 3  |            |                |

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| Occupies no slots<br>Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]<br>Effects:<br>(5.0-9.0)% more Minion/Pet Health<br>(5.0-9.0)% more Pet Speed<br>(5.0-9.0)% more Minion/Pet Damage  |            |                |
| Affix: OF_PERCENT_POISON5<br>Prefix: [ITEM] of Poison Rage<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)                        |            |                |
| Affix: REAT_OF_HAPPINESS2<br>Prefix: Joyful [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(8.0-8.0)% more HP  |            |                |
| Affix: REAT_OF_PROCGETHIT_AEGIS_2<br>Prefix: Regenerating [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, RING, SHIELD]<br>Effects:<br>(2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)<br>) (Level 1) |            |                |
| Affix: REAT_OF_PARRYING3<br>Prefix: Parrying [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>(3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_POISONDEFENSE5<br>Prefix: [ITEM] of Remedy<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RING, SHIELD]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)                |            |                |
| Affix: OFTHESEEKER3  |            |                |

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| Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  |            |                |
| Affix: OF_PROC_STORMCLAW10<br>Prefix: [ITEM] of Zapping<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1) |            |                |
| Affix: OF_PERCENT_ICE5_WANDS<br>Prefix: [ITEM] of Ice Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)                                     |            |                |
| Affix: OF_PERCENT_POISON_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)                               |            |                |
| Affix: OFLIGHTNING<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: OFTHEOWL3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(26.0-34.0) Mana (named OFTHEOWL MAX MANA)   |            |                |
| Affix: OF_TL2_FEAR2   |            |                |

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| Prefix: Creepy [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE LIFE STEAL) (Level 1)  |            |                |
| Affix: OFTHEMAGE3<br>Prefix: Invoking [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: REAT_LIFEPERCENT<br>Prefix: Bloody [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |                |
| Affix: REAT_OF_BLACKMAGE5<br>Prefix: [ITEM] of the Black Wizard<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br>Effects:<br>(10.0-12.0)% more Cast Speed<br>+(3.0-4.0) Mana/s<br>+(30.0-40.0) Mana                                     |            |                |
| Affix: OF_TL2_SILENCE<br>Prefix: Silencing [ITEM]<br>Minimum Level: 6<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds. |            |                |
| Affix: OF_PROC_METEORSTRIKE_5<br>Prefix: [ITEM] of the Meteor<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)               |            |                |

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| <p>Affix: OFTHEMASTER3<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5<br/> Prefix: [ITEM] of the Ram<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHESAGE2<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR<br/> Prefix: Creepy [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> |            |                |

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| <p>Affix: TRINKET_ICEPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Warming<br/> Minimum Level: 25<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE CRITICAL DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]<br/> Can't Spawn On: [CANNON]<br/> Effects:<br/> +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEWINDS<br/> Prefix: Deflecting [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PANTS]<br/> Effects:<br/> (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER<br/> Prefix: Archer [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -30.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> |            |                |



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| <p>Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHIELD]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHESAGE3<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, ONE HANDED]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> |            |                |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named oftbl2_blinding)</p> <p>Affix: OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_5<br/> Prefix: [ITEM] of Energy Blast<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE2_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5<br/> Prefix: [ITEM] of Grasping<br/> Minimum Level: 5<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3</p> |            |                |

Occupies no slots  
 Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  
 Effects:  
 (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)

Affix: REAT\_OF\_BATTERYPOWERED3  
 Prefix: Battery Powered [ITEM]  
 No Level Range  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [GLOVES, WEAPON]  
 Effects:  
 -(3.0-3.0) Mana/s  
 +(26.0-34.0) electric damage

Affix: OF\_TL2\_DRAWARMOR3  
 Prefix: Bolstered [ITEM]  
 Minimum Level: 5  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [SHIELD, SHOULDER ARMOR]  
 Effects:  
 (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)

Affix: REAT\_OF\_FIREATTUN  
 Prefix: [ITEM] of Fire Attunement  
 Minimum Level: 5  
 Spawn Weight: 5  
 Occupies no slots  
 Spawns On: [CHEST ARMOR, SHIELD]  
 Effects:  
 (20.0-20.0)% more fire damage  
 +(100.0-100.0) fire armor  
 -(100.0-100.0) ice armor  
 (20.0-20.0)% less ice damage

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: REAT\_OF\_GHOUL  
 Prefix: [ITEM] of the Ghoul  
 Minimum Level: 5  
 Spawn Weight: 5  
 Occupies no slots  
 Spawns On: [GLOVES]  
 Effects:  
 +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS)  
 +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE)  
 +(10.0-15.0) Mana stolen

Affix: OFTHEELEPHANT3  
 Prefix: Healthy [ITEM]  
 No Level Range  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]  
 Effects:  
 +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)

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: TRINKET\_STAT\_DEXTERITY5  
 Prefix: [ITEM] of Swiftiness  
 No Level Range  
 Spawn Weight: 5  
 Occupies no slots  
 Spawns On: [ARMOR\_ELEMENTAL, TRINKET]  
 Can't Spawn On: [COLLAR, STUD]  
 Effects:  
 +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)

Affix: REAT\_OF\_CURSED2  
 Prefix: Prismatic [ITEM]  
 Minimum Level: 5  
 Spawn Weight: 2  
 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: 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: REAT\_OF\_BACTEROID3  
 Prefix: Bacteroid [ITEM]  
 No Level Range  
 Spawn Weight: 3  
 Occupies no slots  
 Spawns On: [GLOVES, WEAPON]  
 Effects:

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| -(0.9-0.9) HP/Second<br>+(26.0-34.0) poison damage  |            |                |
| Affix: OF_TL2_SHIELDBREAK2<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named sheildbreakaffix)  |            |                |
| Affix: OFTHEELEPHANT2<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)  |            |                |
| Affix: OFFLAMES<br>Prefix: [ITEM] of Fire<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_DRAWARMOR2<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)   |            |                |
| Affix: TRINKET_ELECTRIC_PERCENT5<br>Prefix: [ITEM] of Shock<br>Minimum Level: 15<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: REAT_OF_POISONATTUN<br>Prefix: [ITEM] of Poison Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots   |            |                |

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| Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more poison damage<br>+(100.0-100.0) poison armor<br>-(100.0-100.0) electrical armor<br>(20.0-20.0)% less electric damage  |            |                |
| Affix: OF_PERCENT_ICE<br>Prefix: Ice-Surge [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)                   |            |                |
| Affix: OF_TL2_MISSILERANGEBONUS2<br>Prefix: Long Range [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br>Effects:<br>+(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED) |            |                |
| Affix: PETTAG_TL2_SHIELDBREAKER5<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(50.0-50.0)% more chance to break shields (named unique_shieldbreak)                                    |            |                |
| Affix: OF_PERCENT_ALL5<br>Prefix: [ITEM] of the Spectrum<br>Minimum Level: 11<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)                      |            |                |
| Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)                        |            |                |
| Affix: OF_TL2_EXECUTE2  |            |                |

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|                  | Prefix: Paired [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)                             |                |
|                  | Affix: REAT_OF_BLACKMAGE3<br>Prefix: [ITEM] of the Black Mage<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HSWORD, STAFF, CHEST ARMOR]<br>Effects:<br>(6.0-8.0)% more Cast Speed<br>+(2.0-2.5) Mana/s<br>+(20.0-25.0) Mana |                |
|                  | Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |                |
|                  | Affix: OFTHEMASTER5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, ONE HANDED]<br>Effects:<br>(6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                        |                |
|                  | Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)                                |                |
|                  | Affix: OFHTERAM3<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |                |
|                  | Affix: OF_TL2_DUALWIELDBONUS5   |                |

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|                  | Prefix: [ITEM] of Re-Doubling<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(18.0-22.0)% more Damage while Dual Wielding  |                |
|                  | Affix: REAT_OF_ICEATTUN<br>Prefix: [ITEM] of Ice Attunement<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(20.0-20.0)% more ice damage<br>+(100.0-100.0) ice armor<br>-(100.0-100.0) fire armor<br>(20.0-20.0)% less fire damage |                |
|                  | Affix: REAT_OF_NECROMANCER<br>Prefix: Voodoo [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [TWO HANDED, CHEST ARMOR]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 5 seconds (named Weapon Zombie Proc)             |                |
|                  | Affix: HP_ADDER<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-7.0) Max HP (named HP_ADDER MAX HP)  |                |
|                  | Affix: PETTRINKET_LIFESTEAL_MASTER<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |                |
|                  | Affix: OFTHESAGE5<br>Prefix: [ITEM] of the Sage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |                |

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| <p>Affix: OF_PROCKILL_METEORSTRIKE_10<br/> Prefix: [ITEM] of Annihilation<br/> Minimum Level: 5<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEELEPHANT<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br/> Effects:<br/> +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_ATTRIB_MAGIC5<br/> Prefix: [ITEM] of the Mage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, NECKLACE]<br/> Effects:<br/> +(170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM2<br/> Prefix: Slamming [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5<br/> Prefix: [ITEM] of Poisoning<br/> Minimum Level: 15<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFICE<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, STAFF, WAND]<br/> Effects:</p> |            |                |

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| <p>+(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_EXECUTE3<br/> Prefix: Paired [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_1<br/> Prefix: Bursting [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ALL2<br/> Prefix: Prismatic [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OFMONK<br/> Prefix: Monk [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET]<br/> Effects:<br/> (10.0-10.0)% more XP gained<br/> (10.0-10.0)% more Fame Gain<br/> (10.0-10.0)% less all damage</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_3<br/> Prefix: Bursting [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH<br/> Prefix: Restoring [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1</p> |            |                |

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| Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealt<br>hx1)  |            |                |
| Affix: PETTAG_TL2_SHILDBREAKER2<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(20.0-20.0)% more chance to break shields (named unique_shieldbreak) |            |                |
| Affix: OFTHEVAMPIRE<br>Prefix: Vampiric [ITEM]<br>Minimum Level: 7<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>+(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)                   |            |                |
| Affix: REAT_OF_BATTERYPOWERED5<br>Prefix: [ITEM] of Powered Drain<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>-(5.0-5.0) Mana/s<br>+(42.0-58.0) electric damage           |            |                |
| Affix: OF_ATTRIB_DEFENSE3<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(100-120) Vitality (named OFFLAME DAMAGE BONUS)                        |            |                |
| Affix: OF_TL2_CHARGEDECAY3<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(24.0-24.0)% less charge bar decay rate             |            |                |
| Affix: OF_ATTRIB_DEXTERITY<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1   |            |                |

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| Occupies no slots<br>Spawns On: [BOOTS, GLOVES, NECKLACE]<br>Effects:<br>+(30-40) Dexterity (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFFLAME2<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, STAFF, WAND]<br>Effects:<br>+(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_DRAWARMOR5<br>Prefix: [ITEM] of the Citadel<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (E<br>ive)        |            |                |
| Affix: OF_TL2_SHILDBREAK5<br>Prefix: [ITEM] of Shieldbreaking<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br>Effects:<br>(50.0-50.0)% more chance to break shields (named sheildbreakaffix) |            |                |
| Affix: OFTHEELEPHANT5<br>Prefix: [ITEM] of Health<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]<br>Effects:<br>+(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)                                 |            |                |
| Affix: REAT_OF_TURBINE5<br>Prefix: [ITEM] of the Turbine<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [TWO HANDED]<br>Effects:<br>(25.0-25.0)% more charge rate   |            |                |
| Affix: OFTHESEEKER<br>Prefix: Lucky [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots   |            |                |

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| Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: TRINKET_ICE_PERCENT5<br>Prefix: [ITEM] of Freezing<br>Minimum Level: 15<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |                |
| Affix: REAT_OF_HAPPINESS<br>Prefix: Joyful [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, SHIELD]<br>Effects:<br>(4.0-4.0)% more HP   |            |                |
| Affix: REAT_OF_BACTERIODS<br>Prefix: [ITEM] of Bubonic Strength<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>-(1.5-1.5) HP/Second<br>+(42.0-58.0) poison damage   |            |                |
| Affix: REAT_OF_CURSED5<br>Prefix: [ITEM] of the Demon Pact<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]<br>Effects:<br>(50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS)<br>(25.0-25.0)% more all Damage Taken<br>Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds |            |                |
| Affix: OFFLAME3<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>+(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFTHESTORMS<br>Prefix: Mirrored [ITEM]  |            |                |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)  |            |                |
| Affix: OF_TL2_CHARGEDECAY2<br>Prefix: Grasping [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(16.0-16.0)% less charge bar decay rate  |            |                |
| Affix: OF_ATTRIB_DEFENSE2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Vitality (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: TRINKET_FIRE_PERCENT5<br>Prefix: [ITEM] of Incineration<br>Minimum Level: 15<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) |            |                |
| Affix: OFTHEBULL<br>Prefix: Slamming [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [MELEE]<br>Effects:<br>-10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)   |            |                |
| Affix: PETTAG_TL2_SHIELDBREAKER3<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(25.0-25.0)% more chance to break shields (named unique_shieldbreak)   |            |                |
| Affix: OF_PERCENT_ALL5_WANDS<br>Prefix: [ITEM] of the Spectrum   |            |                |

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| No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, STAFF, WAND]<br>Effects:<br>(7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_MISSILERANGE4<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]<br>Effects:<br>+(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br>EED)                         |            |                |
| Affix: REAT_OF_GOLEM<br>Prefix: [ITEM] of the Yeti<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |            |                |
| Affix: REAT_OF_PROC_FULLCHARGE_2<br>Prefix: Bursting [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg<br>e_proc) (Level 1)                          |            |                |
| Affix: OF_TL2_DRAWARMOR<br>Prefix: Bolstered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclus<br>ive)   |            |                |
| Affix: OF_PERCENT_ALL3<br>Prefix: Prismatic [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)   |            |                |

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| Affix: OFTHEMASTER52H<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [NECKLACE, TWO HANDED]<br>Effects:<br>(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: REAT_OFWISDOM<br>Prefix: [ITEM] of the Sage<br>Minimum Level: 5<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE]<br>Effects:<br>(10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: ELEC2<br>Prefix: Resonant [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC<br>ses PERCENT graph)<br>Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2) |            |                |
| Affix: CRIT_CHANCE1<br>Prefix: [ITEM] of Ire<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)   |            |                |
| Affix: RED_DMG_MELEE_DMG1<br>Prefix: Strife-Sigil [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD, STAFF]<br>Effects:<br>(1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses I<br>NT graph)                        |            |                |
| Affix: MAG1<br>Prefix: Mage's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]   |            |                |



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| <p>Effects:<br/> +(25-50) Focus (named MAG1)</p> <p>Affix: PROC_OPENWOUND3<br/> Prefix: [ITEM] of Wounding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more ice Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_POIS3<br/> Prefix: Noxious [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1<br/> Prefix: Shard-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more ice Damage (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1<br/> Prefix: Jolt-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (15.0-20.0)% more electric Damage (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12<br/> Prefix: Hexsteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT12)<br/> Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1<br/> Prefix: Totemic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> 40.0% (15.0-25.0)% more physical Damage (named CLASS_BASED_B_1)<br/> Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: XP2<br/> Prefix: Wanderer's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, PANTS]<br/> Effects:<br/> (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE1<br/> Prefix: Flame-Flicker [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> |            |                |

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| T graph)   |            |                |
| Affix: DMG_PERCENT_BONUS4  |            |                |
| Prefix: Grim [ITEM]  |            |                |
| Minimum Level: 8   |            |                |
| Spawn Weight: 2  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [WEAPON]  |            |                |
| Effects:   |            |                |
| (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)         |            |                |
| Affix: DMG_PERCENT_BONUS5  |            |                |
| Prefix: Cruel [ITEM]   |            |                |
| Minimum Level: 10  |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [WEAPON]  |            |                |
| Effects:   |            |                |
| (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)        |            |                |
| Affix: DMG_PERCENT_ELEC1   |            |                |
| Prefix: Volt-Flicker [ITEM]  |            |                |
| Minimum Level: 8   |            |                |
| Spawn Weight: 1  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [NECKLACE, WEAPON]  |            |                |
| Effects:   |            |                |
| (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)           |            |                |
| Affix: RED_ELEMENTAL_RANGE3  |            |                |
| Prefix: Chaotic [ITEM]   |            |                |
| Minimum Level: 15  |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]   |            |                |
| Effects:   |            |                |
| (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) |            |                |
| (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)      |            |                |
| (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)     |            |                |
| Affix: VIT4  |            |                |
| Prefix: Guardian's [ITEM]  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [CANNON, HELMET, RING, SHIELD]  |            |                |
| Effects:   |            |                |
| +(175-250) Vitality (named VIT4)   |            |                |
| Affix: MF1   |            |                |

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| Prefix: Vintage [ITEM]   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 1  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]                    |            |                |
| Effects:   |            |                |
| (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)                  |            |                |
| Affix: STR_DEX1  |            |                |
| Prefix: Bandit's [ITEM]  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 2  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [1HSWORD, BELT, FIST]   |            |                |
| Effects:   |            |                |
| +(50-100) Strength (named STR_DEX1)  |            |                |
| +(50-100) Dexterity (named STR_DEX1)   |            |                |
| Affix: XP3   |            |                |
| Prefix: Explorer's [ITEM]  |            |                |
| Minimum Level: 5   |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [BELT, CHEST ARMOR, PANTS]  |            |                |
| Effects:   |            |                |
| (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)                  |            |                |
| Affix: FACTION_ARMOR14   |            |                |
| Prefix: Shadivari [ITEM]   |            |                |
| Minimum Level: 12  |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]                             |            |                |
| Effects:   |            |                |
| (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)    |            |                |
| (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph) |            |                |
| Affix: WEAPON_MAT13  |            |                |
| Prefix: Saronite [ITEM]  |            |                |
| Minimum Level: 15  |            |                |
| Spawn Weight: 3  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [WEAPON]  |            |                |
| Effects:   |            |                |
| +(5.0-10.0) ice damage (named WEAPON_MAT13)                                  |            |                |
| (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)  |            |                |
| +(5.0-10.0) poison damage (named WEAPON_MAT13)                               |            |                |
| Affix: DMG_PROC_FIRE1  |            |                |
| Prefix: Flare-Barb [ITEM]  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 2  |            |                |
| Occupies no slots  |            |                |
| Spawns On: [NECKLACE, WEAPON]  |            |                |
| Effects:   |            |                |
| 20.0% (15.0-20.0)% more fire Damage (named DMG_PROC_FIRE1)                   |            |                |

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| <p>Affix: THORNS_POIS2<br/> Prefix: Despoiled [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2<br/> Prefix: [ITEM] of Bloodletting<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> )</p> <p>Affix: ELEC3<br/> Prefix: Thundering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)<br/> -25.0 knockback (named ELEC3)</p> <p>Affix: CRIT_CHANCE2<br/> Prefix: [ITEM] of Menace<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1<br/> Prefix: Shocking [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3</p> |            |                |

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| <p>Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG2<br/> Prefix: Battle-Rune [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]<br/> Effects:<br/> (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br/> (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3<br/> Prefix: Chaotic [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)<br/> (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2<br/> Prefix: Wizard's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5<br/> Prefix: [ITEM] of Displacement<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:</p> |            |                |

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|                  | (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)   |                |
|                  | Affix: CLASS_BASED_D_4<br>Prefix: Ebonwood [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>-25.0 knockback (named CLASS_BASED_D_4)<br>(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)  |                |
|                  | Affix: DMG_PROC_ELEC2<br>Prefix: Jolt-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more electric Damage (named DMG_PROC_Elec2)  |                |
|                  | Affix: DMG_PROC_ICE2<br>Prefix: Shard-Spike [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (20.0-30.0)% more ice Damage (named DMG_PROC_ICE2)  |                |
|                  | Affix: CLASS_BASED_D_B<br>Prefix: Elderstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, STAFF]<br>Effects:<br>(2-5)% more Vitality (named CLASS_BASED1) (Uses PERCENT graph)<br>Inflict on Hit: (10.0-20.0)% more electric Damage Takenfor 2.0 seconds (named CLASS_BASED1) (Uses PERCENT graph)     |                |
|                  | Affix: WEAPON_MAT11<br>Prefix: Thorium [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) electric damage (named WEAPON_MAT11)<br>Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph)<br>+(5.0-10.0) physical damage (named WEAPON_MAT11) |                |
|                  | Affix: CLASS_BASED_B_2<br>Prefix: [ITEM] of Reaving  |                |

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|                  | Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br>Effects:<br>(20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph)  |                |
|                  | (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)   |                |
|                  | Affix: XP1<br>Prefix: Seeker's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)   |                |
|                  | Affix: MF3<br>Prefix: Antique [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)   |                |
|                  | Affix: ARM_ILLUM4<br>Prefix: Lightweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) electric Armor (named ARM_ILLUM4)<br>(5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph) |                |
|                  | Affix: DMG_PERCENT_FIRE2<br>Prefix: Flame-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)                                      |                |
|                  | Affix: DMG_PERCENT_ELEC3<br>Prefix: Volt-Shock [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)                                  |                |

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| <p>Affix: RED_ELEMENTAL_RANGE1<br/> Prefix: Elemental [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)<br/> (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6<br/> Prefix: Merciless [ITEM]<br/> Minimum Level: 14<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2<br/> Prefix: Volt-Flare [ITEM]<br/> Minimum Level: 11<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3<br/> Prefix: Flame-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2<br/> Prefix: Outlaw's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, BELT, FIST]<br/> Effects:<br/> +(75-150) Strength (named STR_DEX2)<br/> +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2<br/> Prefix: Archaic [ITEM]<br/> No Level Range</p> |            |                |

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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3<br/> Prefix: Ancestral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3)<br/> (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10<br/> Prefix: Elementium [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) fire damage (named WEAPON_MAT10)<br/> (2-6) second increased duration of elemental effects (named WEAPON_MAT10)<br/> +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2<br/> Prefix: Flare-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more fire Damage (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1<br/> Prefix: Foul [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C<br/> Prefix: Elderstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-5)% more Vitality (named CLASS_BASED_D_1) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more fire Damage Takenfor 2.0 seconds (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: DODGE4<br/> Prefix: Phased [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3<br/> Prefix: Sundering [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1<br/> Prefix: [ITEM] of Cutting<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3<br/> Prefix: Sorcerer's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2<br/> Prefix: Flux [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br/> (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3<br/> Prefix: War-Glyph [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [SHIELD, STAFF]</p> |            |                |

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| <p>Effects:<br/> (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br/> (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE3<br/> Prefix: [ITEM] of Havoc<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1<br/> Prefix: Looter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:<br/> (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)<br/> (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4<br/> Prefix: Over-Charged [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT14<br/> Prefix: Titansteel [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)<br/> (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9<br/> Prefix: Greenmist [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:</p> |            |                |

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|                  | (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)   |                |
|                  | Affix: XP4<br>Prefix: Adventurer's [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)   |                |
|                  | Affix: BLOCK3<br>Prefix: [ITEM] of the Bastion<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br>Effects:<br>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)  |                |
|                  | Affix: FACTION_ARMOR13<br>Prefix: Battle Scarred [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]<br>Effects:<br>(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)<br>(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph) |                |
|                  | Affix: VIT3<br>Prefix: Sentinel's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CANNON, HELMET, RING, SHIELD]<br>Effects:<br>(100-175) Vitality (named VIT3)  |                |
|                  | Affix: ARM_ILLUM1<br>Prefix: Duskweave [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(20.0-40.0) poison Armor (named ARM_ILLUM1)<br>(5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)  |                |
|                  | Affix: DMG_PERCENT_BONUS2   |                |

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|                  | Prefix: Wicked [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)  |                |
|                  | Affix: VIT_MAG1<br>Prefix: Shaman's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, STAFF, WAND]<br>Effects:<br>(50-100) Vitality (named VIT_MAG1)<br>(50-100) Focus (named VIT_MAG1)  |                |
|                  | Affix: RED_ELEMENTAL_RANGE4<br>Prefix: Aetheric [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)   |                |
|                  | Affix: RED_ELEMENTAL_RANGE5<br>Prefix: Primordial [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)<br>(5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) |                |
|                  | Affix: REFLECT_LITE1<br>Prefix: Rebounding [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)  |                |

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| <p>Affix: DMG_PERCENT_BONUS3<br/> Prefix: Vicious [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2<br/> Prefix: Defender's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> +(50-100) Vitality (named VIT2)</p> <p>Affix: FACTION_ARMOR12<br/> Prefix: Thranic [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2<br/> Prefix: Defiant [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR8<br/> Prefix: Aesir [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15<br/> Prefix: Cobalt [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) ice damage (named WEAPON_MAT14)</p> |            |                |

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| <p>(0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: DODGE1<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4<br/> Prefix: [ITEM] of Severing<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE4<br/> Prefix: [ITEM] of Ruin<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WEAPON]<br/> Effects:<br/> (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10<br/> Prefix: Leyline [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph)<br/> +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4<br/> Prefix: Arcanist's [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5<br/> Prefix: Primordial [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots</p> |            |                |



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|                  | <p>Spawns On: [RING, WEAPON]<br/> Effects:<br/> (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)<br/> (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: DODGE3<br/> Prefix: Hazy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2<br/> Prefix: Wirewood [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4<br/> Prefix: Sieging [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]<br/> Effects:<br/> Degrade enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: WEAPON_MAT17<br/> Prefix: Nethricite [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(5.0-10.0) poison damage (named WEAPON_MAT14)<br/> (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph)<br/> +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: GFMF_PROC_THIEFS2<br/> Prefix: Thief's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS]<br/> Effects:</p> |                |

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|                  | <p>(8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br/> (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph)<br/> (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR10<br/> Prefix: Highguard [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4<br/> Prefix: Spirit-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph)<br/> +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: DMG_PERCENT_FIRE4<br/> Prefix: Flame-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2<br/> Prefix: Dawnweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(20.0-40.0) fire Armor (named ARM_ILLUM2)<br/> -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS1<br/> Prefix: Heavy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG2<br/> Prefix: Hermit's [ITEM]</p> |                |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, STAFF, WAND]<br/> Effects:<br/> + (75-150) Vitality (named VIT_MAG2)<br/> + (75-150) Focus (named VIT_MAG2)</p> <p>Affix: REFLECT_LITE2<br/> Prefix: Ricochet [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC4<br/> Prefix: Volt-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM3<br/> Prefix: Darkweave [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (20.0-40.0) ice Armor (named ARM_ILLUM3)<br/> (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: VIT1<br/> Prefix: Sentry's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CANNON, HELMET, RING, SHIELD]<br/> Effects:<br/> + (25-50) Vitality (named VIT1)</p> <p>Affix: MF4<br/> Prefix: Ancient [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: FACTION_ARMOR11<br/> Prefix: Muursat [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1<br/> Prefix: Vigilant [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]<br/> Effects:<br/> (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16<br/> Prefix: Pyrite [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (5.0-10.0) fire damage (named WEAPON_MAT16)<br/> (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)<br/> + (5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3<br/> Prefix: Cairnstone [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, STAFF]<br/> Effects:<br/> (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)<br/> Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2<br/> Prefix: [ITEM] of Blurring<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS]<br/> Effects:<br/> (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4<br/> Prefix: Aetheric [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |

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|                  | Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br>(1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)<br><br>Affix: CRIT_CHANCE5<br>Prefix: [ITEM] of Calamity<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WEAPON]<br>Effects:<br>(8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)<br><br>Affix: BOOTS11<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)<br>+(25-60) Strength (named BOOTS11)<br><br>Affix: WEAPON_MAT3<br>Prefix: Velium [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) ice damage (named WEAPON_MAT3)<br>Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)<br><br>Affix: ICE_DOT1<br>Prefix: [ITEM] of the Wastes<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)<br><br>Affix: DMG_PHYS_POIS_RANGE4<br>Prefix: Writhing [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) |                |

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|                  | (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)<br><br>Affix: PET_BUFF13<br>Prefix: Lord's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph)<br>(5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)<br><br>Affix: ARMOR_STATS2<br>Prefix: Mercurial [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS2)<br>+(75-150) Dexterity (named ARMOR_STATS2)<br><br>Affix: HP_MP_STEAL_PERCENT1<br>Prefix: Siphoning [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br>(1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)<br><br>Affix: DUAL_ELEMRED_BONUS4<br>Prefix: Manafused [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)<br>+(0.5-1.3) Mana/s (named dual_elemred_bonus4)<br><br>Affix: FUMBLE_DAMAGE1<br>Prefix: [ITEM] of Skill<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph) |                |

Affix: FIRE\_DOT2  
Prefix: [ITEM] of the Inferno  
No Level Range  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [WEAPON]  
Effects:  
    Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE\_DOT2)

Affix: FAME1  
Prefix: Acclaimed [ITEM]  
Minimum Level: 5  
Spawn Weight: 1  
Occupies no slots  
Spawns On: [BELT, CHEST ARMOR, PANTS]  
Effects:  
    (1.0-3.0)% more Fame Gain (named FAME1) (Uses PERCENT graph)

Affix: DMG\_PHYS\_POIS\_RANGE5  
Prefix: Abberant [ITEM]  
Minimum Level: 25  
Spawn Weight: 4  
Occupies no slots  
Spawns On: [RING, WEAPON]  
Effects:  
    (5.0-25.0)% more physical damage (named DMG\_PHYS\_POIS\_RANGE5) (Uses PERCENT graph)  
    (5.0-25.0)% more poison damage (named DMG\_PHYS\_POIS\_RANGE5) (Uses PERCENT graph)

Affix: PET\_BUFF12  
Prefix: Commander's [ITEM]  
Minimum Level: 16  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [ARMOR\_PHYSICAL, CANNON]  
Effects:  
    (15.0-25.0)% more Minion/Pet Armor (named PET\_BUFF12) (Uses PERCENT graph)  
    (15.0-25.0)% more Minion/Pet Health (named PET\_BUFF12) (Uses PERCENT graph)

Affix: WEAPON\_MAT2  
Prefix: Obsidian [ITEM]  
Minimum Level: 15  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [WEAPON]  
Effects:  
    +(5.0-10.0) fire damage (named WEAPON\_MAT2)  
    (4.0-8.0)% more Critical Chance (named WEAPON\_MAT2) (Uses PERCENT graph)  
    +(5.0-10.0) physical damage (named WEAPON\_MAT2)

Affix: CLASS\_BASED\_A\_1  
Prefix: Magebane [ITEM]  
Minimum Level: 15  
Spawn Weight: 3

Occupies no slots  
Spawns On: [1HSWORD, FIST, PISTOL]  
Effects:  
    Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS\_BASED\_A\_1) (Uses PERCENT graph)  
    (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS\_BASED\_A\_1) (Uses PERCENT graph)

Affix: DMG\_BONUS\_MISC1  
Prefix: Weighted [ITEM]  
Minimum Level: 8  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]  
Effects:  
    +(10.0-20.0) physical damage (named DMG\_BONUS\_MISC1)  
    Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG\_BONUS\_MISC1) (Uses PERCENT graph)

Affix: ICE\_DOT2  
Prefix: [ITEM] of Desolation  
No Level Range  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [WEAPON]  
Effects:  
    Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE\_DOT2)

Affix: DMG\_BONUS\_MISC3  
Prefix: Honed [ITEM]  
Minimum Level: 8  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [WEAPON]  
Effects:  
    +(10.0-16.0) physical damage (named DMG\_BONUS\_MISC3)  
    (10.0-25.0)% more Critical Damage (named DMG\_BONUS\_MISC3) (Uses PERCENT graph)

Affix: CLASS\_BASED\_A\_3  
Prefix: Headhunter's [ITEM]  
Minimum Level: 15  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [1HSWORD, FIST, PISTOL]  
Effects:  
    (3.0-6.0)% more Attack Speed (named CLASS\_BASED\_A\_1) (Uses PERCENT graph)  
    (3.0-6.0)% more Critical Chance (named CLASS\_BASED\_A\_1) (Uses PERCENT graph)

Affix: CAST\_SPEED4  
Prefix: War-Mage's [ITEM]  
Minimum Level: 15  
Spawn Weight: 3  
Occupies no slots  
Spawns On: [GLOVES, STAFF]  
Effects:  
    (15.0-25.0)% more Cast Speed (named CAST\_SPEED4) (Uses PERCENT graph)

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| <pre> Affix: ARM_BONUS_STUNRES4 Prefix: Turtle's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects:   (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)   (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)  Affix: PET_BUFF10 Prefix: Thaumaturgist's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects:   (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)   (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)  Affix: ARMOR_STATS1 Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:   +(10.0-20.0) physical Armor (named ARMOR_STATS1)   +(50-100) Dexterity (named ARMOR_STATS1)  Affix: FAME3 Prefix: Notorious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects:   (5.0-10.0)% more Fame Gain (named FAME3) (Uses PERCENT graph)  Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects:   (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)   (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)  Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] </pre> |            |                |

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| <pre> Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects:   (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)   (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)  Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects:   (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)  Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects:   (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)  Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects:   Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)  Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:   +(10.0-20.0) fire Armor (named ARMOR_MAT8)   +(0.5-1.5) HP/Second (named ARMOR_MAT8)  Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects:   (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)   (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) </pre> |            |                |

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| ENT graph)  |            |                |
| Affix: HP_MP_STEAL_PERCENT3<br>Prefix: Consuming [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)<br>(4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)                                |            |                |
| Affix: FAME2<br>Prefix: Famed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(2.0-6.0)% more Fame Gain (named FAME2) (Uses PERCENT graph)   |            |                |
| Affix: PET_BUFF11<br>Prefix: Officer's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, CANNON]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)   |            |                |
| Affix: ARM_BONUS_STUNRES5<br>Prefix: Chitinous [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)  |            |                |
| Affix: CLASS_BASED_A_2<br>Prefix: Dark-Stalker [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)<br>(10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) |            |                |

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| Affix: DMG_BONUS_MISC2<br>Prefix: Tempered [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC2)<br>(5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)                      |            |                |
| Affix: WEAPON_MAT1<br>Prefix: Bone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) physical damage (named WEAPON_MAT1)<br>(5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)   |            |                |
| Affix: CAST_SPEED1<br>Prefix: Spell-Slinger's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)  |            |                |
| Affix: PET_BUFF9<br>Prefix: Summoner's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, STAFF]<br>Effects:<br>(10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph) |            |                |
| Affix: WEAPON_MAT5<br>Prefix: Diamondine [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) electric damage (named WEAPON_MAT5)<br>Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)     |            |                |
| Affix: ARM_BONUS_STUNRES1<br>Prefix: Beetle's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots  |            |                |

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|                  | Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br>(1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)<br><br>Affix: DMG_PHYS_POIS_RANGE2<br>Prefix: Oozing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br><br>Affix: HP_MP_PERCENT1<br>Prefix: [ITEM] of the Herald<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)<br>(1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)<br><br>Affix: MP_PERCENT1<br>Prefix: [ITEM] of the Weaver<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)<br><br>Affix: ARMOR_WEIGHT1<br>Prefix: Lightweight [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>-(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)<br>(2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br>(1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)<br><br>Affix: DUAL_ELEMRED_BONUS2<br>Prefix: Skymetal [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) |                |

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|                  | CENT graph)<br>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)<br>(3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)<br><br>Affix: DUAL_ELEMRED_BONUS3<br>Prefix: Fellwarped [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)<br>+(15.0-30.0) poison Armor (named dual_elemred_bonus3)<br><br>Affix: RED_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br><br>Affix: DMG_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br><br>Affix: PET_BUFF14<br>Prefix: General's [ITEM]<br>Minimum Level: 30<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RING]<br>Effects:<br>(10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)<br>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)<br><br>Affix: ARMOR_STATS_MAG2<br>Prefix: Etherbrand [ITEM]<br>No Level Range |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)<br>+(75-150) Focus (named ARMOR_STATS_MAG2)  |            |                |
| Affix: WEAPON_MAT4<br>Prefix: Crystalline [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT2)<br>Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT4)<br>+(4.0-8.0) ice damage (named WEAPON_MAT4) |            |                |
| Affix: PET_BUFF8<br>Prefix: Major's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)   |            |                |
| Affix: CAST_SPEED2<br>Prefix: Battle-Mage's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)  |            |                |
| Affix: DMG_BONUS_MISC5<br>Prefix: Gleaming [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-16.0) physical damage (named DMG_BONUS_MISC5)<br>(1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)   |            |                |
| Affix: WEAPON_MAT6<br>Prefix: Magicite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(5.0-10.0) fire damage (named WEAPON_MAT6)   |            |                |

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| (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph)<br>+(5.0-10.0) poison damage (named WEAPON_MAT6)  |            |                |
| Affix: GFMF_PROC_RAIDERS3<br>Prefix: Raider's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS]<br>Effects:<br>(12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)<br>(15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph)<br>(10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph) |            |                |
| Affix: ARM_BONUS_STUNRES2<br>Prefix: Crab's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)<br>(3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)  |            |                |
| Affix: BOOTS8<br>Prefix: Rugged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph)<br>+(25-60) Vitality (named BOOTS8)  |            |                |
| Affix: DMG_PHYS_POIS_RANGE1<br>Prefix: Flowstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)<br>(1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)  |            |                |
| Affix: HP_MP_PERCENT2<br>Prefix: [ITEM] of the Envoy<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph)   |            |                |



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|                  | (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)   |                |
|                  | Affix: RED_PHYS_POIS_RANGE3<br>Prefix: Crawling [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)<br>(1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)   |                |
|                  | Affix: MP_PERCENT2<br>Prefix: [ITEM] of the Raven<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)   |                |
|                  | Affix: ARMOR_WEIGHT2<br>Prefix: Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_WEIGHT2)<br>(1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)   |                |
|                  | Affix: DUAL_ELEMRED_BONUS1<br>Prefix: Ethertouched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]<br>Effects:<br>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)<br>(5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)<br>) |                |
|                  | Affix: ARMOR_PERCENT_LOW8<br>Prefix: Decayed [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)<br>)  |                |

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|                  | Affix: ARMOR_WEIGHT3<br>Prefix: Extra Heavy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(20.0-40.0) physical Armor (named ARMOR_WEIGHT3)<br>(3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph)<br>(2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph) |                |
|                  | Affix: MP_PERCENT3<br>Prefix: [ITEM] of the Wyrn<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR]<br>Effects:<br>(10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)  |                |
|                  | Affix: RED_PHYS_POIS_RANGE2<br>Prefix: Oozing [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)<br>(1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)    |                |
|                  | Affix: HP_MP_PERCENT3<br>Prefix: [ITEM] of the Exarch<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [HELMET, RING]<br>Effects:<br>(8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph)<br>(8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)  |                |
|                  | Affix: FAME4<br>Prefix: Illustrious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(8.0-15.0)% more Fame Gain (named FAME4) (Uses PERCENT graph)   |                |
|                  | Affix: BOOTS9<br>Prefix: Tracker's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots  |                |

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|                  | Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph)<br>+(25-60) Dexterity (named BOOTS9)  |                |
|                  | Affix: ARM_BONUS_STUNRES3<br>Prefix: Armadillo's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, PANTS, SHIELD]<br>Effects:<br>(10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)<br>(4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)   |                |
|                  | Affix: ARMOR_STATS_MAG1<br>Prefix: Mana Forged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1)<br>+(50-100) Focus (named ARMOR_STATS_MAG1)   |                |
|                  | Affix: CLASS_BASED_A_4<br>Prefix: Spirit-Slayer [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HSWORD, FIST, PISTOL]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)<br>(100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) |                |
|                  | Affix: DMG_BONUS_MISC4<br>Prefix: Razor-Edge [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF]<br>Effects:<br>+(8.0-18.0) physical damage (named DMG_BONUS_MISC4)<br>Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)    |                |
|                  | Affix: WEAPON_MAT7<br>Prefix: Caermic [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]   |                |

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|                  | Effects:<br>+(10.0-20.0) fire damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)  |                |
|                  | Affix: CAST_SPEED3<br>Prefix: Spell-Striker's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)   |                |
|                  | Affix: ATK_SPEED1<br>Prefix: Feral [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)  |                |
|                  | Affix: PROC_CASTSPED1<br>Prefix: Savant's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)  |                |
|                  | Affix: THORNS_ICE2<br>Prefix: Polar [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(20.0-30.0)% ice damage reflected (named THORNS_ICE2)   |                |
|                  | Affix: PET_BUFF6<br>Prefix: Disciple's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph) |                |
|                  | Affix: BOOTS4<br>Prefix: Forgeworked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots  |                |

Spawns On: [BOOTS]

Effects:

(1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)

(2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)

Affix: HP\_PERCENT1

Prefix: [ITEM] of the Beast

No Level Range

Spawn Weight: 1

Occupies no slots

Spawns On: [BELT, CHEST ARMOR, PANTS]

Effects:

(1.0-5.0)% more HP (named HP\_PERCENT1) (Uses PERCENT graph)

Affix: CHARGE\_DECAY2

Prefix: Infused [ITEM]

Minimum Level: 12

Spawn Weight: 2

Occupies no slots

Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]

Effects:

(4.0-10.0)% less charge bar decay rate (named CHARGE\_DECAY2) (Uses PERCENT graph)

Affix: RING\_MAT3

Prefix: Astralite [ITEM]

Minimum Level: 8

Spawn Weight: 2

Occupies no slots

Spawns On: [NECKLACE, RING]

Effects:

Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING\_MAT3) (Uses PERCENT graph)

Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING\_MAT3) (Uses PERCENT graph)

Affix: ARMOR\_BONUS\_MAGIC1

Prefix: Ivory [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [HELMET, NECKLACE, RING, SHIELD]

Effects:

(1.0-5.0)% more electric Armor (named ARMOR\_BONUS\_MAGIC1) (Uses PERCENT graph)

(1.0-5.0)% more ice Armor (named ARMOR\_BONUS\_MAGIC1) (Uses PERCENT graph)

(1.0-5.0)% more fire Armor (named ARMOR\_BONUS\_MAGIC1) (Uses PERCENT graph)

Affix: ITEM\_REQ1

Prefix: Guide's [ITEM]

No Level Range

Spawn Weight: 1

Occupies no slots

Spawns On: [RING, SHOULDER ARMOR, STAFF]

Effects:

+(2-5) item requirements (named ITEM\_REQ1)

Affix: DEX\_VIT1

Prefix: Ranger's [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [2HAXE, BELT, BOW]

Effects:

+(50-100) Vitality (named DEX\_VIT1)

+(50-100) Dexterity (named DEX\_VIT1)

Affix: HP3

Prefix: Sanguine [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]

Effects:

+(15.0-20.0) Max HP (named HP3)

Affix: PROC\_MANACOST1

Prefix: Auger's [ITEM]

Minimum Level: 15

Spawn Weight: 2

Occupies no slots

Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]

Effects:

(1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)

Affix: CRIT\_DMG\_CHANCE3

Prefix: Sinister [ITEM]

Minimum Level: 15

Spawn Weight: 4

Occupies no slots

Spawns On: [RING, WEAPON]

Effects:

(25.0-40.0)% more Critical Damage (named CRIT\_DMG\_CHANCE3) (Uses PERCENT graph)

(4.0-8.0)% more Critical Chance (named CRIT\_DMG\_CHANCE3) (Uses PERCENT graph)

Affix: ARMOR\_MAT3

Prefix: Blood Steel [ITEM]

No Level Range

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR\_PHYSICAL]

Effects:

+(10.0-20.0) physical Armor (named ARMOR\_MAT3)

(1.0-5.0)% more HP (named ARMOR\_MAT3) (Uses PERCENT graph)

Affix: CRIT\_DAMAGE4

Prefix: [ITEM] of Decimation

Minimum Level: 8

Spawn Weight: 3

Occupies no slots

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|                  | Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_P_2<br>Prefix: Deepwater [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_B<br>ASSED_P_2) (Uses PERCENT graph)<br>(5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT grap<br>h)<br><br>Affix: CLASS_BASED3<br>Prefix: Sureshot [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3<br>) (Uses PERCENT graph)<br>(15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)<br><br>Affix: ARMOR_PERCENT_LOW5<br>Prefix: Frost Covered [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)<br><br>Affix: DEX1<br>Prefix: Hawk's [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(25-50) Dexterity (named DEX1)<br><br>Affix: PROC_KILLMP3<br>Prefix: [ITEM] of Devouring<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3)<br>(Uses PERCENT graph)<br><br>Affix: PROC_KILLMP2 |                |

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|                  | Prefix: [ITEM] of Soulcatching<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2)<br>(Uses PERCENT graph)<br><br>Affix: ARMOR_PERCENT_LOW4<br>Prefix: Adamantine Studded [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT<br>aph)<br><br>Affix: STR4<br>Prefix: Titan's [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br>Effects:<br>+(175-200) Strength (named STR4)<br><br>Affix: CLASS_BASED2<br>Prefix: Trueshot [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br>Effects:<br>(4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph)<br>(5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)<br><br>Affix: CLASS_BASED_P_3<br>Prefix: Emyreal [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br>Effects:<br>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1)<br>named CLASS_BASED_P_3) (Uses PERCENT graph)<br>(5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT<br>ph)<br><br>Affix: ALL_STATS4<br>Prefix: [ITEM] of the Planes<br>Minimum Level: 45<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, HELMET, NECKLACE, RING]<br>Effects: |                |

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|                  | +(150-250) Vitality (named ALL_STATS4)<br>+(150-250) Focus (named ALL_STATS4)<br>+(150-250) Strength (named ALL_STATS4)<br>+(150-250) Dexterity (named ALL_STATS4)   |                |
|                  | Affix: ARMOR_MAT2<br>Prefix: Black Iron [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) fire Armor (named ARMOR_MAT2)<br>(1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)                                       |                |
|                  | Affix: ARMOR_STATS_DEF1<br>Prefix: Bronzed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1)<br>+(50-100) Vitality (named ARMOR_STATS_DEF1)  |                |
|                  | Affix: HP2<br>Prefix: Hearty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br>Effects:<br>+(10.0-15.0) Max HP (named HP2)   |                |
|                  | Affix: CRIT_DMG_CHANCE2<br>Prefix: Dire [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [RING, WEAPON]<br>Effects:<br>(15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)<br>(2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) |                |
|                  | Affix: STR_MAG1<br>Prefix: Reaver's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HSWORD, BELT]<br>Effects:<br>+(50-100) Strength (named STR_MAG1)<br>+(50-100) Focus (named STR_MAG1)   |                |

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|                  | Affix: PROC_KILLHEAL1<br>Prefix: [ITEM] of Victory<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)  |                |
|                  | Affix: CHARGE_DECAY3<br>Prefix: [ITEM] of Resolve<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)   |                |
|                  | Affix: RING_MAT2<br>Prefix: Crysteel [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>-15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)<br>(2.0-12.0)% more chance to Interrupt Enemies (named RING_MAT2) (Uses PERCENT graph)   |                |
|                  | Affix: INTERRUPT1<br>Prefix: Distracting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph) |                |
|                  | Affix: BOOTS5<br>Prefix: Fur-Lined [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)<br>(2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)                             |                |
|                  | Affix: THORNS_ICE3<br>Prefix: Arctic [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 3  |                |

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|                  | Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(30.0-50.0)% ice damage reflected (named THORNS_ICE3)<br><br>Affix: PET_BUFF7<br>Prefix: Captain's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, RIFLE]<br>Effects:<br>(10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)<br><br>Affix: DIVINE_WEAP_TOXX<br>Prefix: Plagued [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph)<br>+(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)<br><br>Affix: ATK_SPEED2<br>Prefix: Fierce [ITEM]<br>Minimum Level: 3<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)<br><br>Affix: WEAPON_MAT9<br>Prefix: Blightstone [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(10.0-20.0) poison damage (named WEAPON_MAT7)<br>Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)<br><br>Affix: PET_BUFF5<br>Prefix: Acolyte's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph) |                |

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|                  | Affix: THORNS_ICE1<br>Prefix: Frosted [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(10.0-20.0)% ice damage reflected (named THORNS_ICE1)<br><br>Affix: PROC_CASTSPED2<br>Prefix: Occultist's [ITEM]<br>Minimum Level: 18<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)<br>)<br><br>Affix: EXECUTE4<br>Prefix: Executioner's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)<br><br>Affix: HP_PERCENT2<br>Prefix: [ITEM] of the Whale<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)<br><br>Affix: BOOTS7<br>Prefix: Sturdy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph)<br>(2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)<br><br>Affix: INTERRUPT3<br>Prefix: Staggering [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph) |                |

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| <p>Affix: DMG_PERCENT_ICE4<br/> Prefix: Frost-Torrent [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2<br/> Prefix: Mentor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> +(5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: PROC_KILLHEAL3<br/> Prefix: [ITEM] of Conquest<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2<br/> Prefix: Onyx [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)<br/> (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY1<br/> Prefix: Spirited [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2<br/> Prefix: Pathfinder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [2HAXE, BELT, BOW]<br/> Effects:<br/> +(75-150) Vitality (named DEX_VIT2)<br/> +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5<br/> Prefix: Wraith's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph)<br/> (20.0-33.0)% more physical Damage Reflected (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST2<br/> Prefix: Seer's [ITEM]<br/> Minimum Level: 18<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1<br/> Prefix: Argent [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph)<br/> (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: SPLASH4<br/> Prefix: [ITEM] of Onslaught<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6<br/> Prefix: Burnt [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: DEX2<br/> Prefix: Panther's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(50-100) Dexterity (named DEX2)</p> <p>Affix: MANA_COST4<br/> Prefix: Cryptic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (7.0-8.0)% less Mana Cost of Skills (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP1<br/> Prefix: [ITEM] of Spiritstealing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1)<br/> (Uses PERCENT graph)</p> <p>Affix: MANA_COST5<br/> Prefix: Lucid [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (9.0-12.0)% less Mana Cost of Skills (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3<br/> Prefix: Expert's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br/> Effects:<br/> +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7<br/> Prefix: Copper Ringed [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: CLASS_BASED1<br/> Prefix: Engraved [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE]<br/> Effects:<br/> (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph)<br/> (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1<br/> Prefix: [ITEM] of Revivication<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) HP/Second (named REGEN_MAX_HP1)<br/> (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1<br/> Prefix: Glutton's [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [FIST, NECKLACE, RING, STAFF]<br/> Effects:<br/> (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2<br/> Prefix: Masterwork [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1)<br/> +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1<br/> Prefix: Bone Carved [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_MAT1)<br/> (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1<br/> Prefix: Spiteful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, WEAPON]<br/> Effects:</p> |            |                |



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|                  | <p>(5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>(1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3<br/> Prefix: Oracle's [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1<br/> Prefix: Stout [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> + (5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4<br/> Prefix: Phantom's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph)<br/> (15.0-25.0)% more physical Damage Reflected (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2<br/> Prefix: Marauder's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HSWORD, BELT]<br/> Effects:<br/> + (75-150) Strength (named STR_MAG2)<br/> + (75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3<br/> Prefix: Crystal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)<br/> (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> |                |

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|                  | <p>Affix: RING_MAT1<br/> Prefix: Bloodeye [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING]<br/> Effects:<br/> + (0.5-1.0) HP/Second (named RING_MAT1)<br/> (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3<br/> Prefix: Advisor's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF]<br/> Effects:<br/> + (9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2<br/> Prefix: [ITEM] of Triumph<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6<br/> Prefix: Slimy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS]<br/> Effects:<br/> (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)<br/> (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT2<br/> Prefix: Dazing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3<br/> Prefix: [ITEM] of the Leviathan<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots</p> |                |

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| Spawns On: [BELT, CHEST ARMOR, PANTS]<br>Effects:<br>(10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)  |            |                |
| Affix: PROC_CASTSPED3<br>Prefix: Cabalist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]<br>Effects:<br>(8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)  |            |                |
| Affix: PET_BUFF4<br>Prefix: Warlock's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)<br>(15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)  |            |                |
| Affix: WEAPON_MAT8<br>Prefix: Nelumite [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(4.0-8.0) fire damage (named WEAPON_MAT8)<br>(2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph)<br>+(4.0-8.0) electric damage (named WEAPON_MAT8)<br>+(4.0-8.0) physical damage (named WEAPON_MAT8) |            |                |
| Affix: ATK_SPEED3<br>Prefix: Ferocious [ITEM]<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)   |            |                |
| Affix: BOOTS2<br>Prefix: Fleet [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph)<br>(1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)   |            |                |
| Affix: EXECUTE1   |            |                |

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| Prefix: Killer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)  |            |                |
| Affix: REFLECT_MAJ1<br>Prefix: Mirrored [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)   |            |                |
| Affix: DMG_PERCENT_ICE1<br>Prefix: Frost-Flicker [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)   |            |                |
| Affix: CHARGE_DECAY4<br>Prefix: [ITEM] of Willpower<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]<br>Effects:<br>(13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)                               |            |                |
| Affix: RING_MAT5<br>Prefix: Mistchurn [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph)<br>(2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph) |            |                |
| Affix: ARMOR_MAT5<br>Prefix: Sebilite [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-20.0) poison Armor (named ARMOR_MAT5)<br>(1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)                                      |            |                |

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| <p>Affix: CRIT_DAMAGE2<br/> Prefix: [ITEM] of Carnage<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more physical Damage (named DMG_PROC_PHYS2)</p> <p>Affix: STR3<br/> Prefix: Giant's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1<br/> Prefix: Broad [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_4<br/> Prefix: Celestial [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]<br/> Effects:<br/> (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph)<br/> (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3<br/> Prefix: [ITEM] of the Zodiac<br/> Minimum Level: 35<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]</p> |            |                |

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| <p>Effects:<br/> +(75-175) Vitality (named ALL_STATS3)<br/> +(75-175) Focus (named ALL_STATS3)<br/> +(75-175) Strength (named ALL_STATS3)<br/> +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1<br/> Prefix: Abstruse [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (1.0-2.0)% less Mana Cost of Skills (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2<br/> Prefix: Avenger's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, BELT, POLEARM]<br/> Effects:<br/> +(75-150) Strength (named STR_VIT2)<br/> +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2<br/> Prefix: [ITEM] of Berserking<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW3<br/> Prefix: Mithril Laced [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW2<br/> Prefix: Steel Plated [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: RAMPAGE3<br/> Prefix: [ITEM] of Aggression<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)<br/> (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2<br/> Prefix: [ITEM] of the Heavens<br/> Minimum Level: 25<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> + (50-100) Vitality (named ALL_STATS2)<br/> + (50-100) Focus (named ALL_STATS2)<br/> + (50-100) Strength (named ALL_STATS2)<br/> + (50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2<br/> Prefix: Dervish's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> + (75-150) Focus (named DEX_MAG2)<br/> + (75-150) Dexterity (named DEX_MAG2)</p> <p>Affix: STR2<br/> Prefix: Brute's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> + (50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4<br/> Prefix: Artillerist's [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)<br/> + (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4<br/> Prefix: Raven Scale [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (10.0-20.0) ice Armor (named ARMOR_MAT4)<br/> + (0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3<br/> Prefix: [ITEM] of Assassination<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING, WEAPON]<br/> Effects:<br/> (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1<br/> Prefix: [ITEM] of Shielding<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1<br/> Prefix: [ITEM] of Snaring<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4<br/> Prefix: Vigorous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]<br/> Effects:<br/> + (20.0-30.0) Max HP (named HP4)</p> <p>Affix: DODGE_REFLECT1<br/> Prefix: Shade's [ITEM]<br/> Minimum Level: 5<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)<br/> (1.0-5.0)% more physical Damage Reflected (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: RING_MAT4<br/> Prefix: Bladeweave [ITEM]</p> |            |                |

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| Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)<br>(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)   |            |                |
| Affix: BOOTS3<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph)<br>(2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)                             |            |                |
| Affix: PET_BUFF1<br>Prefix: Hunter's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph)<br>(10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph) |            |                |
| Affix: PET_BUFF3<br>Prefix: Neophyte's [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, NECKLACE]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph)<br>(10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)  |            |                |
| Affix: ATK_SPEED4<br>Prefix: Savage [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)  |            |                |
| Affix: BOOTS1<br>Prefix: Sure [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph)<br>-10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)   |            |                |

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| Affix: EXECUTE2<br>Prefix: Slayer's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)   |            |                |
| Affix: REFLECT_MAJ2<br>Prefix: Reflecting [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)  |            |                |
| Affix: ARMOR_BONUS_MAGIC4<br>Prefix: Pearl [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br>Effects:<br>(15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)<br>(15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) |            |                |
| Affix: RING_MAT6<br>Prefix: Dreadiron [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, RING]<br>Effects:<br>+(10.0-20.0) physical Armor (named RING_MAT6)<br>(2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)  |            |                |
| Affix: DMG_PERCENT_ICE2<br>Prefix: Frost-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)   |            |                |
| Affix: DODGE_REFLECT3<br>Prefix: Spectre's [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots   |            |                |

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| Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br>Effects:<br>(3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph)<br>(10.0-15.0)% more physical Damage Reflected (named DODGE_REFLECT3) (Uses PERCENT graph)  |            |                |
| Affix: PROC_WARD3<br>Prefix: [ITEM] of Negation<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, SHIELD]<br>Effects:<br>(10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)  |            |                |
| Affix: SLOW3<br>Prefix: Entangling [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RANGED WEAPON]<br>Effects:<br>Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)<br>Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) |            |                |
| Affix: CRIT_DAMAGE1<br>Prefix: [ITEM] of Destruction<br>Minimum Level: 5<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING, WEAPON]<br>Effects:<br>(10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)   |            |                |
| Affix: ARMOR_MAT6<br>Prefix: Serpentine [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(10.0-25.0) poison Armor (named ARMOR_MAT6)<br>(5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)   |            |                |
| Affix: DMG_PROC_PHYS1<br>Prefix: Barbed [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>20.0% (15.0-20.0)% more physical Damage (named DMG_PROC_PHYS1)  |            |                |

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| Affix: SPLASH2<br>Prefix: Sweeping [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>(20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)  |            |                |
| Affix: STR_VIT1<br>Prefix: Vigilant's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HMACE, BELT, POLEARM]<br>Effects:<br>+(50-100) Strength (named STR_VIT1)<br>+(50-100) Vitality (named STR_VIT1)  |            |                |
| Affix: RAMPAGE1<br>Prefix: [ITEM] of Rampaging<br>Minimum Level: 20<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph) |            |                |
| Affix: DEX4<br>Prefix: Specialist's [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BOOTS, CROSSBOW, RIFLE, RING]<br>Effects:<br>+(175-250) Dexterity (named DEX4)  |            |                |
| Affix: MANA_COST2<br>Prefix: Recondite [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, WAND]<br>Effects:<br>(3.0-4.0)% less Mana Cost of Skills (named MANA_COST2) (Uses PERCENT graph)   |            |                |
| Affix: ARMOR_PERCENT_LOW1<br>Prefix: Iron Shod [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]  |            |                |

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| <p>Effects:<br/> (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3<br/> Prefix: Enigmatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, WAND]<br/> Effects:<br/> (5.0-6.0)% less Mana Cost of Skills (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1<br/> Prefix: [ITEM] of the Stars<br/> Minimum Level: 15<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, HELMET, NECKLACE, RING]<br/> Effects:<br/> +(25-50) Vitality (named ALL_STATS1)<br/> +(25-50) Focus (named ALL_STATS1)<br/> +(25-50) Strength (named ALL_STATS1)<br/> +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3<br/> Prefix: [ITEM] of Assault<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1<br/> Prefix: Thug's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]<br/> Effects:<br/> +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1<br/> Prefix: Corsair's [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, BELT, PISTOL]<br/> Effects:<br/> +(50-100) Focus (named DEX_MAG1)<br/> +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7</p> |            |                |

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| <p>Prefix: Oiled [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-25.0) electric Armor (named ARMOR_MAT7)<br/> -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2<br/> Prefix: [ITEM] of Tarring<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RANGED WEAPON]<br/> Effects:<br/> Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2<br/> Prefix: [ITEM] of Warding<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHIELD]<br/> Effects:<br/> (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT2<br/> Prefix: Ghost's [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, PANTS, SHOULDER ARMOR]<br/> Effects:<br/> (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)<br/> (5.0-10.0)% more physical Damage Reflected (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3<br/> Prefix: Frost-Shock [ITEM]<br/> Minimum Level: 16<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5<br/> Prefix: Astral [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [HELMET, NECKLACE, RING, SHIELD]<br/> Effects:<br/> (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> |            |                |

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| aph)                     | (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)<br>(20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)  |                |
| Affix: EXECUTE3          | Prefix: Butcher's [ITEM]<br>Minimum Level: 9<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]<br>Effects:<br>(8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)  |                |
| Affix: ATK_SPEED5        | Prefix: Lupine [ITEM]<br>Minimum Level: 14<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [PANTS, RING, WEAPON]<br>Effects:<br>(9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)  |                |
| Affix: MP_STEAL_PERCENT1 | Prefix: Thirsty [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, RING, STAFF, WAND]<br>Effects:<br>(7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)  |                |
| Affix: PET_BUFF2         | Prefix: Packleader's [ITEM]<br>Minimum Level: 16<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, BOW]<br>Effects:<br>(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)<br>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph) |                |
| Affix: GF2               | Prefix: Lavish [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)   |                |
| Affix: DMG_PERCENT_POIS4 | Prefix: Venom-Torrent [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots  |                |

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| Spawns On: [NECKLACE, WEAPON] | Effects:<br>(15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)   |                |
| Affix: MELEE_BLOCK1           | Prefix: [ITEM] of Deflecting<br>Minimum Level: 5<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |                |
| Affix: CLASS_BASED_S_3        | Prefix: Riftward [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(0.8-1.5)% more physical damage/monster within 1.5 meters (Up to 1) (named CLASS_BASED_S_3) (Uses PERCENT graph)<br>(5.0-15.0)% more all Damage Reflected (named CLASS_BASED_S_3) (Uses PERCENT graph)   |                |
| Affix: FLURRY1                | Prefix: Desperado's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)  |                |
| Affix: BLINDING1              | Prefix: [ITEM] of the Black<br>Minimum Level: 13<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)  |                |
| Affix: THORNS_PHYS_THORNED1   | Prefix: Thorned [ITEM]<br>Minimum Level: 8   |                |



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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: POIS_DOT2<br/> Prefix: [ITEM] of Blight<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: FACTION_ARMOR6<br/> Prefix: Kromzek [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3<br/> Prefix: Soulfrost [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph)<br/> (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5<br/> Prefix: Warding [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6<br/> Prefix: Plated [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6)<br/> (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> |                |

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|                  | <p>Affix: CHARGE_RATE3<br/> Prefix: [ITEM] of Desire<br/> Minimum Level: 12<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4<br/> Prefix: [ITEM] of the Arcane<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1<br/> Prefix: Lambent [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)<br/> +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2<br/> Prefix: [ITEM] of Interception<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2<br/> Prefix: [ITEM] of Death<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4<br/> Prefix: Mercurial [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:</p> |                |

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| (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)   |            |                |
| Affix: CLASS_BASED_N_4<br>Prefix: Pact-Speaker's [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, PANTS]<br>Effects:<br>(5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)<br>(8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) |            |                |
| Affix: PROC_DEATHSTRIKE3<br>Prefix: [ITEM] of Doom<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)  |            |                |
| Affix: REFLECT3<br>Prefix: [ITEM] of Resonance<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br>Effects:<br>(15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)  |            |                |
| Affix: CHARGE_RATE2<br>Prefix: [ITEM] of Craving<br>Minimum Level: 5<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br>Effects:<br>(4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)   |            |                |
| Affix: PROC_ENERGYSHIELD4<br>Prefix: Shielding [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)                             |            |                |
| Affix: FREEZE2<br>Prefix: Brittlebite [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3  |            |                |

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| Occupies no slots<br>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph)<br>(10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)  |            |                |
| Affix: BURN1<br>Prefix: Blazing [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)   |            |                |
| Affix: FACTION_ARMOR7<br>Prefix: Efreeti [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, PANTS]<br>Effects:<br>(5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)                          |            |                |
| Affix: POTIONS1<br>Prefix: Saturated [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)   |            |                |
| Affix: CLASS_BASED_S_2<br>Prefix: Runeweave [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph)<br>(10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph) |            |                |
| Affix: GF3<br>Prefix: Gilded [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:   |            |                |

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| (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)   |            |                |
| Affix: GF1<br>Prefix: Gaudy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)  |            |                |
| Affix: POTIONS3<br>Prefix: Chemist's [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)   |            |                |
| Affix: MELEE_BLOCK2<br>Prefix: [ITEM] of Parrying<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |                |
| Affix: BLINDING2<br>Prefix: [ITEM] of Obscuring<br>Minimum Level: 13<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)  |            |                |
| Affix: FLURRY2<br>Prefix: Duelist's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)  |            |                |

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| Affix: POIS_DOT1<br>Prefix: [ITEM] of Rot<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)   |            |                |
| Affix: THORNS_PHYS_THORNED2<br>Prefix: Spined [ITEM]<br>Minimum Level: 8<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br>Effects:<br>(15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)   |            |                |
| Affix: FACTION_ARMOR5<br>Prefix: Kindathlan [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br>Effects:<br>(5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph)<br>(5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)                  |            |                |
| Affix: BURN3<br>Prefix: Immolating [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br>Effects:<br>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)<br>(5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph) |            |                |
| Affix: ARM_PHYSRED_TYPE5<br>Prefix: Bolted [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br>Effects:<br>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)<br>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)   |            |                |
| Affix: ARMOR_STATS_STR2<br>Prefix: Pit Forged [ITEM]<br>No Level Range   |            |                |

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|                  | <p>Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (18.0-30.0) physical Armor (named ARMOR_STATS_STR2)<br/> + (75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1<br/> Prefix: [ITEM] of Killing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1<br/> Prefix: [ITEM] of Redirection<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4<br/> Prefix: [ITEM] of Anger<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> + (15.0-20.0) physical damage (named DMG_ANGRY4)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Taken for 3.0 seconds (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4<br/> Prefix: Tainted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE1<br/> Prefix: [ITEM] of Yearning<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:</p> |                |

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|                  | <p>(1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4<br/> Prefix: Thick [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> + (15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4)<br/> (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: BURN2<br/> Prefix: Slag [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph)<br/> Degrade enemy armor by (10-20) on hit (named BURN2)</p> <p>Affix: FREEZE1<br/> Prefix: Frigid [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR4<br/> Prefix: Cygnaran [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET]<br/> Effects:<br/> (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED3<br/> Prefix: Barbed [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p> <p>Affix: BLINDING3<br/> Prefix: [ITEM] of Searing Light<br/> Minimum Level: 13</p> |                |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3)<br>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)   |            |                |
| Affix: FLURRY3<br>Prefix: Armsmaster's [ITEM]<br>Minimum Level: 20<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph)<br>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)   |            |                |
| Affix: MELEE_BLOCK3<br>Prefix: [ITEM] of Riposting<br>Minimum Level: 10<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]<br>Effects:<br>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)<br>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph) |            |                |
| Affix: CLASS_BASED_S_1<br>Prefix: Ember Etched [ITEM]<br>Minimum Level: 15<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br>Effects:<br>(5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)<br>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)  |            |                |
| Affix: POTIONS2<br>Prefix: Catalyzing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, RING]<br>Effects:<br>(10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)  |            |                |
| Affix: DMG_PERCENT_POIS2<br>Prefix: Venom-Flare [ITEM]<br>Minimum Level: 11<br>Spawn Weight: 2   |            |                |

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| Occupies no slots<br>Spawns On: [NECKLACE, WEAPON]<br>Effects:<br>(5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)   |            |                |
| Affix: GF4<br>Prefix: Ornate [ITEM]<br>Minimum Level: 10<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]<br>Effects:<br>(18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)   |            |                |
| Affix: ELEC_DOT2<br>Prefix: Haywire [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)  |            |                |
| Affix: FUMBLE_CHANCE2<br>Prefix: [ITEM] of Precision<br>Minimum Level: 10<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, WEAPON]<br>Effects:<br>(3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)  |            |                |
| Affix: REGEN_MAX2<br>Prefix: [ITEM] of Restoration<br>Minimum Level: 20<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, RING]<br>Effects:<br>+(1.0-2.0) HP/Second (named REGEN_MAX2)<br>(3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph)<br>(3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph)<br>+(1.0-2.0) Mana/s (named REGEN_MAX2) |            |                |
| Affix: PROC_SHOCK_ARMOR1<br>Prefix: [ITEM] of Static<br>Level Range: 10-100<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br>Effects:<br>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)                   |            |                |

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| <p>Affix: THORNS_ELEC1<br/> Prefix: Static [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3<br/> Prefix: Pulsing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: MP2<br/> Prefix: [ITEM] of Conjuraton<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(10.0-15.0) Mana (named MP2)</p> <p>Affix: PROC_CRUSHBLOW3<br/> Prefix: [ITEM] of Shattering<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5<br/> Prefix: [ITEM] of Ascension<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [NECKLACE, SHOULDER ARMOR]<br/> Effects:<br/> (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3<br/> Prefix: Oath-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-15.0)% more damage with wands &amp; staves (named CLASS_BASED_N_3) (Uses PERCENT graph)</p> |            |                |

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| <p>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY1<br/> Prefix: [ITEM] of Fury<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY1) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD2<br/> Prefix: Nimble [ITEM]<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE4<br/> Prefix: Vorpall [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT4<br/> Prefix: [ITEM] of Reverberation<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]<br/> Effects:<br/> (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD3<br/> Prefix: Swift [ITEM]<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> |            |                |

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| <p>Affix: POIS1<br/> Prefix: Envenomed [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1)<br/> (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2<br/> Prefix: Gravemist [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph)<br/> (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4<br/> Prefix: [ITEM] of Awakening<br/> Minimum Level: 17<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, RING, SHOULDER ARMOR]<br/> Effects:<br/> (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1<br/> Prefix: Reinforced [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)<br/> (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW2<br/> Prefix: [ITEM] of Crushing<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: MP3<br/> Prefix: [ITEM] of Evocation<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]</p> |            |                |

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| <p>Effects:<br/> +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2<br/> Prefix: Glowing [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2<br/> Prefix: Blight-Spike [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> 20.0% (20.0-30.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4<br/> Prefix: Shattering [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph)<br/> Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1<br/> Prefix: Smouldering [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: FACTION_ARMOR1<br/> Prefix: Sathiri [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)<br/> (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4<br/> Prefix: Warpsigil [ITEM]<br/> Minimum Level: 15</p> |            |                |

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|                  | <p>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [SHOULDER ARMOR, STAFF, WAND]<br/>Effects:<br/>    (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4)<br/>    -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FUMBLE_CHANCE3<br/>Prefix: Deadeye [ITEM]<br/>Minimum Level: 17<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [GLOVES, WEAPON]<br/>Effects:<br/>    (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS3<br/>Prefix: Venom-Shock [ITEM]<br/>Minimum Level: 16<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>    (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1<br/>Prefix: Venom-Flicker [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>    (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT1<br/>Prefix: Surging [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: BLINDING4<br/>Prefix: [ITEM] of Distortion<br/>Minimum Level: 13<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, WEAPON]<br/>Effects:<br/>    Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)<br/>    (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> |                |

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|                  | <p>NT graph)</p> <p>Affix: FUMBLE_CHANCE1<br/>Prefix: [ITEM] of Accuracy<br/>Minimum Level: 5<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [GLOVES, WEAPON]<br/>Effects:<br/>    (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX1<br/>Prefix: [ITEM] of Replenishing<br/>Minimum Level: 10<br/>Spawn Weight: 4<br/>Occupies no slots<br/>Spawns On: [BELT, NECKLACE, RING]<br/>Effects:<br/>    +(0.5-1.0) HP/Second (named REGEN_MAX1)<br/>    (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)<br/>    (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)<br/>    +(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5<br/>Prefix: Philosopher's [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [NECKLACE, RING]<br/>Effects:<br/>    (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3<br/>Prefix: Tytherian [ITEM]<br/>Minimum Level: 12<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>    (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)<br/>    (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED4<br/>Prefix: Jagged [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/>Effects:<br/>    (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)</p> <p>Affix: THORNS_FIRE3<br/>Prefix: Red Hot [ITEM]<br/>Minimum Level: 8<br/>Spawn Weight: 3</p> |                |



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|                  | <p>Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p> <p>Affix: PROC_SHOCK_ARMOR2<br/> Prefix: [ITEM] of Shocking<br/> Level Range: 10-100<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/> (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1<br/> Prefix: [ITEM] of Clarity<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE, RING, SHOULDER ARMOR]<br/> Effects:<br/> +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)<br/> (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2<br/> Prefix: Buzzing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/> (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1<br/> Prefix: Chanter's [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]<br/> Effects:<br/> +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3<br/> Prefix: Layered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/> +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)<br/> (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: POIS3</p> |                |

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|                  | <p>Prefix: Rusted [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2)<br/> Uses PERCENT graph)<br/> Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1<br/> Prefix: Deft [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]<br/> Effects:<br/> (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2<br/> Prefix: [ITEM] of Rage<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3<br/> Prefix: [ITEM] of Frenzy<br/> Minimum Level: 13<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)<br/> Inflict on Hit: (5.0-10.0)% more physical Damage Takenfor 3.0 seconds (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1<br/> Prefix: Shadow-Bound [ITEM]<br/> Minimum Level: 15<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET, PANTS]<br/> Effects:<br/> +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)<br/> (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2<br/> Prefix: Festering [ITEM]</p> |                |

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| <p>Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]<br/> Effects:<br/>     Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)<br/>     (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1<br/> Prefix: [ITEM] of Smashing<br/> Minimum Level: 20<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]<br/> Effects:<br/>     (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2<br/> Prefix: Studded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, SHIELD]<br/> Effects:<br/>     +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)<br/>     (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1<br/> Prefix: Blight-Barb [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/>     20.0% (15.0-20.0)% more poison Damage (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1<br/> Prefix: Glittering [ITEM]<br/> Minimum Level: 10<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]<br/> Effects:<br/>     (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3<br/> Prefix: Arcing [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/>     (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> |            |                |

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| <p>Affix: THORNS_FIRE2<br/> Prefix: Scorching [ITEM]<br/> Minimum Level: 8<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL, SHIELD]<br/> Effects:<br/>     (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3<br/> Prefix: [ITEM] of Electrocution<br/> Level Range: 10-100<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/>     (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)<br/>     (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4<br/> Prefix: Detonating [ITEM]<br/> Minimum Level: 20<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]<br/> Effects:<br/>     Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)<br/>     Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2<br/> Prefix: Calishite [ITEM]<br/> Minimum Level: 12<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/>     (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)<br/>     (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)<br/>     (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4<br/> Prefix: Apothecary's [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, RING]<br/> Effects:<br/>     (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5</p> |            |                |

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|                  | <p>Prefix: [ITEM] of Confusion<br/> Minimum Level: 13<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE, WEAPON]<br/> Effects:<br/> Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)<br/> (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWMANA3_A_E<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named draw manax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_PROC_STORMCLAW10<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |                |

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|                  | <p>Effects:<br/> Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ICEDEFENSE5_A<br/> Prefix: [ITEM] of Warming<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> + (100.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH5<br/> Prefix: [ITEM] of Might<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> + (170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% electric damage reflected (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_ARMOR7_A_E<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (75.0-100.0) physical Armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A_E<br/> Prefix: Electro-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |                |

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|                  | Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% electric damage reflected (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OFLEARNING_MONSTER250_DUALWIELD<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)<br>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT) |                |
|                  | Affix: PETTRINKET_DAMAGE_POIS7_A<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)   |                |
|                  | Affix: OF_ICEDEFENSE3_A<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_PROCKILL_FULLHEAL_3<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)   |                |
|                  | Affix: OF_ATTRIB_STRENGTH3_A_E<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:  |                |

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|                  | +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OFLEARNING_MONSTER250_TURNALIGNMENT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT) |                |
|                  | Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)               |                |
|                  | Affix: OF_PROCKILL_FULLHEAL_3_2H<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)   |                |
|                  | Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A_E<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEBEAR CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: PETTRINKET_DAMAGE_ICE7_A_E<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |                |

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| <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_1H<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H_2<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON3_A_E<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1</p> |            |                |

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| <p>Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFHTERAM3_2H_2<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH5<br/> Prefix: [ITEM] of Restoration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)</p> <p>Affix: OFICE3_1H<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGEDECAY3_C<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER3_2H_2<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> |            |                |

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| <p>Affix: OF_TL2_MISSILERANGEBONUS4_2H_2<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br/> EED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe<br/> al) (Level 1)</p> <p>Affix: OFTHETURTLE3_A<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/> CE, RING]<br/> Effects:<br/> +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_G<br/> RAPH graph)</p> <p>Affix: OFTHESAGE<br/> Prefix: Sage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFLIGHTNING3_2H<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_<br/> GRAPH graph)</p> <p>Affix: OFTHESAGE3_A_E<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, N<br/> CE, RING]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LI<br/> GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DOT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER<br/> STER250_DOT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOM<br/> ER_MONSTER250_DOT_COUNT)</p> <p>Affix: OF_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFRESISTANCE5_A<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, N<br/> CE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Use<br/> near_Graph graph)<br/> +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_<br/> h graph)<br/> +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_<br/> h graph)<br/> +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Use<br/> near_Graph graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses L<br/> _GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A</p> |            |                |

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|                  | <p>Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5<br/> Prefix: [ITEM] of Venom<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER3_2H_2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_STRENGTH5<br/> Prefix: [ITEM] of Strength<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]</p> |                |

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|                  | <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5_A<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEARCHER5_2H_2<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEARCHER DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> |                |

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|                  | <p>Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A_E<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_2H<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A_E<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_A<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]</p> |                |

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|                  | <p>Effects:<br/> (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H<br/> Prefix: Abberant [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Can't Spawn On: [TWO HANDED]<br/> Effects:<br/> (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)<br/> (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_C<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN3<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> +(2.5-2.5) Mana/s</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> |                |



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| <p>Affix: PETTRINKET_DAMAGE_FIRE7_A<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SHORTSTUN2<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST<br/> ER CRITICAL CHANCE)</p> <p>Affix: OFTHEWIZARD<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: PETTRINKET_DAMAGE_POIS3<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_2H_2<br/> Prefix: Pounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_ACIDRAIN_10_1H<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:</p> |            |                |

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| <p>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC<br/> Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEBULL5<br/> Prefix: [ITEM] of the Ram<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) electrical armor</p> <p>Affix: OF_TL2_MANA_REGEN3_A_E<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Effects:<br/> +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIREDEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_SPLASH_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLA<br/> YER_MONSTER25_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RAN<br/> DOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range</p> |            |                |

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|                  | <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN<br/>Prefix: Focusing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>+(0.5-0.5) Mana/s</p> <p>Affix: OF_TL2_SHIELDBREAK3_2H<br/>Prefix: Shieldsplitter [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_STORMCLAW10_2H<br/>Prefix: [ITEM] of Zapping<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESOLDIER5_1H<br/>Prefix: [ITEM] of the Soldier<br/>No Level Range<br/>Spawn Weight: 8<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br/>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_C<br/>Prefix: [ITEM] of Resistance<br/>No Level Range<br/>Spawn Weight: 4<br/>Occupies no slots</p> |                |

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|                  | <p>Spawns On: [CHEST ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_C<br/>Prefix: Ice-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>(10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)<br/>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OFTHETURTLE3_C<br/>Prefix: Superior [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>+(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL2<br/>Prefix: Feasting [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1<br/>Prefix: Regenerating [ITEM]<br/>No Level Range</p> |                |

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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY3_A<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_POISON_A<br/> Prefix: Poison-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5_A_E<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |            |                |

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| <p>Effects:<br/> (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE5<br/> Prefix: [ITEM] of the Mule<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROC_THUNDERSTORM_10<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: PETTRINKET_LIFESTEAL3<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OF_TL2_BLINDING3_1H<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named oftblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC<br/> Prefix: Electro-Spiked [ITEM]</p> |            |                |

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| No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% electric damage reflected   |            |                |
| Affix: OF_PROCKILL_FULLHEAL_1<br>Prefix: Engulfing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br>(Level 1)  |            |                |
| Affix: OF_ICEDEFENSE3_C<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: PETTRINKET_THORNS7_ICE_A_E<br>Prefix: Ice-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% ice damage reflected (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OFLEARNING_MONSTER25_EXECUTE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)<br>Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT) |            |                |
| Affix: OFTHEMISER5<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:   |            |                |

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| (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)  |            |                |
| Affix: OFTHEWINDS3_A_E<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br>es LINEAR_GRAPH graph)  |            |                |
| Affix: OF_TL2_CHARGERATEBONUS<br>Prefix: Energizing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more charge rate   |            |                |
| Affix: PETTAG_TL2_RESIST_IMMOB100<br>Prefix: Liberating [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-100.0)% more resistance to Immobilize (named resist_immobilize)   |            |                |
| Affix: PETTAG_ATTACK_SPEED<br>Prefix: Agitating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |                |
| Affix: OFLEARNING_CHAMP10_TURNALIGNMENT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT) |            |                |
| Affix: PETTRINKET_DAMAGE_POIS2<br>Prefix: Virulent [ITEM]<br>No Level Range   |            |                |

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| Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) poison damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OF_PERCENT_FLAME_WANDS<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFLEARNING_MONSTER25_TURNALIGNMENT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT) |            |                |
| Affix: OF_TL2_SHORTSTUN3<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [2HMELEE]<br>Effects:<br>Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: OF_TL2_SILENCE5<br>Prefix: [ITEM] of Silence<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLEARM]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.   |            |                |
| Affix: OF_PERCENT_ALL_WANDS<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)  |            |                |

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| Affix: OF_TL2_MANA_REGEN2<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br>Effects:<br>+(1.0-1.0) Mana/s  |            |                |
| Affix: PETTAG_TL2_SHORTSTUN5_A<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)                   |            |                |
| Affix: OF_PERCENT_ELECTRIC2_WANDS<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OF_PERCENT_FLAME3_WANDS_2H<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_Graph graph) |            |                |
| Affix: PETTRINKET_THORNS5_POISON<br>Prefix: Poison-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% poison damage reflected  |            |                |
| Affix: OF_TL2_RESIST_SLOW50<br>Prefix: [ITEM] of Momentum<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, NECKLACE]<br>Effects:<br>(50.0-50.0)% more resistance to Slow (named resist_slow)  |            |                |

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| <p>Affix: OF_ATTRIB_STRENGTH<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR3_C<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_05<br/> Prefix: Poisoning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (5.0-5.0)% chance to Poison for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5<br/> Prefix: [ITEM] of Mortal Wounds<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEMASTER DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH3<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A<br/> Prefix: Ice-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% ice damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFVENOM2<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OFTHESOLDIER5_2H_2<br/> Prefix: [ITEM] of the Soldier<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_HEALTHANDMANA<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(2.0-4.0) Max HP</p> <p>Affix: OFTHEMULE3_C<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_A<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEARCHER5_1H<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses</p> |            |                |

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| <p>LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL7<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESEEKER3_2H_2<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE2<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: TRINKET_GOLDFIND5</p> |            |                |

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|                  | <p>Prefix: [ITEM] of Wealth<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH2<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt<br/> hx2)</p> <p>Affix: OFTHEELEPHANT3_A<br/> Prefix: Healthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br/> CE, RING]<br/> Effects:<br/> +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph<br/> )</p> <p>Affix: OF_TL2_DRAWHEALTH3<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES]<br/> Effects:<br/> (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealt<br/> hx3)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:</p> |                |

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|                  | <p>Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDON<br/> ER_CHAMP10_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named<br/> OMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>Affix: OF_FIREDEFENSE3<br/> Prefix: Cooling [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RAN<br/> AYER_MONSTER250_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (nam<br/> NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5<br/> Prefix: [ITEM] of Regeneration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [NECKLACE]<br/> Effects:<br/> (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fu<br/> al) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_EXECUTE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSL<br/> _MONSTER250_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RA<br/> SLAYER_MONSTER250_EXECUTE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_C<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |                |



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| <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H_E<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH<br/> EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_LIFESTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_<br/> CHAMP10_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMS<br/> LAYER_CHAMP10_LIFESTEAL_COUNT)</p> <p>Affix: OFVENOM3<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER<br/> Prefix: Soldier [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (4.0-5.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (6-10) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_2H<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_Bl<br/> indCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_FIREDEFENSE<br/> Prefix: Cooling [ITEM]</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named<br/> OMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner<br/> d RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OF_TL2_SHIELDBREAK<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS<br/> Prefix: [ITEM] of Fire Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH2<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> |            |                |

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| <p>Affix: PETTAG_TL2_SHIELDBREAKER5_A<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_10<br/> Prefix: Poisoning [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA<br/> STER CRITICAL CHANCE)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_ GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE2<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL<br/> EARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5<br/> Prefix: [ITEM] of Focus<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> +(2.5-2.5) Mana/s</p> <p>Affix: PETTRINKET_DAMAGE_POISS<br/> Prefix: Virulent [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OFTHEBULL3<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_FUMBLECHANCE<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-3.0)% less chance to fumble</p> <p>Affix: OFTHEMISER2<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOOTS, GLOVES, HELMET]<br/> Effects:<br/> (2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7_A<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4_1H<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTAC<br/> KED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_A<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Effects:</p> |            |                |

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|                  | +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OF_PROCKILL_METEORSTRIKE_10_2H_2<br>Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1) |                |
|                  | Affix: OF_TL2_CRITICALDAMAGE3_1H<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OFTHEMULE2<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)  |                |
|                  | Affix: OFTHEVAMPIRE3_2H_2<br>Prefix: Vampiric [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OFTHEELEPHANT3_C<br>Prefix: Healthy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>+(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_PROC_BLOODWASH_10_2H<br>Prefix: [ITEM] of Blood<br>No Level Range   |                |

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|                  | Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)   |                |
|                  | Affix: OF_PROC_FIRESTORM_10<br>Prefix: [ITEM] of the Fire Storm<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)  |                |
|                  | Affix: TRINKET_ELECTRIC_PERCENT5_A<br>Prefix: [ITEM] of Shock<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses Linear_Graph graph) |                |
|                  | Affix: OFTHEMULE3<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br>Effects:<br>-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)   |                |
|                  | Affix: PETTRINKET_THORNS7_FIRE<br>Prefix: Fire-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% fire damage reflected  |                |
|                  | Affix: PETTRINKET_LIFESTEAL5<br>Prefix: Feasting [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)   |                |

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| <p>Affix: PETTRINKET_THORNS7_FIRE_A_E<br/> Prefix: Fire-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% fire damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_C<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_DOT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: OFTHEBEAR3_2H_2<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFICE3_2H_2<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5_A<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 2</p> |            |                |

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| <p>Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_C<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE3_A<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFTHEBULL2<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [MELEE]</p> |            |                |

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| <p>Effects:<br/> -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_ATTACK_SPEED5_A_E<br/> Prefix: Agitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [GLOVES, HELMET]<br/> Effects:<br/> (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_ACIDRAIN_10<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3_1H<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 2</p> |            |                |

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| <p>Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE3<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OF_TL2_RESIST_SLOW50_A_E<br/> Prefix: [ITEM] of Momentum<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OF_TL2_SHORTSTUN5<br/> Prefix: [ITEM] of Stunning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [2HMELEE]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEVAMPIRE CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWARMOR3_A<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Uses LINEAR_GRAPH graph)</p> |            |                |

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| <p>Affix: OF_TL2_DUALWIELDBONUS3_2H<br/> Prefix: Pounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50<br/> Prefix: [ITEM] of Escape<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, NECKLACE]<br/> Effects:<br/> (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5<br/> Prefix: [ITEM] of Luck<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H_2<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY3_A_E<br/> Prefix: Grasping [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW5<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20<br/> Prefix: Shocking [ITEM]<br/> No Level Range<br/> Spawn Weight: 7<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (20.0-20.0)% chance to Shock for 5.0 seconds (named OFTHUNDER CRITICAL CHANCE)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_10<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHUNDER CRITICAL CHANCE)</p> <p>Affix: TRINKET_STAT_STRENGTH5_A<br/> Prefix: [ITEM] of Strength<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(25-35) Strength (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 10.0 meters)</p> |            |                |

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| (Exclusive) (Uses LINEAR_GRAPH graph)   |            |                |
| <p>Affix: OFTHETIGER3_1H<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWIZARD3_1H_E<br/> Prefix: Draining [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME2_WANDS<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA2<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |            |                |

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| <p>Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_SHORTSTUN3_2H_2<br/> Prefix: Stunning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEWIZARD CRITICAL CHANCE)</p> <p>Affix: OF_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulation<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ARMOR)</p> <p>Affix: OF_ELECTRICDEFENSE3_A<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWINDS3<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEOWL3_C<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> |            |                |

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| <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: PETTRINKET_ARMOR_ICE<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) ice armor</p> <p>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: OF_TL2_MANA_REGEN3_C<br/> Prefix: Focusing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS5_A_E<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [WEAPON]<br/> Effects:<br/> Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_1H_E<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_2H_2<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEMAGE3_2H<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETURTLE<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHESAVAGE3<br/> Prefix: Demolishing [ITEM]</p> |            |                |



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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFTHEMISER3_A<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20<br/> Prefix: Freezing [ITEM]<br/> No Level Range<br/> Spawn Weight: 7<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_SPLASH_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)</p> |            |                |

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| <p>Affix: PETTRINKET_ARMOR_ICE7<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) ice armor</p> <p>Affix: OFTHESAVAGE2<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: OFTHEBEAR3_1H<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A_E<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3_2H_2<br/> Prefix: Blinding [ITEM]<br/> No Level Range</p> |            |                |

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|                  | <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/>Effects:<br/>    Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_2H<br/>Prefix: Mighty [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    +(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H_2<br/>Prefix: Ice-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER<br/>Prefix: Crushing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_TL2_PETDAMAGE3_A_E<br/>Prefix: Commanding [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>Effects:<br/>    (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H_2<br/>Prefix: Agile [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> |                |

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|                  | <p>Affix: OFTHESAGE3_C<br/>Prefix: Sage [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_EXECUTE3_1H_E<br/>Prefix: Paired [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_1H_E<br/>Prefix: [ITEM] of the Fire Storm<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3<br/>Prefix: Fortified [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [SHIELD, SHOULDER ARMOR]<br/>Effects:<br/>    (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 100% exclusive)</p> <p>Affix: OFTHEWINDS2<br/>Prefix: Deflecting [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/>Effects:<br/>    (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEMISER3_A_E<br/>Prefix: Wealthy [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |                |

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| <p>CE, RING]<br/> Effects:<br/> (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER5<br/> Prefix: [ITEM] of Haste<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_SPLASH2_2H_2<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWMANA3<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawmanax3)</p> <p>Affix: OFTHESTORMS5</p> |            |                |

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| <p>Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH3_A_E<br/> Prefix: Salving [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER3_1H<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_05<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: OFLEARNING_MONSTER250_LIFESTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT) |            |                |
| Affix: OF_PROC_ACIDRAIN_10_1H_E<br>Prefix: [ITEM] of Acid Rain<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)  |            |                |
| Affix: TRINKET_ELECTRIC_BONUS5_A<br>Prefix: [ITEM] of Jolting<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)  |            |                |
| Affix: OF_PERCENT_ELECTRIC5<br>Prefix: [ITEM] of Electric Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20_A_E<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |                |

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| Affix: OF_TL2_DRAWARMOR_PHYSICAL<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD, SHOULDER ARMOR]<br>Effects:<br>(1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1.5 meters exclusive)  |            |                |
| Affix: OFLEARNING_MONSTER250_IMMOB_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB)<br>Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT) |            |                |
| Affix: OF_PERCENT_ALL3_WANDS_1H_E<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_TL2_PETDAMAGE<br>Prefix: Commanding [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)  |            |                |
| Affix: PETTRINKET_RESISTALL3<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 3  |            |                |

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| Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-15.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(15.0-15.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(15.0-15.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(15.0-15.0) electrical armor (named OFRESISTANCE POISON DEFENSE)  |            |                |
| Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT) |            |                |
| Affix: PETTRINKET_DAMAGE_PHYS2<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_CRITICALDAMAGE3_1H_E<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_PERCENT_FLAME5<br>Prefix: [ITEM] of Fire Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFTHEWIZARD5<br>Prefix: [ITEM] of Draining<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]  |            |                |

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| Effects:<br>+(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)   |            |                |
| Affix: OF_PROC_THUNDERSTROM_10_2H_2<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named OFTHUNDERSTROM_10_2H_2) (Uses LINEAR_GRAPH graph) (Level 1) |            |                |
| Affix: OF_PERCENT_ALL3_A_E<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                         |            |                |
| Affix: OFTHESEEKER3_2H<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER7_A_E<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFTHEWIZARD3_1H<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)   |            |                |

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| <p>Affix: OF_TL2_FUMBLECHANCE5<br/> Prefix: [ITEM] of Precision<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (15.0-15.0)% less chance to fumble</p> <p>Affix: OFTHESAGE3_A<br/> Prefix: Sage [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_ARMOR_POISON7_A<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) poison armor (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20_A<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H_E<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> |            |                |

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| <p>Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESAVANT5_A_E<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ICE5<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) ice armor</p> <p>Affix: PETTRINKET_THORNS7_POISON<br/> Prefix: Poison-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% poison damage reflected</p> <p>Affix: OFFLAME3_2H_2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETHORN5<br/> Prefix: [ITEM] of Vengeance<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: OFTHEMISER3_C</p> |            |                |

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|                  | Prefix: Wealthy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: PETTAG_DEGRADE_ARMOR5<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrad enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |                |
|                  | Affix: OFFLAME3_2H<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)    |                |
|                  | Affix: OF_PERCENT_POISON3_WANDS_1H<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |                |
|                  | Affix: OFVENOM3_1H_E<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                       |                |
|                  | Affix: OF_PERCENT_ICE_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more ice damage (named 2)  |                |

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|                  | Affix: PETTRINKET_DAMAGE_POIS7_A_E<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OF_PROC_BLOODWASH_10_2H_2<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1) |                |
|                  | Affix: OFTHEOWL3_A<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)                            |                |
|                  | Affix: OF_PROC_BLOODWASH_10<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)  |                |
|                  | Affix: OF_TL2_MANA_REGEN3_A<br>Prefix: Focusing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br>Effects:<br>+(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OF_ELECTRICDEFENSE3_C<br>Prefix: Grounded [ITEM]<br>No Level Range   |                |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(7.0-10.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR3_A_E<br/> Prefix: Bolstered [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A_E<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> |                |

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|                  | <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS3<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_RESISTALL2<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(10.0-10.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(10.0-10.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(10.0-10.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(10.0-10.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: TRINKET_ICE_PERCENT5_A<br/> Prefix: [ITEM] of Freezing<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_C<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> |                |



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| RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)   |            |                |
| <p>Affix: TRINKET_FIREPERCENT_DEFENSE5<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p>   |            |                |
| <p>Affix: OF_PROC_BLINDCLOUD_10_2H_2<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p>   |            |                |
| <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p>   |            |                |
| <p>Affix: OFLEARNING_MONSTER25_DUALWIELD<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> |            |                |
| <p>Affix: OFTHEMAGE<br/> Prefix: Invoking [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, GLOVES, HELMET, STAFF, WAND]<br/> Effects:<br/> (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p>   |            |                |

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| <p>Affix: OF_TL2_DRAWMANA3_A<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING]<br/> Effects:<br/> (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named manax3) (Uses LINEAR_GRAPH graph)</p>   |            |                |
| <p>Affix: OFTHEMISER<br/> Prefix: Wealthy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p>   |            |                |
| <p>Affix: OF_PERCENT_ELECTRIC2<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p>  |            |                |
| <p>Affix: OFLEARNING_MONSTER25_MANASTEAL_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> |            |                |
| <p>Affix: OF_PROC_GLACIALSPIKE_10_1H_E<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p>  |            |                |
| <p>Affix: OF_TL2_SHIELDBREAK3_2H_2<br/> Prefix: Shieldsplitter [ITEM]</p>  |            |                |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHETIGER2<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHESTORMS2<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_ATTRIB_DEFENSE<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_ICE_BONUS5_A<br/> Prefix: [ITEM] of Chilling<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br/> (Uses Linear_Graph graph)</p> <p>Affix: OF_ELECTRICDEFENSE3</p> |            |                |

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| <p>Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5<br/> Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5<br/> Prefix: [ITEM] of the Archer<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -50.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (7.0-7.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)<br/> (7.0-7.0)% more Cast Speed</p> <p>Affix: TRINKET_POISONDEFENSE5<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: PETTRINKET_ARMOR_ICE7_A<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) ice armor (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:</p> |            |                |

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|                  | <p>(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br/>         +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_2H_2<br/>         Prefix: Poison-Surge [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>         Effects:<br/>         (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_A<br/>         Prefix: Cooling [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>         Can't Spawn On: [COLLAR, STUD]<br/>         Effects:<br/>         +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND<br/>         Prefix: Silencing [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [STAFF, WAND]<br/>         Effects:<br/>         Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: PETTAG_TL2_SHORTSTUN<br/>         Prefix: Frightening [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5<br/>         Prefix: [ITEM] of the Vampire<br/>         No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Effects:<br/>         +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5<br/>         Prefix: [ITEM] of Demolishing</p> |                |

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|                  | <p>No Level Range<br/>         Spawn Weight: 5<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Effects:<br/>         Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_CHAMP10_MANASTEAL<br/>         Prefix: Augmented [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [WEAPON]<br/>         Effects:<br/>         Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)<br/>         Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7_A<br/>         Prefix: Synergistic [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [COLLAR, STUD]<br/>         Effects:<br/>         +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DUALWIELDBONUS<br/>         Prefix: Bifold [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 1<br/>         Occupies no slots<br/>         Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>         Effects:<br/>         (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: SKILL_ADD_MASTERY_OFFENSE<br/>         Prefix: [ITEM] of Offense<br/>         Minimum Level: 777<br/>         Spawn Weight: 3<br/>         Occupies no slots<br/>         Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]<br/>         Effects:<br/>         +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)</p> <p>Affix: OF_TL2_PETHEALTH3_A<br/>         Prefix: Salving [ITEM]<br/>         No Level Range<br/>         Spawn Weight: 2<br/>         Occupies no slots<br/>         Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/>         Effects:<br/>         (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> |                |

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| es LINEAR_GRAPH graph)   |            |                |
| <p>Affix: PETTAG_PROC_STORMCLAW10_A<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2<br/> Prefix: Grounded [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_2H<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5<br/> Prefix: [ITEM] of the Citadel<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> |            |                |

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| <p>Affix: OFTHESAVAGE3_2H<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFTHESTORMS3<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_ATTACKSPEED<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWMANA5<br/> Prefix: [ITEM] of the Usurper<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, RING]<br/> Effects:<br/> (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmana5)</p> <p>Affix: OFTHETIGER3<br/> Prefix: Hasty [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWHEALTH3_A<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealhx3) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A_E<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)                                     |            |                |
| Affix: OF_ATTRIB_MAGIC<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(30-40) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: TRINKET_FIRE_BONUS5_A<br>Prefix: [ITEM] of Burning<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)                     |            |                |
| Affix: TRINKET_POISONPERCENT_DEFENSE5_A<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph) |            |                |
| Affix: OFTHESAVAGE3_1H_E<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)  |            |                |

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| Affix: PETTRINKET_RESISTALL7<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |            |                |
| Affix: OFTHECHEETAH<br>Prefix: Brisk [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOOTS, BELT]<br>Effects:<br>(3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)  |            |                |
| Affix: OF_ATTRIB_MAGIC3_2H_2<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN]<br>Effects:<br>+(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_PERCENT_ELECTRIC3<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: TRINKET_GOLDFIND5_A<br>Prefix: [ITEM] of Wealth<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP) (Uses Linear_Graph graph)  |            |                |
| Affix: TRINKET_STAT_MAGIC5<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 5  |            |                |

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|                  | Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)  |                |
|                  | Affix: PETTAG_TL2_RESIST_SLOW100<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-100.0)% more resistance to Slow (named resist_slow)   |                |
|                  | Affix: OFVENOM3_1H<br>Prefix: Venomous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_ICEDEFENSE3<br>Prefix: Warming [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)  |                |
|                  | Affix: PETTRINKET_RESISTALL5<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE) |                |
|                  | Affix: OFTHEMAGE3_2H_2<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |                |

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|                  | Affix: OF_PERCENT_ELECTRIC5_WANDS<br>Prefix: [ITEM] of Electric Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: OF_ATTRIB_DEFENSE3_2H_2<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                                  |                |
|                  | Affix: OF_TL2_SPLASH2_1H<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br>Effects:<br>(20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: PETTAG_TL2_RESIST_SLOW100_A<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more resistance to Slow (named resist_slow) (Uses Linear_Graph graph)   |                |
|                  | Affix: TRINKET_ELECTRICDEFENSE5_A<br>Prefix: [ITEM] of Insulating<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph) |                |
|                  | Affix: OFTHEWIZARD3<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]  |                |

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| Effects:<br>+(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)  |            |                |
| Affix: OF_PERCENT_FLAME3<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_DRAWHEALTH3_C<br>Prefix: Restoring [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhe<br>althx3) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OF_PROCGETHIT_FULLHEAL_3_A_E<br>Prefix: Regenerating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Effects:<br>(1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe<br>al) (Uses LINEAR_GRAPH graph) (Level 1) |            |                |
| Affix: OFFLAME<br>Prefix: Fiery [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFHTERAM3_1H<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFLEARNING_MONSTER25_SHIELDBREAKER<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1   |            |                |

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| Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM,<br>FF, CROSSBOW]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RA<br>LAYER_MONSTER25_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (nar<br>ANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT) |            |                |
| Affix: OFLIGHTNING3_2H_2<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>+(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LI<br>GRAPH graph)   |            |                |
| Affix: OFTHESAVANT<br>Prefix: Savant [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)<br>+(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)   |            |                |
| Affix: PETTRINKET_ARMOR_POISON<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) poison armor  |            |                |
| Affix: OF_PROC_FIRESTORM_10_1H<br>Prefix: [ITEM] of the Fire Storm<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_FireStorm on strike from target (named W<br>eStorm) (Uses LINEAR_GRAPH graph) (Level 1)  |            |                |
| Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:   |            |                |

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| Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)   |            |                |
| Affix: OF_TL2_EXECUTE<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(5.0-5.0)% more Execute Chance  |            |                |
| Affix: OF_PERCENT_FLAME3_WANDS_1H_E<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFTHEBATTLEMENTS<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OF_TL2_FUMBLECHANCE3<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(9.0-9.0)% less chance to fumble   |            |                |
| Affix: OF_PERCENT_FLAME3_A_E<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |                |
| Affix: OF_TL2_PETHEALTH3_C<br>Prefix: Salving [ITEM]   |            |                |

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| No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Effects:<br>(10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: MANA_ADDER<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) Mana (named MANA_ADDER MAX MANA)   |            |                |
| Affix: TRINKET_ICE_BONUS5<br>Prefix: [ITEM] of Chilling<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)   |            |                |
| Affix: PETTAG_DEGRADE_ARMOR2<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)  |            |                |
| Affix: OFLEARNING_CHAMP10_TURNALIGNMENT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT) |            |                |
| Affix: OFLEARNING_CHAMP10_DOT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)   |            |                |



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| 0_DOT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)  |            |                |
| Affix: OFTHETHORN3<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)   |            |                |
| Affix: PETTRINKET_ARMOR_ICE3<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(45.0-60.0) ice armor   |            |                |
| Affix: PETTRINKET_ARMOR_ICE2<br>Prefix: Ice-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) ice armor   |            |                |
| Affix: OFTHETHORN2<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)   |            |                |
| Affix: TRINKET_ICEDEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) |            |                |
| Affix: PETTAG_DEGRADE_ARMOR3<br>Prefix: Savage [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]  |            |                |

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| Effects:<br>Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |                |
| Affix: PETTAG_TL2_RESIST_IMMOB100_A_E<br>Prefix: Liberating [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_PROCKILL_METEORSTRIKE_10_2H<br>Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)  |            |                |
| Affix: OF_TL2_FUMBLECHANCE3_1H<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OFLEARNING_MONSTER250_MISSILERANGE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT) |            |                |
| Affix: PETTRINKET_DAMAGE_ELEC7_A_E<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OF_FIREDEFENSE3_C  |            |                |

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|                  | Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_FUMBLECHANCE2<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-6.0)% less chance to fumble<br><br>Affix: OFLEARNING_MONSTER25_DUALWIELD_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)<br>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)<br><br>Affix: OFLEARNING_MONSTER250_DOT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)<br>Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)<br><br>Affix: OF_ELECTRICDEFENSE<br>Prefix: Grounded [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)<br><br>Affix: OF_ATTRIB_STRENGTH3_1H_E<br>Prefix: Mighty [ITEM]<br>No Level Range |                |

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|                  | Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHETHORN<br>Prefix: Avenging [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)<br><br>Affix: PETTRINKET_DAMAGE_PHYS5<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OF_PERCENT_FLAME2<br>Prefix: Fire-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)<br><br>Affix: OFTHEWIZARD2<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)<br><br>Affix: OF_PROC_THUNDERSTROM_10_1H<br>Prefix: [ITEM] of Thunder<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OF_TL2_SHORTSTUN<br>Prefix: Stunning [ITEM]<br>No Level Range |                |

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| <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HMELEE]<br/>Effects:<br/>    Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWMANA<br/>Prefix: Grasping [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [HELMET, RING]<br/>Effects:<br/>    (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawman ax1)</p> <p>Affix: OF_TL2_FEAR3_1H<br/>Prefix: Creepy [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WAND]<br/>Effects:<br/>    Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_BONUS5_A<br/>Prefix: [ITEM] of Toxicity<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(100.0-150.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ICEDEFENSE2<br/>Prefix: Warming [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5<br/>Prefix: [ITEM] of Jolting<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |            |                |

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| <p>SE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC<br/>Prefix: Juiced [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA3_C<br/>Prefix: Grasping [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR]<br/>Effects:<br/>    (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named manax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H<br/>Prefix: Venomous [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]<br/>Effects:<br/>    +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC5<br/>Prefix: Electric-Armored [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    +(80.0-100.0) electrical armor</p> <p>Affix: OFLEARNING_MONSTER25_SPLASH<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/>Can't Spawn On: [MAGIC]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH)<br/>    Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE<br/>Prefix: Augmented [ITEM]</p> |            |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3<br/> Prefix: Energizing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br/> Effects:<br/> (9.0-9.0)% more charge rate</p> <p>Affix: OFTHETHORN3_A_E<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2_2H<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br/> Effects:<br/> (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_C<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |                |

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|                  | <p>Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEXTERITY5_A<br/> Prefix: [ITEM] of Swiftess<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(25-35) Dexterity (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OF_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_RESIST_SLOW50_C<br/> Prefix: [ITEM] of Momentum<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR2<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:<br/> +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> |                |

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| <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: MANA_ADDER_2<br/> Prefix: Mystical [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(9.0-11.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: OFHTERAM3_2H<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_C<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_2H<br/> Prefix: [ITEM] of the Fire Storm<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESEEKER3_1H_E<br/> Prefix: Lucky [ITEM]<br/> No Level Range</p> |            |                |

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| <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR2<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(25.0-30.0) physical Armor</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A_E<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) electrical armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT)</p> <p>Affix: OFTHESOLDIER5<br/> Prefix: [ITEM] of the Soldier<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)<br/> (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)<br/> Degrade enemy armor by (10-15) on hit (named OFTHESOLDIER DEGRADE ARMOR)<br/> (7.0-9.0)% more Cast Speed</p> <p>Affix: OF_ATTRIB_DEXTERITY2<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> |            |                |

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| <p>Affix: OF_TL2_PETHEALTH2<br/> Prefix: Salving [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHESOLDIER5_1H_E<br/> Prefix: [ITEM] of the Soldier<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br/> (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING2<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OFLEARNING_MONSTER25_TANGLE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> |            |                |

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| <p>Affix: OFLEARNING_MONSTER25_IMMOB<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [PISTOL, RIFLE, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: PETTRINKET_THORNS5_FIRE<br/> Prefix: Fire-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% fire damage reflected</p> <p>Affix: TRINKET_POISONDEFENSE5_A<br/> Prefix: [ITEM] of Curing<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)<br/> Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_2H_2<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_BLINDING3<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OF_TL2_PETHEALTH3<br/> Prefix: Salving [ITEM]<br/> No Level Range</p> |            |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_TL2_FUMBLECHANCE3_2H<br>Prefix: Precise [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_PROCKILL_METEORSTRIKE_10_1H<br>Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)  |            |                |
| Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT) |            |                |
| Affix: OF_ATTRIB_DEXTERITY3<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(100-120) Dexterity (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OF_POISONDEFENSE3_A_E<br>Prefix: Restorative [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Use  |            |                |

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| s LINEAR_GRAPH graph)  |            |                |
| Affix: PETTRINKET_ARMOR3<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(38.0-45.0) physical Armor   |            |                |
| Affix: OFLEARNING_MONSTER25_MISSILERANGE_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT) |            |                |
| Affix: MANA_ADDER_3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(13.0-17.0) Mana (named MANA_ADDER_3 MAX MANA)   |            |                |
| Affix: TRINKET_ICEPERCENT_DEFENSE5_A<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)  |            |                |
| Affix: OFTHEBEAR3<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:<br>+(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_SPLASH5<br>Prefix: [ITEM] of Carnage   |            |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PROC_THUNDERSTROM_10_2H<br/> Prefix: [ITEM] of Thunder<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_POISON3_WANDS<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_TANGLE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A_E<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> |                |

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|                  | <p>Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS2<br/> Prefix: Energizing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br/> Effects:<br/> (6.0-6.0)% more charge rate</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: OF_TL2_FEAR5<br/> Prefix: [ITEM] of Terror<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL2_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p> |                |



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| <p>Affix: OF_TL2_CRITICALDAMAGE3<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) electrical armor (Uses Linear_Graph graph)</p> <p>Affix: OFRESISTANCE5<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br/> +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br/> +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br/> +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)</p> <p>Affix: OF_PERCENT_ICE3<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |

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| <p>Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A_E<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(750.0-1000.0) Max HP (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.3-0.3) HP/Second</p> <p>Affix: PETTAG_CRIT_CHANCE5_A_E<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E<br/> Prefix: [ITEM] of Annihilation<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_POISONDEFENSE2<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHEVAMPIRE3_1H_E<br/> Prefix: Vampiric [ITEM]<br/> No Level Range</p> |            |                |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> + (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE3<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMULE<br/> Prefix: Intractable [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]<br/> Effects:<br/> -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)</p> <p>Affix: OF_PERCENT_ICE3_WANDS<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> |                |

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|                  | <p>Affix: OF_PERCENT_POISON2<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFICE3<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5<br/> Prefix: [ITEM] of Lightning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> + (21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER5<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_SPLASH<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OFLEARNING_CHAMP10_KNOCKBACK_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)</p> |                |

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| Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)   |            |                |
| Affix: OF_TL2_HEALTH_REGEN5<br>Prefix: [ITEM] of Rejuvenation<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>+(1.5-0.2) HP/Second   |            |                |
| Affix: OFICE3_1H_E<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)                                       |            |                |
| Affix: OFTHEDRAKE<br>Prefix: [ITEM] of the Drake<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [GLOVES]<br>Effects:<br>+(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)<br>+(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)<br>+(10.0-15.0) Mana stolen |            |                |
| Affix: OFICE2<br>Prefix: Icy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)   |            |                |
| Affix: OF_PERCENT_POISON3<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: TRINKET_ELECTRICPERCENT_DEFENSE5<br>Prefix: [ITEM] of Insulating<br>No Level Range<br>Spawn Weight: 5   |            |                |

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| Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)  |            |                |
| Affix: TRINKET_STAT_MAGIC5_A<br>Prefix: [ITEM] of Focus<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph) |            |                |
| Affix: PETTRINKET_DAMAGE_POIS<br>Prefix: Virulent [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) poison damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: PETTRINKET_ARMOR<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(10.0-15.0) physical Armor  |            |                |
| Affix: OF_TL2_PETDAMAGE2<br>Prefix: Commanding [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)                                 |            |                |
| Affix: PETTRINKET_DAMAGE_PHYS7_A<br>Prefix: Fanged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)                                  |            |                |
| Affix: OFLEARNING_CHAMP10_IMMOB<br>Prefix: Augmented [ITEM]  |            |                |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OF_POISONDEFENSE3<br/> Prefix: Restorative [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_1H_E<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIRE_BONUS5<br/> Prefix: [ITEM] of Burning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:</p> |            |                |

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| <p>+(750.0-1000.0) Max HP (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_FIREDEFENSE5_A<br/> Prefix: [ITEM] of Cooling<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER5<br/> Prefix: [ITEM] of the Lucky<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVAGE3_1H<br/> Prefix: Demolishing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)<br/> Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OF_TL2_RESIST_SLOW50_A<br/> Prefix: [ITEM] of Momentum</p> |            |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE2<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H_E<br/> Prefix: [ITEM] of Shadow<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_RESISTALL7_A<br/> Prefix: Resisting [ITEM]<br/> No Level Range<br/> Spawn Weight: 8<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/> +(50.0-75.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/> +(50.0-75.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/> +(50.0-75.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> |                |

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|                  | <p>Affix: OF_PROC_BLINDCLOUD_10<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5<br/> Prefix: [ITEM] of Mystery<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(22.0-28.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: TRINKET_STAT_DEFENSE5_A<br/> Prefix: [ITEM] of Vitality<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(25-35) Vitality (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2<br/> Prefix: Brutal [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE5<br/> Prefix: [ITEM] of the Invoker<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [HELMET, STAFF, WAND]<br/> Effects:<br/> (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br/> Effects:</p> |                |

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|                  | <p>+ (6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (80.0-100.0) electrical armor</p> <p>Affix: OF_TL2_CHARGERATEBONUS5<br/> Prefix: [ITEM] of Energy<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, WEAPON]<br/> Effects:<br/> (15.0-15.0)% more charge rate</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC3<br/> Prefix: Electric-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> + (45.0-60.0) electrical armor</p> <p>Affix: OFLEARNING_CHAMP10_IMMOB_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)<br/> Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OF_PERCENT_POISON3_A<br/> Prefix: Poison-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEELEPHANT3_A_E<br/> Prefix: Healthy [ITEM]<br/> No Level Range</p> |                |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> + (750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br/> Effects:<br/> (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OFTHECHEETAH_C<br/> Prefix: Brisk [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_1H_E<br/> Prefix: Creepy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WAND]<br/> Effects:<br/> Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE<br/> Prefix: [ITEM] of Resistance<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:</p> |                |

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|                  | +(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE)   |                |
|                  | Affix: OFTHECHEETAH5<br>Prefix: [ITEM] of Speed<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOOTS]<br>Effects:<br>(6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)   |                |
|                  | Affix: OFTHESEEKER3_1H<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OFTHEWIZARD3_2H<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)                                      |                |
|                  | Affix: OF_ATTRIB_MAGIC3_A<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_PROC_GLACIALSPIKE_10_1H<br>Prefix: [ITEM] of the Glacier<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1) |                |
|                  | Affix: OFLEARNING_MONSTER250_MISSILERANGE  |                |

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|                  | Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE)<br>Add triggerable RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER250_MISSILERANGE_COUNT)  |                |
|                  | Affix: CLASS_BASED_D_3_2H_2<br>Prefix: Cairnstone [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(4-8) second increased duration of elemental effects (named CLASS_BASED_D_3_2H_2) (Uses LINEAR_GRAPH graph)<br>Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3_2H_2) (Uses LINEAR_GRAPH graph)                             |                |
|                  | Affix: OF_PERCENT_POISON5_WANDS<br>Prefix: [ITEM] of Poison Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |                |
|                  | Affix: OFLEARNING_MONSTER250_SHIELDBREAKER<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, CROSSBOW]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT) |                |
|                  | Affix: OFLEARNING_CHAMP10_MANASTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)<br>Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT)   |                |

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| <p>Affix: OFLEARNING_MONSTER25_ATTACKSPEED_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB)<br/> Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)</p> <p>Affix: OF_TL2_BLINDING5<br/> Prefix: [ITEM] of Blinding<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OFFLAME3_1H<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH3_A_E<br/> Prefix: Restoring [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_C</p> |            |                |

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| <p>Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H_2<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIRE_PERCENT5_A<br/> Prefix: [ITEM] of Incineration<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3_C<br/> Prefix: Energizing [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A_E<br/> Prefix: Fortified [ITEM]<br/> Minimum Level: 25<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETHEALTH5<br/> Prefix: [ITEM] of Invigoration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:</p> |            |                |



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| (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: OF_PERCENT_POISON3_WANDS_2H<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFTHETIGER3_1H_E<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFLEARNING_MONSTER25_LIFESTEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT) |            |                |
| Affix: OF_ATTRIB_DEXTERITY5<br>Prefix: [ITEM] of Agility<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(170-200) Dexterity (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFHTERAM3_1H_E<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: PETTRINKET_THORNS5_ELEC<br>Prefix: Electro-Spiked [ITEM]   |            |                |

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| No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% electric damage reflected  |            |                |
| Affix: OF_TL2_MISSILERANGE_BONUS4_1H_E<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: PETTRINKET_ARMOR5<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(65.0-75.0) physical Armor   |            |                |
| Affix: MANA_ADDER_5<br>Prefix: [ITEM] of Wisdom<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(25.0-35.0) Mana (named MANA_ADDER_3 MAX MANA) (Uses Linear_Graph graph)  |            |                |
| Affix: OFTHESAVANT5_A<br>Prefix: [ITEM] of the Savant<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>+(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph) |            |                |
| Affix: OFTHEBEAR5<br>Prefix: [ITEM] of Lethality<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]<br>Effects:   |            |                |

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|                  | +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)   |                |
|                  | Affix: OF_TL2_SPLASH3<br>Prefix: Slashing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]<br>Effects:<br>(50.0-50.0)% more Damage to Secondary Targets  |                |
|                  | Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)   |                |
|                  | Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT) |                |
|                  | Affix: OFTHEOWL<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(4.0-6.0) Mana (named OFTHEOWL MAX MANA)   |                |
|                  | Affix: OFLEARNING_CHAMP10_DOT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)                 |                |
|                  | Affix: OFTHEMASTER3_1H_E  |                |

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|                  | Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)<br>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)  |                |
|                  | Affix: OFTHEARCHER5_1H_E<br>Prefix: [ITEM] of the Archer<br>Minimum Level: 25<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>-75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br>(7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>(7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph) |                |
|                  | Affix: PETTRINKET_ARMOR_ELECTRIC2<br>Prefix: Electric-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) electrical armor  |                |
|                  | Affix: OF_TL2_CRITICALDAMAGE5<br>Prefix: [ITEM] of Violence<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)  |                |
|                  | Affix: PETTAG_DIRECT_SHOCK_PERCENT_10<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 4   |                |

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|                  | Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMAS<br>TER CRITICAL CHANCE)<br><br>Affix: PETTAG_DIRECT_BURN_PERCENT_20<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMAST<br>ER CRITICAL CHANCE)<br><br>Affix: OFTHEMAGE2<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET, STAFF, WAND]<br>Effects:<br>(5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)<br><br>Affix: OF_TL2_FEAR3<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA<br>NT MAX HP)<br><br>Affix: PETTRINKET_DAMAGE_ICE7_A<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph<br>graph)<br><br>Affix: TRINKET_POISON_BONUS5<br>Prefix: [ITEM] of Toxicity<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE<br>)<br> |                |

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|                  | Affix: OFTHETIGER3_2H<br>Prefix: Hasty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)<br>LINEAR_GRAPH graph)<br><br>Affix: OFLEARNING_CHAMP10_DAMAGEPCT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLA<br>CHAMP10_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RAN<br>SLAYER_CHAMP10_DAMAGEPCT_COUNT)<br><br>Affix: OFTHEOWL2<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(9.0-11.0) Mana (named OFTHEOWL MAX MANA)<br><br>Affix: OF_TL2_DUALWIELDBONUS3_1H_E<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)<br><br>Affix: OFLEARNING_MONSTER250_DAMAGEPCT_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOM<br>ER_MONSTER250_DAMAGEPCT)<br>Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named<br>OMSLAYER_MONSTER250_DAMAGEPCT_COUNT)<br><br>Affix: OF_PERCENT_ICE5<br>Prefix: [ITEM] of Ice Rage<br>No Level Range<br> |                |

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| <p>Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)<br/> Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A<br/> Prefix: Liberating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5_C<br/> Prefix: [ITEM] of the Savant<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE<br/> Prefix: Ice-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% ice damage reflected</p> <p>Affix: OFTHESEEKER2<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:</p> |            |                |

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| <p>(2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: PETTRINKET_ARMOR7<br/> Prefix: Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(65.0-75.0) physical Armor</p> <p>Affix: OFTHESTORMS3_SH_E<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_PETDAMAGE5<br/> Prefix: [ITEM] of Command<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFLEARNING_CHAMP10_KNOCKBACK<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7_A_E<br/> Prefix: Ice-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OF_PERCENT_ELECTRIC3_WANDS_2H_2<br>Prefix: Electric-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |            |                |
| Affix: OFTHEMAGE3_1H<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [HELMET, WAND]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_TL2_CHARGERATEBONUS3_A<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)                                   |            |                |
| Affix: PETTRINKET_LIFESTEAL_MASTER2<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)   |            |                |
| Affix: PETTAG_DIRECT_FREEZE_PERCENT_05<br>Prefix: Freezing [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: OF_TL2_HEALTH_REGEN2<br>Prefix: Rejuvenating [ITEM]   |            |                |

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| No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>+(0.6-0.6) HP/Second   |            |                |
| Affix: TRINKET_POISONPERCENT_DEFENSE5<br>Prefix: [ITEM] of Curing<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELIMINATE DEFENSE) |            |                |
| Affix: OFLIGHTNING3<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: OF_ATTRIB_STRENGTH3_A<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)            |            |                |
| Affix: OFICE5<br>Prefix: [ITEM] of Ice<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>+(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)   |            |                |
| Affix: OFLIGHTNING2<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_HEALTH_REGEN3   |            |                |

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|                  | <p>Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br/> Effects:<br/> +(0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3<br/> Prefix: Synergistic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_10<br/> Prefix: Freezing [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OFTHEMA<br/> STER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_EXECUTE3_1H<br/> Prefix: Paired [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR<br/> _GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_1H<br/> Prefix: Mighty [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_2H<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR<br/> APH graph)</p> |                |

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|                  | <p>Affix: OF_PERCENT_POISON5<br/> Prefix: [ITEM] of Poison Rage<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_CRIT_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_<br/> 10_CRIT)<br/> Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSL<br/> _CHAMP10_CRIT_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3_C<br/> Prefix: Adept [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (5.0-7.0)% physical damage reflected</p> <p>Affix: OF_ICEDDEFENSE3_A_E<br/> Prefix: Warming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-150.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE) (Uses LI<br/> GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE5<br/> Prefix: [ITEM] of Remedy<br/> No Level Range<br/> Spawn Weight: 5</p> |             |

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| Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+ (45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)  |            |                |
| Affix: OFTHESEEKER3<br>Prefix: Lucky [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)   |            |                |
| Affix: OFLEARNING_CHAMP10_DUALWIELD_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)<br>Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT) |            |                |
| Affix: OF_PROC_STORMCLAW10<br>Prefix: [ITEM] of Zapping<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)   |            |                |
| Affix: OF_PERCENT_ICE5_WANDS<br>Prefix: [ITEM] of Ice Rage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFTHECHEETAH_A<br>Prefix: Brisk [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>(10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)   |            |                |

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| Affix: OF_PERCENT_POISON_WANDS<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFTHETURTLE3_A_E<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Effects:<br>+ (100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)            |            |                |
| Affix: OFLIGHTNING<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>+ (4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)   |            |                |
| Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph) |            |                |
| Affix: PETTRINKET_ARMOR7_A<br>Prefix: Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+ (75.0-100.0) physical Armor (Uses Linear_Graph graph)   |            |                |
| Affix: OF_PERCENT_ALL3_WANDS_1H<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 8<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:   |            |                |

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|                  | (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: PETTAG_TL2_SHORTSTUN5_A_E<br>Prefix: Frightening [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)<br>Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT) |                |
|                  | Affix: OF_TL2_SHORTSTUN3_2H<br>Prefix: Stunning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)   |                |
|                  | Affix: OFTHEOWL3<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(13.0-17.0) Mana (named OFTHEOWL MAX MANA)   |                |
|                  | Affix: PETTAG_DIRECT_BURN_PERCENT_20_A_E<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |                |

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|                  | Affix: PETTRINKET_THORNS7_POISON_A_E<br>Prefix: Poison-Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(750.0-1000.0)% poison damage reflected (Uses LINEAR_GRAPH graph)   |                |
|                  | Affix: OF_PERCENT_POISON3_C<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [CHEST ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) |                |
|                  | Affix: OF_TL2_FEAR2<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)   |                |
|                  | Affix: OFTHEMAGE3<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [HELMET, STAFF, WAND]<br>Effects:<br>(8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)   |                |
|                  | Affix: PETTAG_DIRECT_SHOCK_PERCENT_05<br>Prefix: Shocking [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)                    |                |
|                  | Affix: OFTHEMASTER3_2H<br>Prefix: Skillful [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:   |                |



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| (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)   |            |                |
| <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_2H<br/> Prefix: Electric-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_TL2_SILENCE<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLEARM]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_TL2_SHIELDBREAK3_1H_E<br/> Prefix: Shieldsplitter [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> |            |                |

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| <p>Affix: OF_PROC_METEORSTRIKE_5<br/> Prefix: [ITEM] of the Meteor<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named METEOR Strike) (Level 1)</p> <p>Affix: OFTHEBATTLEMENTS5<br/> Prefix: [ITEM] of Deflection<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H_2<br/> Prefix: [ITEM] of the Glacier<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named METEOR_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEMASTER3<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER25_DOT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots</p> |            |                |

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| Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)<br>Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)   |            |                |
| Affix: PETTRINKET_DAMAGE_ICE<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(7.0-10.0) ice damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OFLEARNING_MONSTER250_SPLASH<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH)<br>Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT) |            |                |
| Affix: PETTAG_CRIT_CHANCE<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Affix: OFLEARNING_MONSTER250_MANASTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)   |            |                |
| Affix: OFTHEBATTLEMENTS3_SH<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:  |            |                |

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| (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses AR_GRAPH graph)  |            |                |
| Affix: OF_ATTRIB_MAGIC2<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(65-80) Focus (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFHTERAM5<br>Prefix: [ITEM] of the Ram<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)  |            |                |
| Affix: OF_TL2_MISSILERANGEBOUNUS4_2H<br>Prefix: [ITEM] of Range<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW]<br>Effects:<br>+(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTAK EED) (Uses LINEAR_GRAPH graph) |            |                |
| Affix: OFTHESAGE2<br>Prefix: Sage [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [GLOVES, HELMET]<br>Effects:<br>(2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)  |            |                |
| Affix: PETTRINKET_THORNS5<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(30.0-35.0)% physical damage reflected  |            |                |
| Affix: PETTRINKET_HEALTHANDMANA2<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:   |            |                |

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|                  | +(6.0-8.0) Max HP<br><br>Affix: OF_TL2_DUALWIELDBONUS3<br>Prefix: Bifold [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(11.0-13.0)% more Damage while Dual Wielding<br><br>Affix: PETTRINKET_DAMAGE_FIRE5<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: PETTRINKET_ARMOR_FIRE<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) fire armor<br><br>Affix: PETTAG_CRIT_CHANCE5_A<br>Prefix: Vicious [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_Graph graph)<br><br>Affix: PETTAG_TL2_RESIST_SLOW100_A_E<br>Prefix: Momentous [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(75.0-100.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)<br><br>Affix: TEST_SKILL<br>Prefix: Charged [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects: |                |

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|                  | +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)<br><br>Affix: OF_TL2_FEAR<br>Prefix: Creepy [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_PERCENT_POISON3_WANDS_1H_E<br>Prefix: Poison-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_CRITICALDAMAGE3_2H<br>Prefix: Brutal [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: TRINKET_ICEPERCENT_DEFENSE5<br>Prefix: [ITEM] of Warming<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE5) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_PROC_BLOODWASH_10_1H<br>Prefix: [ITEM] of Blood<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OF_PERCENT_POISON2_WANDS<br>Prefix: Poison-Surge [ITEM] |                |

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|                  | <p>No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: CLASS_BASED_A_2H_2<br/> Prefix: Magebane [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)<br/> (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE3_A<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A<br/> Prefix: Fire-Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWINDS<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]<br/> Effects:<br/> (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> |                |

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|                  | <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A_E<br/> Prefix: Fanged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC5<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER<br/> Prefix: Archer [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)<br/> -20.0 knockback (named OFTHEARCHER KNOCK BACK)<br/> (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE<br/> Prefix: Warming [ITEM]<br/> No Level Range</p> |                |

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| <p>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [ARMOR]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA3<br/>Prefix: Invigorating [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>    +(9.0-11.0) Max HP</p> <p>Affix: OFLEARNING_CHAMP10_CRIT<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT)<br/>    Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OFTHESAGE3<br/>Prefix: Sage [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [HELMET]<br/>Effects:<br/>    (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHESAVAGE3_2H_2<br/>Prefix: Demolishing [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [BOW, CROSSBOW]<br/>Effects:<br/>    Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)</p> |            |                |

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| <p>Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3<br/>Prefix: Adept [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>    +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEVAMPIRE3_2H<br/>Prefix: Vampiric [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>    +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEFENSE5<br/>Prefix: [ITEM] of Vitality<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>    +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H_E<br/>Prefix: Adept [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>    +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHECHEETAH_A_E<br/>Prefix: Brisk [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/>Effects:<br/>    (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H<br/>Prefix: Ice-Surge [ITEM]<br/>No Level Range</p> |            |                |

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|                  | <p>Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ICE5<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEMASTER2<br/> Prefix: Skillful [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A_E<br/> Prefix: Rejuvenating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5<br/> Prefix: [ITEM] of Insulating<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |                |

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|                  | <p>NSE)</p> <p>Affix: OF_TL2_BLINDING<br/> Prefix: Blinding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named oftblinding)</p> <p>Affix: OF_TL2_EXECUTE5<br/> Prefix: [ITEM] of Duality<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H<br/> Prefix: Bifold [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A_E<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETURTLE3<br/> Prefix: Superior [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLIGHTNING3_1H_E<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:</p> |                |

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|                  | +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OFLEARNING_MONSTER25_TURNALIGNMENT<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [POLEARM, STAFF, WAND]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT)<br>Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT) |                |
|                  | Affix: PETTRINKET_DAMAGE_ICE7<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)   |                |
|                  | Affix: OF_PERCENT_ICE2_WANDS<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |                |
|                  | Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Can't Spawn On: [MAGIC]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)               |                |
|                  | Affix: OF_TL2_SILENCE_STAFFANDWAND3<br>Prefix: Silencing [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [STAFF, WAND]<br>Effects:<br>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.  |                |

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|                  | Affix: OFTHEMAGE3_1H_E<br>Prefix: Invoking [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [HELMET, WAND]<br>Effects:<br>(10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_ATTRIB_DEFENSE3_1H_E<br>Prefix: Fortified [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |                |
|                  | Affix: OF_FIREDEFENSE3_A_E<br>Prefix: Cooling [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) |                |
|                  | Affix: PETTRINKET_ARMOR_POISON2<br>Prefix: Poison-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(30.0-40.0) poison armor   |                |
|                  | Affix: OFTHEOWL3_A_E<br>Prefix: Mystical [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>+(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)                            |                |
|                  | Affix: OF_ATTRIB_DEFENSE5<br>Prefix: [ITEM] of Fortification<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]  |                |

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| <p>Effects:<br/> +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5<br/> Prefix: [ITEM] of Grasping<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER5_2H<br/> Prefix: [ITEM] of the Archer<br/> Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br/> Effects:<br/> (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br/> -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br/> (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR3<br/> Prefix: Bolstered [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7<br/> Prefix: Juiced [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_LIFESTEAL<br/> Prefix: Augmented [ITEM]</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE3_C<br/> Prefix: Commanding [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, CROSSBOW]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)<br/> Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: PETTAG_TL2_SHORTSTUN5<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEARCHER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_CHARGEDECAY<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (8.0-8.0)% less charge bar decay rate</p> <p>Affix: PETTRINKET_ARMOR_FIRE3<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots</p> |            |                |



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|                  | <p>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>+(45.0-60.0) fire armor</p> <p>Affix: PETTRINKET_THORNS5_ICE<br/>Prefix: Ice-Spiked [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(30.0-35.0)% ice damage reflected</p> <p>Affix: OF_TL2_SHIELDBREAK3<br/>Prefix: Shieldsplitter [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/>Effects:<br/>(30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5<br/>Prefix: [ITEM] of Swiftmess<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PROC_DEATHSTRIKE1<br/>Prefix: [ITEM] of Killing<br/>Minimum Level: 20<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [WEAPON]<br/>Effects:<br/>(1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_2H_2<br/>Prefix: Fire-Surge [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_A_E<br/>Prefix: [ITEM] of Resistance<br/>No Level Range</p> |                |

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|                  | <p>Spawn Weight: 8<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph)<br/>+(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT)<br/>Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)</p> <p>Affix: PETTAG_CRIT_CHANCE5<br/>Prefix: Vicious [ITEM]<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_SHIELDBREAK2<br/>Prefix: Shieldsplitter [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/>Effects:<br/>(20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD_1H<br/>Prefix: Augmented [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD)<br/>Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)</p> |                |

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| <p>Affix: PETTRINKET_ARMOR_FIRE2<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(30.0-40.0) fire armor</p> <p>Affix: OFFLAME5<br/> Prefix: [ITEM] of Fire<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR2<br/> Prefix: Bolstered [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_1H<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON3<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(45.0-60.0) poison armor</p> |            |                |

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| <p>Affix: OFLEARNING_MONSTER250_TANGLE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)<br/> Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_THORNS7<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (30.0-35.0)% physical damage reflected</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5<br/> Prefix: [ITEM] of Shock<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND2<br/> Prefix: Silencing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_PERCENT_ICE<br/> Prefix: Ice-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_CRIT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]</p> |            |                |

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| Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)  |            |                |
| Affix: PETTRINKET_RESISTALL<br>Prefix: Resisting [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)<br>+(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE)<br>+(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE)<br>+(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)  |            |                |
| Affix: OF_TL2_MISSILERANGEBONUS2<br>Prefix: Long Range [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br>Effects:<br>+(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP<br>EED)   |            |                |
| Affix: OFLEARNING_MONSTER250_EXECUTE<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE)<br>Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT) |            |                |
| Affix: PETTAG_TL2_SHILDBREAKER5<br>Prefix: Crushing [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(100.0-100.0)% more chance to break shields (named unique_shieldbreak)   |            |                |
| Affix: OF_ATTRIB_STRENGTH3_2H_2<br>Prefix: Mighty [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br>FF]<br>Effects:   |            |                |

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| +(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: PETTRINKET_ARMOR_FIRE7_A_E<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(75.0-100.0) fire armor (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OF_PERCENT_ALL5<br>Prefix: [ITEM] of the Spectrum<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Affix: OFTHETURTLE2<br>Prefix: Superior [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)  |            |                |
| Affix: OFLEARNING_MONSTER250_SHORTSTUN<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, STA<br>FF]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT) |            |                |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 7<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (20.0-20.0)% chance to Poison for 5.0 seconds (named OFTHETIGER CRITICAL CHANCE)  |            |                |
| Affix: OF_TL2_PETHEALTH<br>Prefix: Salving [ITEM]<br>No Level Range  |            |                |

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| Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]<br>Effects:<br>(5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: PETTAG_DIRECT_POISON_PERCENT_20_A<br>Prefix: Poisoning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMA<br>STER CRITICAL CHANCE) (Uses Linear_Graph graph)  |            |                |
| Affix: OFTHEBATTLEMENTS3<br>Prefix: Deflecting [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [SHIELD]<br>Effects:<br>(5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Affix: OF_TL2_EXECUTE2<br>Prefix: Paired [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OFTHEWIZARD3_2H_2<br>Prefix: Draining [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br>FF]<br>Effects:<br>+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g<br>raph) |            |                |
| Affix: OF_TL2_CHARGERATEBONUS3_A_E<br>Prefix: Energizing [ITEM]<br>Minimum Level: 25<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA<br>CE, RING]<br>Effects:<br>(10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)          |            |                |
| Affix: OFLEARNING_MONSTER250_CRIT_1H  |            |                |

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| Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAY<br>NSTER250_CRIT)<br>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDO<br>YER_MONSTER250_CRIT_COUNT) |            |                |
| Affix: PETTRINKET_DAMAGE_ICE2<br>Prefix: Frozen [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OFHTERAM<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |                |
| Affix: OFTHEMASTER5<br>Prefix: [ITEM] of Skill<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)   |            |                |
| Affix: OF_ATTRIB_MAGIC3_2H<br>Prefix: Adept [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br>FF]<br>Effects:<br>+(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)   |            |                |
| Affix: OFTHESAVAGE<br>Prefix: Demolishing [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)   |            |                |

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| <p>Affix: OFHTERAM3<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [RANGED WEAPON]<br/> Effects:<br/> -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_PROC_ACIDRAIN_10_2H<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA<br/> FF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid<br/> Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE3<br/> Prefix: Burning [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H_E<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)<br/> (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5<br/> Prefix: [ITEM] of Re-Doubling<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: OFTHEWINDS3_C<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Us</p> |            |                |

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| <p>es LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_MAGICFIND5_A<br/> Prefix: [ITEM] of Luck<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DR<br/> Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_THORNS3<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (17.0-21.0)% physical damage reflected</p> <p>Affix: OF_TL2_FUMBLECHANCE3_2H_2<br/> Prefix: Precise [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/> FF]<br/> Effects:<br/> (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON7<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) poison armor</p> <p>Affix: OFTHETHORN3_C<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLE<br/> ) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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|                  | Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: OFTHESOLDIER5_2H<br>Prefix: [ITEM] of the Soldier<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)<br>Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)<br>(10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_SHIELDBREAK3_1H<br>Prefix: Shieldsplitter [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(30.0-50.0)% more chance to break shields (named sheildbreakaffix)<br><br>Affix: PETTRINKET_DAMAGE_ELEC2<br>Prefix: Juiced [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) electric damage (named OFTHEBEAR DAMAGE BONUS)<br><br>Affix: OF_PERCENT_ALL3_A<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OFTHEMULE3_A_E<br>Prefix: Intractable [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] |                |

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|                  | CE, RING]<br>Effects:<br>-50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_ATTRIB_DEXTERITY3_1H_E<br>Prefix: Agile [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>+(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)<br><br>Affix: OF_TL2_BLINDING3_2H<br>Prefix: Blinding [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)<br><br>Affix: PETTRINKET_ARMOR_FIRE7<br>Prefix: Fire-Armored [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(80.0-100.0) fire armor<br><br>Affix: OF_PROC_FIRESTORM_10_2H_2<br>Prefix: [ITEM] of the Fire Storm<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br>Effects:<br>(10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)<br><br>Affix: PETTRINKET_LIFESTEAL_MASTER<br>Prefix: Synergistic [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)<br><br>Affix: PETTRINKET_DAMAGE_ELEC3<br>Prefix: Juiced [ITEM]<br>No Level Range |                |

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| Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(24.0-30.0) electric damage (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Affix: OFLEARNING_MONSTER250_SHORTSTUN_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN)<br>Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT) |            |                |
| Affix: OFTHESAGE5<br>Prefix: [ITEM] of the Sage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [HELMET]<br>Effects:<br>(5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Affix: PETTRINKET_THORNS2<br>Prefix: Spiked [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>(11.0-14.0)% physical damage reflected  |            |                |
| Affix: OF_PERCENT_ICE3_WANDS_1H_E<br>Prefix: Ice-Surge [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>(10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: PETTRINKET_HEALTHANDMANA5<br>Prefix: Invigorating [ITEM]<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(15.0-20.0) Max HP  |            |                |
| Affix: OF_PROCKILL_METEORSTRIKE_10   |            |                |

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| Prefix: [ITEM] of Annihilation<br>No Level Range<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)  |            |                |
| Affix: PETTRINKET_DAMAGE_FIRE2<br>Prefix: Burning [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [COLLAR, STUD]<br>Effects:<br>+(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)  |            |                |
| Affix: OF_TL2_BLINDING3_1H_E<br>Prefix: Blinding [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [PISTOL, WAND]<br>Effects:<br>Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named offblinding) (Uses LINEAR_GRAPH graph)  |            |                |
| Affix: OFLEARNING_MONSTER25_LIFESTEAL_1H<br>Prefix: Augmented [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)<br>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT) |            |                |
| Affix: OF_ATTRIB_MAGIC5<br>Prefix: [ITEM] of the Mage<br>No Level Range<br>Spawn Weight: 5<br>Occupies no slots<br>Spawns On: [ARMOR_PHYSICAL]<br>Effects:<br>+(170-200) Focus (named OFFLAME DAMAGE BONUS)   |            |                |
| Affix: OFHTERAM2<br>Prefix: Slamming [ITEM]<br>No Level Range<br>Spawn Weight: 2<br>Occupies no slots<br>Spawns On: [RANGED WEAPON]<br>Effects:<br>-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)   |            |                |

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| <p>Affix: TRINKET_POISON_PERCENT5<br/> Prefix: [ITEM] of Poisoning<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_C<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFICE<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OF_PROC_ACIDRAIN_10_2H_2<br/> Prefix: [ITEM] of Acid Rain<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)<br/> Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT<br/> Prefix: Augmented [ITEM]</p> |            |                |

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| <p>No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br/> Can't Spawn On: [MAGIC]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)<br/> Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)<br/> Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ICE3<br/> Prefix: Frozen [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH2_1H_E<br/> Prefix: Slashing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD]<br/> Effects:<br/> (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_1H<br/> Prefix: Fire-Surge [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBATTLEMENTS2<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]</p> |            |                |



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| <p>Effects:<br/>(3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_EXECUTE3<br/>Prefix: Paired [ITEM]<br/>No Level Range<br/>Spawn Weight: 3<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHETURTLE5<br/>Prefix: [ITEM] of the Castle<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [ARMOR_PHYSICAL]<br/>Effects:<br/>+(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_PERCENT_ALL2<br/>Prefix: Prismatic [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [ARMOR_ELEMENTAL]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>(2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROC_THUNDERSTROM_10_1H_E<br/>Prefix: [ITEM] of Thunder<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/>Effects:<br/>(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_2H_2<br/>Prefix: Brutal [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H<br/>Prefix: [ITEM] of Shadow<br/>No Level Range<br/>Spawn Weight: 1</p> |            |                |

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| <p>Occupies no slots<br/>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/>Effects:<br/>(10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH<br/>Prefix: Restoring [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [CHEST ARMOR, GLOVES]<br/>Effects:<br/>(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER2<br/>Prefix: Crushing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>(40.0-40.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A<br/>Prefix: Freezing [ITEM]<br/>No Level Range<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [COLLAR, STUD]<br/>Effects:<br/>Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHETURTLE CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5<br/>Prefix: [ITEM] of Silence<br/>No Level Range<br/>Spawn Weight: 5<br/>Occupies no slots<br/>Spawns On: [STAFF, WAND]<br/>Effects:<br/>Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_ELECTRICDEFENSE3_A_E<br/>Prefix: Grounded [ITEM]<br/>No Level Range<br/>Spawn Weight: 1<br/>Occupies no slots<br/>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]<br/>Can't Spawn On: [COLLAR, STUD]<br/>Effects:<br/>+(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> |            |                |

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| <p>Affix: OFTHEVAMPIRE<br/> Prefix: Vampiric [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A<br/> Prefix: Regenerating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESTORMS3_SH<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS5_A<br/> Prefix: Spiked [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H_2<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_PERCENT5_A<br/> Prefix: [ITEM] of Poisoning<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p> |            |                |

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| <p>Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/> (24.0-24.0)% less charge bar decay rate</p> <p>Affix: PETTRINKET_HEALTHANDMANA7<br/> Prefix: Invigorating [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(15.0-20.0) Max HP</p> <p>Affix: OF_PROC_STORMCLAW10_2H_2<br/> Prefix: [ITEM] of Zapping<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_TL2_SHORTSTUN3<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHETURTLE CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_DEXTERITY<br/> Prefix: Agile [ITEM]<br/> No Level Range</p> |            |                |

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|                  | <p>Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/> +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME3_1H_E<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR5<br/> Prefix: [ITEM] of the Citadel<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [BELT, NECKLACE]<br/> Effects:<br/> (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_TL2_SHIELDBREAK5<br/> Prefix: [ITEM] of Shieldbreaking<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]<br/> Effects:<br/> (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)<br/> Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> |                |

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|                  | <p>Affix: OF_ATTRIB_DEXTERITY3_2H<br/> Prefix: Agile [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND]<br/> Effects:<br/> +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE5<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(80.0-100.0) fire armor</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H<br/> Prefix: Engulfing [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_CRIT_CHANCE3<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESEEKER<br/> Prefix: Lucky [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [HELMET]<br/> Effects:<br/> (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ICE_PERCENT5<br/> Prefix: [ITEM] of Freezing<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> |                |

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| <p>Affix: OFLEARNING_MONSTER250_PROC_STROMCLAW<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)<br/> Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</p> <p>Affix: OF_PROC_BLOODWASH_10_1H_E<br/> Prefix: [ITEM] of Blood<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)<br/> Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OFICE3_2H<br/> Prefix: Icy [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]<br/> Effects:<br/> +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_CRIT_CHANCE2<br/> Prefix: Vicious [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> |            |                |

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| <p>Affix: OF_PERCENT_ALL3_C<br/> Prefix: Prismatic [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLIGHTNING3_1H<br/> Prefix: Charged [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW10_A_E<br/> Prefix: Arcing [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME3<br/> Prefix: Fiery [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETHORN3_A<br/> Prefix: Avenging [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]<br/> Effects:<br/> (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_TL2_SHORTSTUN2<br/> Prefix: Frightening [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |            |                |

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| <p>Effects:<br/>           Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST<br/> ER CRITICAL CHANCE)</p> <p>Affix: OFTHESTORMS<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/>           (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON5<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>           +(80.0-100.0) poison armor</p> <p>Affix: OF_TL2_CHARGEDECAY2<br/> Prefix: Grasping [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [CHEST ARMOR, HELMET, PANTS]<br/> Effects:<br/>           (16.0-16.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEFENSE3_3<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/>           +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE2<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [ARMOR_PHYSICAL]<br/> Effects:<br/>           +(65-80) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON7_A_E<br/> Prefix: Poison-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:</p> |            |                |

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| <p>          +(75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWINDS3_A<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI<br/> CE, RING]<br/> Effects:<br/>           (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)<br/> es LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H_2<br/> Prefix: Venomous [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE,<br/> FF]<br/> Effects:<br/>           +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_G<br/> graph)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_1H_E<br/> Prefix: [ITEM] of Clouded Vision<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/>           (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named V<br/> indCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM,<br/> FF]<br/> Effects:<br/>           Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLA<br/> CHAMP10_SHORTSTUN)<br/>           Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RAN<br/> LAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A<br/> Prefix: Feasting [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/>           +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses Linear<br/> h graph)</p> |            |                |

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| <p>Affix: TRINKET_FIRE_PERCENT5<br/> Prefix: [ITEM] of Incineration<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [ARMOR_ELEMENTAL, TRINKET]<br/> Can't Spawn On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_ARMOR_FIRE7_A<br/> Prefix: Fire-Armored [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> +(75.0-100.0) fire armor (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR<br/> Prefix: Savage [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> Degrade enemy armor by (8-8) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [PISTOL, WAND]<br/> Effects:<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)<br/> Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)</p> <p>Affix: OFTHEBULL<br/> Prefix: Slamming [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [MELEE]<br/> Effects:<br/> -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3<br/> Prefix: Crushing [ITEM]<br/> No Level Range<br/> Spawn Weight: 3<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]</p> |            |                |

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| <p>Effects:<br/> (60.0-60.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_ATTRIB_DEFENSE3_1H<br/> Prefix: Fortified [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]<br/> Effects:<br/> +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL5_WANDS<br/> Prefix: [ITEM] of the Spectrum<br/> No Level Range<br/> Spawn Weight: 5<br/> Occupies no slots<br/> Spawns On: [STAFF, WAND]<br/> Effects:<br/> (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEBATTLEMENTS3_SH_E<br/> Prefix: Deflecting [ITEM]<br/> No Level Range<br/> Spawn Weight: 1<br/> Occupies no slots<br/> Spawns On: [SHIELD]<br/> Effects:<br/> (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4<br/> Prefix: [ITEM] of Range<br/> No Level Range<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [BOW, CROSSBOW, PISTOL, WAND]<br/> Effects:<br/> +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: PETTAG_ATTACK_SPEED5_A<br/> Prefix: Agitating [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots<br/> Spawns On: [COLLAR, STUD]<br/> Effects:<br/> (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE_1H<br/> Prefix: Augmented [ITEM]<br/> No Level Range<br/> Spawn Weight: 2<br/> Occupies no slots</p> |            |                |

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| Spawns On: [IHAXE, IHMACE, IHSWORD, FIST, PISTOL, WAND]<br>Effects:<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE)<br>Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT) |            |                |
| Affix: OF_TL2_DRAWARMOR<br>Prefix: Bolstered [ITEM]<br>No Level Range<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, NECKLACE]<br>Effects:<br>(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclusive)                                |            |                |
| Affix: OF_PERCENT_ALL3<br>Prefix: Prismatic [ITEM]<br>No Level Range<br>Spawn Weight: 3<br>Occupies no slots<br>Spawns On: [ARMOR]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects:<br>(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)                                 |            |                |
| Affix: RD_T2_CRITCHANCE_70<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(70.0-70.0)% less Critical Chance (named RAID CRITChance DONE DEBUFF 70)   |            |                |
| Area Affix: MAP_CRITCHANCE_30<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% less Critical Chance (named RAID CRITChance DONE DEBUFF 30)  |            |                |
| Affix: RD_T2_DMG_70<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(70.0-70.0)% less all damage (named RAID DAMAGE DONE DEBUFF 70)   |            |                |
| Area Affix: MAP_CRITCHANCE_20<br>Suffix: (Brute)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots  |            |                |

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| Effects:<br>(20.0-20.0)% less Critical Chance (named RAID critchance DONE DEBUFF 20)   |            |                |
| Affix: RD_T2_CRITDMG_150<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(150.0-150.0)% less Critical Damage (named RAID CRITDAMAGE DONE DEBUFF 150)   |            |                |
| Area Affix: MAP_DMG_30<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% less all damage (named RAID DAMAGE DONE DEBUFF 30)   |            |                |
| Area Affix: MAP_DMG_20<br>Suffix: (Brute)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(20.0-20.0)% less all damage (named RAID DAMAGE DONE DEBUFF 20)   |            |                |
| Area Affix: MAP_CRITDMG_20<br>Suffix: (Brute)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(40.0-40.0)% less Critical Damage (named RAID CRIT DAMAGE DONE DEBUFF 20)   |            |                |
| Area Affix: MAP_CRITDMG_30<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(60.0-60.0)% less Critical Damage (named RAID CRITDAMAGE DONE DEBUFF 30)  |            |                |
| Affix: SYN_PROCKILL_ZOMBIE_30<br>Prefix: [ITEM] of Shadow<br>Minimum Level: 25<br>Spawn Weight: 4<br>Occupies no slots<br>Spawns On: [WEAPON]<br>Effects:<br>(30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named _Zombie Proc Skill) (Level 1) |            |                |
| Affix: SYN_PROCKILL_ZOMBIE_5<br>Prefix: [ITEM] of Shadow   |            |                |

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| <p>Minimum Level: 25<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (5.0-5.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: PROC_SC_2<br/> Prefix: [ITEM] of Zapping<br/> Minimum Level: 38<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% chance to cast WC_Stormclaw Proc on strike (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: PROC_TS_2<br/> Prefix: [ITEM] of Thunder<br/> Minimum Level: 38<br/> Spawn Weight: 4<br/> Occupies no slots<br/> Spawns On: [WEAPON]<br/> Effects:<br/> (20.0-20.0)% chance to cast WC_ThunderStorm on strike (named WC_ThunderStorm) (Level 1)</p> <p>Area Affix: MAP_PSNDMGPC2<br/> Suffix: (Plagued)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (30.0-30.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_DMG<br/> Suffix: (Brute)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (25.0-25.0)% more all damage (named OFTHEBEAR DAMAGE BONUS1)</p> <p>Area Affix: MAP_ICEDMGPC2<br/> Suffix: (Cold)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (15.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_DMG2<br/> Suffix: (Giant)<br/> No Level Range<br/> Spawn Weight: 9</p> |            |                |

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| <p>Occupies no slots<br/> Effects:<br/> (50.0-50.0)% more all damage (named OFTHEBEAR DAMAGE BONUS2)</p> <p>Area Affix: MAP_MISSILE2<br/> Suffix: (Reflecting)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (60.0-60.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_AMRPRCNT<br/> Suffix: (Armored)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (25.0-25.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_FIREDMGPCT2<br/> Suffix: (Blazing)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (35.0-35.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_MOVEMENT<br/> Suffix: (Fleet of foot)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (15.0-15.0)% more Movement Speed</p> <p>Area Affix: MAP_CRIT<br/> Suffix: (Bullseye)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (15.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Area Affix: MAP_ATKSPD2<br/> Suffix: (Dervish)<br/> No Level Range<br/> Spawn Weight: 9<br/> Occupies no slots<br/> Effects:<br/> (30.0-30.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Area Affix: MAP_GLACIER2<br/> Suffix: (Needler)<br/> No Level Range</p> |            |                |



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|                  | <p>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(3.0-3.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Area Affix: MAP_DGRDARMR2<br/>Suffix: (Armor Destroyer)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>-(3.0-3.0) all Armor for 4.0 seconds (named BerserkerRavageDebuff) (Uses ARMOR_MONSTER_BYLEVEL graph)</p> <p>Area Affix: MAP_GLACIER<br/>Suffix: (Spikey)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(1.0-1.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Area Affix: MAP_CSTSPD<br/>Suffix: (Nimble)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(15.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Area Affix: MAP_REFLECT<br/>Suffix: (Spiny)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(20.0-20.0)% physical damage reflected</p> <p>Area Affix: MAP_HP2<br/>Suffix: (Hardy)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(50.0-50.0)% more HP</p> <p>Area Affix: MAP_CRIT2<br/>Suffix: (Blademaster)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(30.0-30.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> |                |

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|                  | <p>Area Affix: MAP_DMGABS2<br/>Suffix: (Impervious)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(50.0-50.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Area Affix: MAP_DMGABS3<br/>Suffix: (Invulnerable)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(75.0-75.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Area Affix: MAP_HP<br/>Suffix: (Healthy)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(25.0-25.0)% more HP</p> <p>Area Affix: MAP_AMRPRCNT2<br/>Suffix: (Plated)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(50.0-50.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_DMGABS<br/>Suffix: (Resistent)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(25.0-25.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Area Affix: MAP_BLOCKNEGATIVE<br/>Suffix: (Shield Breaking)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>Inflict on Hit: (30.0-30.0)% less Base Block Chance for 5.0 seconds (named OFTHETURTLE ARMOR BONUS) (Exclusive)</p> <p>Area Affix: MAP_MOVEMENT2<br/>Suffix: (Speedy)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:</p> |                |

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| (25.0-25.0)% more Movement Speed   |            |                |
| Area Affix: MAP_LIFESTEALPCNT  |            |                |
| Suffix: (Vampire)  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (25.0-25.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)  |            |                |
| Area Affix: MAP_DGRDARMR   |            |                |
| Suffix: (Armor Breaker)  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| -(1.0-1.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Uses ARM OR_MONSTER_BYLEVEL graph) |            |                |
| Area Affix: MAP_CSTSPD2  |            |                |
| Suffix: (Quick Caster)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (30.0-30.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)                                      |            |                |
| Area Affix: MAP_REFLECT2   |            |                |
| Suffix: (Barbed)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (40.0-40.0)% physical damage reflected   |            |                |
| Area Affix: MAP_KNOCKBACK  |            |                |
| Suffix: (Pusher)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| +15.0 Knockbackfor 1.0 seconds (named Necromancer knocker2) (Exclusive)                                |            |                |
| Area Affix: MAP_ICEDMGPC2  |            |                |
| Suffix: (Freezing)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (30.0-30.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Area Affix: MAP_MISSILE  |            |                |
| Suffix: (Deflecting)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |

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| Occupies no slots  |            |                |
| Effects:   |            |                |
| (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) |            |                |
| Area Affix: MAP_PSNDMGPC2  |            |                |
| Suffix: (Infected)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)             |            |                |
| Area Affix: MAP_ATKSPD   |            |                |
| Suffix: (Quick)  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |                |
| Area Affix: MAP_LIFESTEAL2   |            |                |
| Suffix: (Leeching)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| +(55250.0-55250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)           |            |                |
| Area Affix: MAP_WPNPDPS2   |            |                |
| Suffix: (Destroyer)  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (75.0-75.0)% more physical damage (named OFFLAME DAMAGE BONUS)           |            |                |
| Area Affix: MAP_LIFESTEALPCNT2   |            |                |
| Suffix: (Vampiric)   |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| (50.0-50.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)              |            |                |
| Area Affix: MAP_LIFESTEAL  |            |                |
| Suffix: (Leech)  |            |                |
| No Level Range   |            |                |
| Spawn Weight: 9  |            |                |
| Occupies no slots  |            |                |
| Effects:   |            |                |
| +(25250.0-25250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)           |            |                |
| Area Affix: MAP_WPNPDPS  |            |                |
| Suffix: (Gladiator)  |            |                |
| No Level Range   |            |                |

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|------------------|---|----------------|
|                  | <p>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_KNOCKBACK2<br/>Suffix: (Tackler)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>+25.0 Knockbackfor 1.0 seconds (named Necromancer knocker3) (Exclusive)</p> <p>Area Affix: MAP_FIREDMGPC2<br/>Suffix: (Burning)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(15.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_BLOCKNEGATIVE2<br/>Suffix: (Shield Destroying)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>Inflict on Hit: (60.0-60.0)% less Base Block Chance for 5.0 seconds (named OFTHETURTLE ARMOR BONUS) (Exclusive)</p> <p>Affix: SYNGEAR_BLINDING2<br/>Prefix: Blinding [ITEM]<br/>Minimum Level: 7<br/>Spawn Weight: 2<br/>Occupies no slots<br/>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]<br/>Effects:<br/>Inflict on Hit: (33.0-33.0)% chance to Blind for 4.0 seconds (named ofblindingblind)</p> <p>Personal Affix: HERO_WPNPDPS2<br/>Suffix: (Destroyer)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_MOVEMENT2<br/>Suffix: (Speedy)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(25.0-25.0)% more Movement Speed</p> |                |

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|------------------|---|----------------|
|                  | <p>Personal Affix: HERO_DGRDARMR<br/>Suffix: (Armor Breaker)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>-(2.0-2.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Use: OR_MONSTER_BYLEVEL graph)</p> <p>Personal Affix: HERO_REFLECT2<br/>Suffix: (Barbed)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(10.0-10.0)% physical damage reflected</p> <p>Personal Affix: HERO_MISSILE<br/>Suffix: (Deflecting)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Personal Affix: HERO_DMG<br/>Suffix: (Brute)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(25.0-25.0)% more all damage (named OFTHEBEAR DAMAGE BONUS1)</p> <p>Personal Affix: HERO_PSNDMGPC2<br/>Suffix: (Infected)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_CSTSPD2<br/>Suffix: (Quick Caster)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:<br/>(30.0-30.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Personal Affix: HERO_KNOCKBACK<br/>Suffix: (Pusher)<br/>No Level Range<br/>Spawn Weight: 9<br/>Occupies no slots<br/>Effects:</p> |                |

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|---|------------|----------------|
| -15.0 Knockbackfor 0.5 seconds (named Necromancer knocker2) (Exclusive)   |            |                |
| Personal Affix: HERO_PSNDMGPT2<br>Suffix: (Plagued)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% more poison damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Personal Affix: HERO_FIREDMGPT2<br>Suffix: (Blazing)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(35.0-35.0)% more fire damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Personal Affix: HERO_CRIT<br>Suffix: (Bullseye)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)  |            |                |
| Personal Affix: HERO_DMGABS<br>Suffix: (Resistent)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(10.0-10.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)   |            |                |
| Personal Affix: HERO_DMG2<br>Suffix: (Giant)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(50.0-50.0)% more all damage (named OFTHEBEAR DAMAGE BONUS2)  |            |                |
| Personal Affix: HERO_BLOCKNEGATIVE2<br>Suffix: (Shield Destroying)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>Inflict on Hit: (60.0-60.0)% less Base Block Chance for 5.0 seconds (named OFTHETURTLE ARMOR BONUS) (Exclusive) |            |                |
| Personal Affix: HERO_CSTSPD<br>Suffix: (Nimble)<br>No Level Range<br>Spawn Weight: 9  |            |                |

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| Occupies no slots<br>Effects:<br>(15.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)   |            |                |
| Personal Affix: HERO_HP2<br>Suffix: (Hardy)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(50.0-50.0)% more HP  |            |                |
| Personal Affix: HERO_ATKSPD<br>Suffix: (Quick)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)   |            |                |
| Personal Affix: HERO_ATKSPD2<br>Suffix: (Dervish)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)  |            |                |
| Personal Affix: HERO_BLOCKNEGATIVE<br>Suffix: (Shield Breaking)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>Inflict on Hit: (30.0-30.0)% less Base Block Chance for 5.0 seconds (named OFTHETURTLE ARMOR BONUS) (Exclusive) |            |                |
| Personal Affix: HERO_ICEDMGPT2<br>Suffix: (Freezing)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% more ice damage (named OFFLAME DAMAGE BONUS)  |            |                |
| Personal Affix: HERO_ICEDMGPT<br>Suffix: (Cold)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Personal Affix: HERO_MOVEMENT<br>Suffix: (Fleet of foot)   |            |                |

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| No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% more Movement Speed   |            |                |
| Personal Affix: HERO_AMRPRCNT<br>Suffix: (Armored)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(10.0-10.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)   |            |                |
| Personal Affix: HERO_MISSILE2<br>Suffix: (Reflecting)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)                                    |            |                |
| Personal Affix: HERO_DGRDARMR2<br>Suffix: (Armor Destroyer)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>-(5.0-5.0) all Armor for 4.0 seconds (named BerserkerRavageDebuff) (Uses ARMOR_MONSTER_BYLEVEL graph) |            |                |
| Personal Affix: HERO_FIREDMGPCT<br>Suffix: (Burning)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)   |            |                |
| Personal Affix: HERO_KNOCKBACK2<br>Suffix: (Tackler)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>-25.0 Knockbackfor 0.5 seconds (named Necromancer knocker3) (Exclusive)                                      |            |                |
| Personal Affix: HERO_DMGABS3<br>Suffix: (Invulnerable)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)  |            |                |

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| Personal Affix: HERO_DMGABS2<br>Suffix: (Impervious)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(15.0-15.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)                    |            |                |
| Personal Affix: HERO_WPNNDPS<br>Suffix: (Gladiator)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(25.0-25.0)% more physical damage (named OFFLAME DAMAGE BONUS)                        |            |                |
| Personal Affix: HERO_REFLECT<br>Suffix: (Spiny)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(5.0-5.0)% physical damage reflected  |            |                |
| Personal Affix: HERO_CRIT2<br>Suffix: (Blademaster)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(30.0-30.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)                 |            |                |
| Personal Affix: HERO_HP<br>Suffix: (Healthy)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(25.0-25.0)% more HP   |            |                |
| Personal Affix: HERO_AMRPRCNT2<br>Suffix: (Plated)<br>No Level Range<br>Spawn Weight: 9<br>Occupies no slots<br>Effects:<br>(20.0-20.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)                       |            |                |
| Affix: SYN_TL2_CHARGERATEBONUS<br>Prefix: Energizing [ITEM]<br>Minimum Level: 12<br>Spawn Weight: 1<br>Occupies no slots<br>Spawns On: [BELT, CHEST ARMOR, NECKLACE]<br>Can't Spawn On: [COLLAR, STUD]<br>Effects: |            |                |

(10.0-10.0)% more charge rate

Affix: SYN\_TL2\_CHARGEDECAY

Prefix: Grasping [ITEM]

Minimum Level: 12

Spawn Weight: 1

Occupies no slots

Spawns On: [CHEST ARMOR, HELMET, PANTS]

Effects:

(15.0-15.0)% less charge bar decay rate

Affix: TRINKET\_ICEPERCENT\_DEFENSE5

Prefix: [ITEM] of Warming

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 ice Damage Taken (named TRINKET\_ELECTRICDEFENSE ELECTRICAL DEFENSE)

File Group 'default' ending