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File Group 'default' starting		
Affix: REAT_OF_PROC_SUPERCHARGE_5		
Prefix: Super [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [MELEE]		
Effects:		
(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup		
ercharge) (Level 1)		
Affix: REAT_OF_PROC_SUPERCHARGE_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_PROC_SUPERCHARGE_3		
Prefix: Super [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [MELEE]		
Effects:		
(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup		
ercharge) (Level 1)		
Affix: REAT_OF_PROC_SUPERCHARGE_2		
Prefix: Super [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [MELEE]		
Effects:		
(1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup		
ercharge) (Level 1)		
Affix: REAT_CHAMPIONDRAINING		
Suffix: (Mana Draining)		
No Level Range		
Spawn Weight: 0		
Occupies no slots		
Effects:		
+(5000.0-7000.0) 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]		

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Effects:		
(3.0-3.0)% more Cast Speed		
+(1.0-1.0) Mana/s		
+(9.0-9.0) Mana		
Personal Affix: CHAMPIONDOUBLEDAMAGE		
Suffix: Extra Strong		
No Level Range		
Spawn Weight: 0		
Occupies no slots		
Effects:		
(100.0-100.0)% more all damage (named CHAMPIONDAMAGE) (Exclusive)		
Personal Affix: REAT_CHAMPIONCHAOTIC		
Suffix: (Chaotic)		
No Level Range		
Spawn Weight: 0		
Occupies no slots		
Effects:		
(25.0-25.0)% chance to cast WC_Chaotic Rift on strike from target (named WC_		
Chaotic Rift) (Level 1)		
Affix: CHAMPIONDIVIDING		
Suffix: Freezing - Resists Crowd Control		
No Level Range		
Spawn Weight: 0		
Occupies no slots		
Effects:		
Inflict on Hit: (30.0-30.0)% less movement speed for 2.0 seconds (named CHAM		
PIONCOLDSLOW) (Exclusive)		
Inflict on Hit: (30.0-30.0)% less attack speed for 2.0 seconds (named CHAMPI		
ONCOLDSLOWATTACK) (Exclusive)		
Inflict on Hit: (30.0-30.0)% less cast speed for 2.0 seconds (named CHAMPION		
COLDSLOWCAST) (Exclusive)		
No effect details for effect UNIT THEME with parameters (min 0.00, max 0.00,		
dur 0.00, type physical, level -1) (named CHAMPIONCOLDTHEMESELF) (Exclusive)		
Inflict on Hit: No effect details for effect UNIT THEME with parameters (min		
0.00, max 0.00, dur 2.00, type physical, level -1) (named CHAMPIONCOLDSTOWTHEME		
) (Exclusive)		
(20.0-20.0)% more ice damage (named CHAMP ELEC DAMAGE)		
No effect details for effect CHARM RESISTANCE with parameters (min 100.00, m		
ax 100.00, dur Infinity, type physical, level -1)		
(80.0-80.0)% more Stun resistance		
(95.0-95.0)% more Interrupt resistance		
No effect details for effect FLEE RESIST with parameters (min 0.00, max 0.00		
, dur Infinity, type physical, level -1)		
(75.0-75.0)% more resistance to Slow		
No effect details for effect SILENCE_RESISTANCE with parameters (min 75.00,		
max 75.00, dur Infinity, type physical, level -1)		
(75.0-75.0)% more resistance to Immobilize		
No effect details for effect TELEPORT RESISTANCE with parameters (min 67.00,		
max 67.00, dur Infinity, type physical, level -1)		
No effect details for effect PULL RESISTANCE with parameters (min 80.00, max		
80.00, dur Infinity, type physical, level -1)		
No effect details for effect BLIND RESISTANCE with parameters (min 67.00, ma		
x 67.00, dur Infinity, type physical, level -1)		
Affix: CHAMPIONHAUNTED		

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	<p>Suffix: Extra Strong - Resists Crowd Control  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  No effect details for effect CHARM RESISTANCE with parameters (min 100.00, max 100.00, dur Infinity, type physical, level -1)  (80.0-80.0)% more Stun resistance  (95.0-95.0)% more Interrupt resistance  No effect details for effect FLEE RESIST with parameters (min 0.00, max 0.00, dur Infinity, type physical, level -1)  (75.0-75.0)% more resistance to Slow  No effect details for effect SILENCE_RESISTANCE with parameters (min 75.00, max 75.00, dur Infinity, type physical, level -1)  (75.0-75.0)% more resistance to Immobilize  No effect details for effect TELEPORT RESISTANCE with parameters (min 67.00, max 67.00, dur Infinity, type physical, level -1)  No effect details for effect PULL RESISTANCE with parameters (min 80.00, max 80.00, dur Infinity, type physical, level -1)  No effect details for effect BLIND RESISTANCE with parameters (min 67.00, max 67.00, dur Infinity, type physical, level -1)  (50.0-50.0)% more all damage (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Affix: CHAMPIONGASONDEATH  Suffix: Extra Tough  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (50.0-50.0)% less all Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Personal Affix: REAT_CHAMPIONBLOODY  Suffix: (Bloody)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (25.0-25.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: REAT_CHAMPIONSHIELD  Suffix: (Shielding)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  +(100.0-100.0) all shield (named shieldingshield)</p> <p>Personal Affix: REAT_CHAMPIONSTRONG  Suffix: (Strong)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (50.0-50.0)% more all damage (named CHAMPIONDAMAGE)  -50.0 knockback  (25.0-25.0)% less Attack Speed  (25.0-25.0)% less Cast Speed</p>	

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	<p>Affix: REAT_CHAMPIONSILENCING  Suffix: (Penetrating)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  Inflict on Hit: (100.0-100.0)% less chance to blockfor 8.0 seconds (named penetratingblock) (Exclusive)  Inflict on Hit: (100.0-100.0)% less Dodge Chancefor 8.0 seconds (named penetratingdodge) (Exclusive)</p> <p>Personal Affix: CHAMPION_HEALTH_REGEN  Suffix: Regenerating Health  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  No effect details for effect HP MOD OVER TIME with parameters (min 0.00, max 0.00, dur Infinity, type physical, level -1) (Exclusive)</p> <p>Affix: REAT_CHAMPIONPARALYZING  Suffix: (Paralyzing)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (Exclusive)</p> <p>Personal Affix: REAT_CHAMPIONCURSED  Suffix: (Cursed)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  Inflict on Hit: (200.0-200.0)% less Effectiveness of Potionsfor 4.0 seconds (Exclusive)</p> <p>Affix: REAT_CHAMPIONSPELLBANE  Suffix: (Spellbane)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (100.0-100.0)% more Missile Reflect Chance  (30.0-30.0)% less Movement Speed  (30.0-30.0)% less all damage</p> <p>Personal Affix: CHAMPIONDOUBLETOUGH  Suffix: Extra Tough  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (50.0-50.0)% less all Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p>	

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<p>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</p> <p>Affix: REAT_CHAMPIONSTONEFORM  Suffix: (Stoneskin)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (30.0-30.0)% less Movement Speed  (60.0-60.0)% less physical Damage Taken  -100.0% knockback resistance</p> <p>Personal Affix: CHAMPIONCOLD  Suffix: Freezing - Increased Attack Speed - Faster Cast Rate  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  Inflict on Hit: (30.0-30.0)% less movement speed for 2.0 seconds (named CHAMPIONCOLD SLOW) (Exclusive)  Inflict on Hit: (30.0-30.0)% less attack speed for 2.0 seconds (named CHAMPIONCOLD SLOW ATTACK) (Exclusive)  Inflict on Hit: (30.0-30.0)% less cast speed for 2.0 seconds (named CHAMPIONCOLD SLOW CAST) (Exclusive)  No effect details for effect UNIT THEME with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CHAMPIONCOLD THEME SELF) (Exclusive)  Inflict on Hit: No effect details for effect UNIT THEME with parameters (min 0.00, max 0.00, dur 2.00, type physical, level -1) (named CHAMPIONCOLD SLOW THEME) (Exclusive)  (20.0-20.0)% more ice damage (named CHAMP ELEC DAMAGE)  (50.0-50.0)% more Cast Speed (named ChampSpeedCast) (Exclusive) (Level 1)  (20.0-20.0)% more Attack Speed (named ChampSpeedAttack) (Exclusive) (Level 1)</p> <p>Affix: REAT_CHAMPIONPAINFUL  Suffix: (Painful)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (50.0-50.0)% more all Damage Reflected</p> <p>Personal Affix: REAT_CHAMPIONIMMOB  Suffix: (Paralyzing)  Level Range: 0-0  Spawn Weight: 0  Occupies no slots</p>		

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

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	<p>Occupies no slots</p> <p>Effects:</p> <p>(20.0-20.0)% more Attack Speed (named ChampSpeedAttack) (Exclusive) (Level 1)</p> <p>(70.0-70.0)% more Movement Speed (named ChampSpeedMove) (Exclusive) (Level 1)</p> <p>(50.0-50.0)% more Cast Speed (named ChampSpeedCast) (Exclusive) (Level 1)</p> <p>Affix: REAT_CHAMPIONACIDCLOUD</p> <p>Suffix: (Acidic)</p> <p>No Level Range</p> <p>Spawn Weight: 0</p> <p>Occupies no slots</p> <p>Effects:</p> <p>No effect details for effect CAST SKILL ON DEATH with parameters (min 100.00, max 100.00, dur Infinity, type physical, level 1) (named WC_AcidRain) (Exclusive) (Level 1)</p> <p>(100.0-100.0)% less poison Damage Taken</p> <p>(25.0-25.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Exclusive) (Level 1)</p> <p>(50.0-50.0)% more electric Damage Taken</p> <p>Affix: REAT_OF_CURSED</p> <p>Prefix: Prismatic [ITEM]</p> <p>Minimum Level: 5</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>(1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: REAT_CHAMPIONTHUNDER</p> <p>Suffix: (Storming)</p> <p>No Level Range</p> <p>Spawn Weight: 0</p> <p>Occupies no slots</p> <p>Effects:</p> <p>No effect details for effect CAST SKILL ON DEATH with parameters (min 100.00, max 100.00, dur Infinity, type physical, level 1) (named WC_ThunderStorm) (Exclusive) (Level 1)</p> <p>(100.0-100.0)% less electric Damage Taken (named CHAMP ELEC DEFENSE)</p> <p>(50.0-50.0)% more poison Damage Taken</p> <p>(25.0-25.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Personal Affix: CHAMPIONSHOCKING</p> <p>Suffix: Shocking - Extra Tough</p> <p>No Level Range</p> <p>Spawn Weight: 0</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(70.0-70.0)% chance to cast CHAMP CHARGEDBOLT when struck (named CHAMP CHARGEDBOLT) (Exclusive)</p> <p>(20.0-20.0)% more electric damage (named CHAMP ELEC DAMAGE)</p> <p>+(30.0-30.0) electrical armor (named CHAMP ELEC DEFENSE)</p> <p>(50.0-50.0)% less all Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p>	

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	<p>Affix: REAT_OF_STEELTOE</p> <p>Prefix: Steel Toe [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BOOTS]</p> <p>Effects:</p> <p>(1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>(1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_CHAMPIONCRITS</p> <p>Suffix: (Critical Hits)</p> <p>No Level Range</p> <p>Spawn Weight: 0</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(100.0-100.0)% more Critical Damage</p> <p>(25.0-25.0)% more Critical Chance</p> <p>(25.0-25.0)% less all damage</p> <p>Affix: CHAMPIONEXPLODEONDEATH</p> <p>Suffix: Extra Fast - Resists Crowd Control</p> <p>No Level Range</p> <p>Spawn Weight: 0</p> <p>Occupies no slots</p> <p>Effects:</p> <p>No effect details for effect CHARM RESISTANCE with parameters (min 100.00, max 100.00, dur Infinity, type physical, level -1)</p> <p>(80.0-80.0)% more Stun resistance</p> <p>(95.0-95.0)% more Interrupt resistance</p> <p>No effect details for effect FLEE RESIST with parameters (min 0.00, max 0.00, dur Infinity, type physical, level -1)</p> <p>(75.0-75.0)% more resistance to Slow</p> <p>No effect details for effect SILENCE_RESISTANCE with parameters (min 75.00, max 75.00, dur Infinity, type physical, level -1)</p> <p>(75.0-75.0)% more resistance to Immobilize</p> <p>No effect details for effect TELEPORT RESISTANCE with parameters (min 67.00, max 67.00, dur Infinity, type physical, level -1)</p> <p>No effect details for effect PULL RESISTANCE with parameters (min 80.00, max 80.00, dur Infinity, type physical, level -1)</p> <p>No effect details for effect BLIND RESISTANCE with parameters (min 67.00, max 67.00, dur Infinity, type physical, level -1)</p> <p>(70.0-70.0)% more Movement Speed (named ChampSpeedMove) (Exclusive) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY</p> <p>Prefix: Herbalist's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING, SHIELD]</p> <p>Effects:</p> <p>(5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Personal Affix: REAT_CHAMPIONGLACIALSTRIKE</p> <p>Suffix: (Frosty)</p> <p>No Level Range</p>	

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	<p>Spawn Weight: 0 Occupies no slots Effects:  (100.0-100.0)% less ice Damage Taken  (50.0-50.0)% more fire Damage Taken  No effect details for effect CAST SKILL ON SKILL STRIKE FROM TARGET with parameters (min 25.00, max 25.00, dur Infinity, type physical, level 1) (named WC_Glacial Spike) (Level 1)  No effect details for effect CAST SKILL ON DEATH with parameters (min 100.00, max 100.00, dur Infinity, type physical, level 1) (named WC_Glacial Spike) (Level 1)</p> <p>Affix: REAT_OF_ELVEN  Prefix: [ITEM] of Resistance  Minimum Level: 23  Spawn Weight: 4  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_CHAMPIONREFLECTING  Suffix: (Reflecting)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (25.0-25.0)% more Missile Reflect Chance</p> <p>Affix: REAT_CHAMPIONRESISTS  Suffix: (Elemental Resistant)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (40.0-40.0)% less poison Damage Taken  (40.0-40.0)% less electric Damage Taken  (40.0-40.0)% less ice Damage Taken  (40.0-40.0)% less fire Damage Taken</p> <p>Affix: REAT_CHAMPIONSPELLBANE  Suffix: (Spell Bane)  No Level Range  Spawn Weight: 0  Occupies no slots  Effects:  (100.0-100.0)% more Missile Reflect Chance  (30.0-30.0)% less Movement Speed</p> <p>Affix: SKILL_ADD_MASTERY_CHARM2  Prefix: [ITEM] of Great Charm  Minimum Level: 777  Spawn Weight: 5</p>	

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	<p>Occupies no slots  Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]  Effects:  +(2-2) levels to Charm Spell Mastery skill (named Charm Spell Mastery)</p> <p>Affix: TRINKET_POISON_BONUS5  Prefix: [ITEM] of Toxicity  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>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)</p> <p>Affix: OF_TL2_DRAWHEALTH  Prefix: Restoring [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth1)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT  Prefix: Augmented [ITEM]  Minimum Level: 11  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)</p> <p>Affix: OF_ATTRIB_DEXTERITY  Prefix: Agile [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [BOOTS, GLOVES, NECKLACE]  Effects:  +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p>	

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<p>Affix: OFLEARNING_MONSTER250_CRIT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)  Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [POLEARM, STAFF, WAND]  Can't Spawn On: [MAGIC]  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)</p> <p>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</p> <p>Affix: REAT_OFMONK5  Prefix: [ITEM] of the Monk  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET]  Effects:  (20.0-20.0)% more XP gained  (20.0-20.0)% more Fame Gain</p>		

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<p>(20.0-20.0)% less all damage</p> <p>Affix: SKILL_ADD_MASTERY_CHARM  Prefix: [ITEM] of Charm  Minimum Level: 777  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, TRINKET, UNIQUE]  Effects:  +(1-1) levels to Charm Spell Mastery skill (named Charm Spell Mastery)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_3  Prefix: Bursting [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL)  Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_LIFESTEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL)  Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT)</p> <p>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 ELECTRICAL DEFENSE)</p>		

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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: OF_TL2_BLINDING5	Prefix: [ITEM] of Blinding Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)	
Affix: OFLEARNING_CHAMP10_TANGLE	Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE) Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)	
Affix: OFTHEBATTLEMENTS3	Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)	
Affix: GEM_RANDOM_HP2	Prefix: Very Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIC SOCKETABLE] Effects: +(8.0-8.0) Max HP (named 4)	
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:	

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	+(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)	
Affix: REAT_OF_PROC_FROZENSOU_1	Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)	
Affix: OF_TL2_EXECUTE3	Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_PERCENT_ELECTRIC2_WANDS	Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)	
Affix: OFTHEBEAR3	Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OFLEARNING_MONSTER250_SPLASH	Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH) Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)	
Affix: REAT_OF_PROC_FULLCHARGE_5	Prefix: [ITEM] of Energy Blast Minimum Level: 5 Spawn Weight: 5	

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	<p>Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: PETTRINKET_THORNS7_POISON Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% poison damage reflected</p> <p>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)</p> <p>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</p> <p>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)</p> <p>Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2</p>	

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	<p>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)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB) Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)</p> <p>Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_PERCENT_FLAME2 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEELEPHANT2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p>	



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Affix: PETTRINKET_THORNS5_POISON	Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% poison damage reflected	
Affix: OFLIGHTNING2	Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)	
Affix: OF_PERCENT_POISON2_WANDS	Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)	
Affix: OFFLAME	Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)	
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: OF_ATTRIB_DEFENSE	Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(30-40) Vitality (named OFFLAME DAMAGE BONUS)	
Affix: OFLEARNING_CHAMP10_DAMAGEPCT		

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Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT) Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)		
Affix: OFTHESTORMS2	Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)	
Affix: OFLEARNING_CHAMP10_EXECUTE	Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE) Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT)	
Affix: TRINKET_FIRE_BONUS5	Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	
Affix: OF_TL2_BLINDING3	Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)	
Affix: OF_FIREDEFENSE3	Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots	

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	Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)	
	Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)	
	Affix: PETTRINKET_DAMAGE_PHYS5 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)	
	Affix: PETTRINKET_DAMAGE_FIRE Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) fire damage (named OFTHEBEAR DAMAGE BONUS)	
	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_PROC_FEEDING_3 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)	
	Affix: OFLEARNING_MONSTER250_EXECUTE Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3	

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	Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT)	
	Affix: REAT_OF_BACTEROID5 Prefix: [ITEM] of Bubonic Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(1.5-1.5) HP/Second +(42.0-58.0) poison damage	
	Affix: OF_TL2_SHORTSTUN2 Prefix: Stunning [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
	Affix: REAT_OF_PROC_FEEDING_5 Prefix: [ITEM] of the Feeding Frenzy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)	
	Affix: OFHTERAM3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)	
	Affix: TRINKET_ICEDDEFENSE5 Prefix: [ITEM] of Warming 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) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)	

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<p>Affix: OF_TL2_DRAWARMOR  Prefix: Bolstered [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_BLOODMAGIC5  Prefix: [ITEM] of Blood Magic  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET, NECKLACE]  Effects:  -(1.5-1.5) HP/Second  +(10.0-10.0) Mana/s</p> <p>Affix: OFLEARNING_MONSTER25_DOT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)  Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>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)</p> <p>Affix: PETTAG_ATTACK_SPEED2  Prefix: Agitating [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (6.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_POISONDEFENSE3  Prefix: Restorative [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots</p>		

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<p>Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5  Prefix: [ITEM] of Shock  Minimum Level: 15  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>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)</p> <p>Affix: OF_TL2_SHORTSTUN3  Prefix: Stunning [ITEM]  Minimum Level: 7  Spawn Weight: 3  Occupies no slots  Spawns On: [2HMELEE]  Effects:  Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SKILL_ADD_MASTERY_DEFENSE  Prefix: [ITEM] of Defense  Minimum Level: 777  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]  Effects:  +(1-1) levels to Defensive Spell Mastery skill (named Defensive Spell Mastery)</p> <p>Affix: OF_TL2_PETHEALTH3  Prefix: Salving [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, PANTS, RING]  Effects:  (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_PROC_ACIDRAIN_10  Prefix: [ITEM] of Acid Rain</p>		

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	<p>Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: OF_PROC_BLINDCLOUD_10  Prefix: [ITEM] of Clouded Vision  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2  Prefix: Regenerating [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [CHEST ARMOR, RING, SHIELD]  Effects:  (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: PETTAG_DEGRADE_ARMOR3  Prefix: Savage [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_BLACKMAGE5  Prefix: [ITEM] of the Black Wizard  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [2HSWORD, STAFF, CHEST ARMOR]  Effects:  (10.0-12.0)% more Cast Speed  +(3.0-4.0) Mana/s  +(30.0-40.0) Mana</p> <p>Affix: OFLEARNING_MONSTER250_SHORTSTUN  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAY</p>	

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	<p>ER_MONSTER250_SHORTSTUN)  Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL)  Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE  Prefix: Commanding [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, NECKLACE, WEAPON]  Effects:  (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER)  Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>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)</p> <p>Affix: REAT_OF_STEELTOE5  Prefix: [ITEM] of Cement  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS]  Effects:  (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p>	

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	(5.0-5.0)% less Dodge Chance	
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_ATTRIB_MAGIC	Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)	
Affix: PETTRINKET_DAMAGE_PHYS7	Prefix: Fanged [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)	
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: 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: OFHTERAM2	Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2	

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	Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)	
Affix: PETTAG_DIRECT_BURN_PERCENT_20	Prefix: Burning [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (20.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
Affix: OF_TL2_SILENCE_STAFFANDWAND3	Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.	
Affix: OFLEARNING_MONSTER250_DOT	Prefix: Augmented [ITEM] Minimum Level: 11 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: 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: REAT_OF_EVIL5	Prefix: [ITEM] of Soul Reaping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS) (100.0-100.0)% less Effectiveness of Potions +(130.0-170.0) Mana stolen	

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<p>Affix: OFLEARNING_MONSTER25_KNOCKBACK  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)  Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H3  Prefix: Brutal [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5  Prefix: [ITEM] of Violence  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, NECKLACE, WEAPON]  Effects:  (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: OFTHEMASTER32H  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC5  Prefix: Juiced [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]</p>		

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<p>Effects:  +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5  Prefix: [ITEM] of Restoration  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealthx5)</p> <p>Affix: PETTRINKET_THORNS2  Prefix: Spiked [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (11.0-14.0)% physical damage reflected</p> <p>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)</p> <p>Affix: OFTHEMASTER  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)  Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: OFTHEWIZARD5  Prefix: [ITEM] of Draining</p>		

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	<p>Minimum Level: 7  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: PETTRINKET_RESISTALL2  Prefix: Resisting [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(10.0-10.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(10.0-10.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(10.0-10.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(10.0-10.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS  Prefix: Electric-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS  Prefix: Fire-Surge [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>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</p> <p>Affix: REAT_OF_PROC_SUPER_1  Prefix: Super [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [MELEE]  Effects:  (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s  upercharge) (Level 1)</p>	

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	<p>Affix: OFTHEMAGE3  Prefix: Invoking [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND]  Effects:  (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>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)</p> <p>Affix: REAT_OF_BARD2  Prefix: Bard's [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, HELMET]  Effects:  (3.0-5.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>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)</p> <p>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)</p> <p>Affix: OF_TL2_SPLASH2  Prefix: Slashing [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]  Effects:  (30.0-30.0)% more Damage to Secondary Targets</p>	

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<p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED)  Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: REAT_OF_BLACKMAGE3  Prefix: [ITEM] of the Black Mage  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [2HSWORD, STAFF, CHEST ARMOR]  Effects:  (6.0-8.0)% more Cast Speed  +(2.0-2.5) Mana/s  +(20.0-25.0) Mana</p> <p>Affix: REAT_OF_RANGER  Prefix: [ITEM] of the Black Mage  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [POLEARM, STAFF]  Effects:  (3.0-3.0)% more Cast Speed  +(1.0-1.0) Mana/s  +(1.0-1.0) Mana</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7  Prefix: Electric-Armored [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(80.0-100.0) electrical armor</p> <p>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</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_05  Prefix: Burning [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots</p>		

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<p>Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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</p> <p>Affix: PETTRINKET_ARMOR_ICE  Prefix: Ice-Armored [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(15.0-20.0) ice armor</p> <p>Affix: OF_PROCKILL_FULLHEAL_5  Prefix: [ITEM] of Engulfing  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>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 OFTHEELEPHANT MAX HP)</p> <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [POLEARM, STAFF, WAND]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)  Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</p>		



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<p>Affix: REAT_OF_RESIST_SLOW3  Prefix: Momentum [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (15.0-15.0)% more resistance to Slow (named resist_slow)</p> <p>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</p> <p>Affix: OFLEARNING_CHAMP10_DOT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT)  Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)</p> <p>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:  Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_PETHEALTH5  Prefix: [ITEM] of Invigoration  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, PANTS, RING]  Effects:  (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETHEALTH2  Prefix: Salving [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, PANTS, RING]  Effects:</p>		

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<p>(10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_LIFEPERCENT  Prefix: Bloody [ITEM]  Minimum Level: 10  Spawn Weight: 1  Occupies no slots  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]  Effects:  (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PERCENT_FLAME3  Prefix: Fire-Surge [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_POISONATTUN  Prefix: [ITEM] of Poison Attunement  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, SHIELD]  Effects:  (20.0-20.0)% more poison damage  +(100.0-100.0) poison armor  -(100.0-100.0) electrical armor  (20.0-20.0)% less electric damage</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [PISTOL, RIFLE, WAND]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)  Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY2  Prefix: Agile [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [BOOTS, GLOVES, NECKLACE]  Effects:  +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_DWARVEN2</p>		

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	<p>Prefix: Dwarven [ITEM]            No Level Range            Spawn Weight: 3            Occupies no slots            Spawns On: [CHEST ARMOR]            Effects:              (40.0-40.0)% less Mana              (20.0-20.0)% more physical Armor</p> <p>Affix: OF_PROC_METEORSTRIKE_5            Prefix: [ITEM] of the Meteor            Minimum Level: 5            Spawn Weight: 4            Occupies no slots            Spawns On: [NECKLACE, ONE HANDED]            Effects:              (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: PETTRINKET_THORNS5_ICE            Prefix: Ice-Spiked [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              (30.0-35.0)% ice damage reflected</p> <p>Affix: PETTAG_TL2_SHILDBREAKER2            Prefix: Crushing [ITEM]            No Level Range            Spawn Weight: 2            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_10            Prefix: Poisoning [ITEM]            No Level Range            Spawn Weight: 4            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA            STER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA2            Prefix: Invigorating [ITEM]            No Level Range            Spawn Weight: 2            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              +(6.0-8.0) Max HP</p>	

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	<p>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)</p> <p>Affix: OFTHEDRAKE            Prefix: [ITEM] of the Drake            Minimum Level: 5            Spawn Weight: 5            Occupies no slots            Spawns On: [GLOVES]            Effects:              +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS)              +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE)              +(10.0-15.0) Mana stolen</p> <p>Affix: PETTRINKET_HEALTHANDMANA7            Prefix: Invigorating [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              +(15.0-20.0) Max HP</p> <p>Affix: PETTRINKET_ARMOR_FIRE7            Prefix: Fire-Armored [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              +(80.0-100.0) fire armor</p> <p>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</p> <p>Affix: OF_PERCENT_POISON3            Prefix: Poison-Surge [ITEM]            Minimum Level: 11            Spawn Weight: 3            Occupies no slots            Spawns On: [ARMOR]            Can't Spawn On: [COLLAR, STUD]            Effects:              (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p>	

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<p>Affix: OF_TL2_DRAWARMOR5  Prefix: [ITEM] of the Citadel  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK5  Prefix: [ITEM] of Phasing  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS]  Effects:  (25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN3  Prefix: Dwarven [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR]  Effects:  (10.0-10.0)% less Movement Speed  +(30.0-34.0) physical Armor</p> <p>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)</p> <p>Affix: GEM_RANDOM_CRIT_CHANCE  Prefix: Deadly [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_ARMOR_FIRE  Prefix: Fire-Armored [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]</p>		

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<p>Effects:  +(15.0-20.0) fire armor</p> <p>Affix: OFICE2  Prefix: Icy [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, STAFF, WAND]  Effects:  +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH3  Prefix: Restoring [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealthx3)</p> <p>Affix: REAT_OF_PROC_FEEDING_1  Prefix: Piranha [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [MELEE]  Effects:  (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_TANGLE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [BOW, CROSSBOW]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE)  Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC3  Prefix: Electric-Armored [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(45.0-60.0) electrical armor</p> <p>Affix: REAT_OF_REDMAGE5  Prefix: [ITEM] of the Red Wizard</p>		

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	<p>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</p> <p>Affix: PETTRINKET_RESISTALL5  Prefix: Resisting [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: GEM_RANDOM_THORNS2  Prefix: Very Prickly [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (7.0-7.0)% physical damage reflected (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHECHEETAH  Prefix: Brisk [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE)  Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFHTERAM5  Prefix: [ITEM] of the Ram  Minimum Level: 5  Spawn Weight: 5  Occupies no slots</p>	

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	<p>Spawns On: [RANGED WEAPON]  Effects:  -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>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</p> <p>Affix: OF_PROC_ACIDRAIN_15  Prefix: [ITEM] of Acid Rain  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3  Prefix: Bifold [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND2  Prefix: Silencing [ITEM]  Minimum Level: 6  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: PETTAG_CRIT_CHANCE3  Prefix: Vicious [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3</p>	

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	<p>Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_HEALTHANDMANA3 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(9.0-11.0) Max HP</p> <p>Affix: PETTRINKET_RESISTALL Prefix: Resisting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHEBEAR2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (E</p>	

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	<p>xclusive)</p> <p>Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chance to fumble</p> <p>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</p> <p>Affix: PETTAG_CRIT_CHANCE2 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE) Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_3 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BATTERYPOWERED3 Prefix: Battery Powered [ITEM]</p>	

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	<p>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</p> <p>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)</p> <p>Affix: OF_PERCENT_ICE  Prefix: Ice-Surge [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL]  Can't Spawn On: [COLLAR, STUD]  Effects:  (2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTAG_TL2_SHORTSTUN5  Prefix: Frightening [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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)</p> <p>Affix: OF_TL2_CHARGEDECAY2  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</p> <p>Affix: OFTHESTORMS</p>	

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	<p>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)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_10  Prefix: Burning [ITEM]  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SKILL_ADD_MASTERY_OFFENSE2  Prefix: [ITEM] of Great Offense  Minimum Level: 777  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, TRINKET, UNIQUE]  Effects:  +(2-2) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)</p> <p>Affix: REAT_OFELICH  Prefix: Lich [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET]  Effects:  +(52.0-68.0) Mana  +(18.0-24.0) Max HP  (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: PETTAG_TL2_SHORTSTUN3  Prefix: Frightening [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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)</p>	

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<p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOM SLAYER_MONSTER250_PROC_FULLHEAL)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_ICEDEFENSE5  Prefix: [ITEM] of Warming  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHEMASTER5  Prefix: [ITEM] of Skill  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_PARRYING2  Prefix: Parrying [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [2HMELEE]  Effects:  (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHIELDBREAKER  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOM SLAYER_MONSTER250_SHIELDBREAKER)  Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_PERCENT_ICE2_WANDS  Prefix: Ice-Surge [ITEM]</p>		

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<p>No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>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</p> <p>Affix: OFTHESAGE3  Prefix: Sage [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>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)</p> <p>Affix: TRINKET_FIRE_PERCENT5  Prefix: [ITEM] of Incineration  Minimum Level: 15  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_ICEDEFENSE  Prefix: Warming [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p>		

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<p>Affix: PETTAG_PROC_STORMCLAW10  Prefix: Arcing [ITEM]  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_10  Prefix: Shocking [ITEM]  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_WHIRLWINDS  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</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7  Prefix: Juiced [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5  Prefix: [ITEM] of Debilitation  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [MELEE]  Effects:  Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OF_TL2_SPLASH3  Prefix: Slashing [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM,</p>		

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<p>STAFF]  Effects:  (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFLEARNING_MONSTER25_DUALWIELD  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)  Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p> <p>Affix: GEM_RANDOM_STAT_STRENGTH2  Prefix: Very Strong [ITEM]  Minimum Level: 6  Spawn Weight: 2  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(100-100) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_LIFESTEAL3  Prefix: Feasting [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [BOW, CROSSBOW]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE)  Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: REAT_OF_PARRYING  Prefix: Parrying [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [2HMELEE]  Effects:  (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p>		



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<p>Affix: REAT_OF_VILLAINNY3  Prefix: Delinquent [ITEM]  Minimum Level: 10  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]  Effects:  (25.0-25.0)% more Critical Chance  (25.0-25.0)% less all damage</p> <p>Affix: OFLIGHTNING3  Prefix: Charged [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE3  Prefix: Silencing [ITEM]  Minimum Level: 6  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM]  Effects:  Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: TRINKET_STAT_STRENGTH5  Prefix: [ITEM] of Strength  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_GOLEM  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</p> <p>Affix: OFTHESAVAGE  Prefix: Demolishing [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Effects:</p>		

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<p>Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_PROC_STORMCLAW5  Prefix: Arcing [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: TRINKET_MAGICFIND5  Prefix: [ITEM] of Luck  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)  Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH  Prefix: Salving [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, PANTS, RING]  Effects:  (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR5  Prefix: [ITEM] of Lethality  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]  Effects:  +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD  Prefix: Augmented [ITEM]</p>		

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	<p>Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)  Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OFTHETHORN2  Prefix: Avenging [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: OFICE  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 OFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5  Prefix: [ITEM] of Mortal Wounds  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [SHOULDER ARMOR, WEAPON]  Effects:  Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB  EAR DAMAGE BONUS)</p> <p>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</p> <p>Affix: OFTHESAVAGE5  Prefix: [ITEM] of Demolishing  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [WEAPON]  Effects:  Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p>	

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	<p>Affix: OF_TL2_FEAR  Prefix: Creepy [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA  NT MAX HP)</p> <p>Affix: REAT_OF_BARD  Prefix: Bard's [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, HELMET]  Effects:  (1.0-3.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5  Prefix: [ITEM] of Insulating  Minimum Level: 25  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT  RICAL DEFENSE)</p> <p>Affix: REAT_LIFEPERCENT5  Prefix: [ITEM] of the Blood Knight  Minimum Level: 10  Spawn Weight: 5  Occupies no slots  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]  Effects:  (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROC_STORMCLAW15  Prefix: [ITEM] of Zapping  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W  C_Stormclaw Proc) (Level 1)</p> <p>Affix: PETTAG_DEGRADE_ARMOR2  Prefix: Savage [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p>	

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<p>Affix: PETTRINKET_ARMOR_ELECTRIC  Prefix: Electric-Armored [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(15.0-20.0) electrical armor</p> <p>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:  (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA5  Prefix: [ITEM] of the Usurper  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman  ax5)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10  Prefix: [ITEM] of the Glacier  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC  _Glacial Spike) (Level 1)</p> <p>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</p> <p>Affix: OFTHESAGE  Prefix: Sage [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots</p>		

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<p>Spawns On: [HELMET, NECKLACE]  Effects:  (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2  Prefix: Bifold [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_DUALWIELDBONUS5  Prefix: [ITEM] of Re-Doubling  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2  Prefix: Bursting [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg  e_proc) (Level 1)</p> <p>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)</p> <p>Affix: OF_TL2_FEAR3  Prefix: Creepy [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA  NT MAX HP)</p> <p>Affix: OFRESISTANCE  Prefix: [ITEM] of Resistance  Minimum Level: 5  Spawn Weight: 2  Occupies no slots</p>		

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Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (3.0-5.0)% more Damage while Dual Wielding		
Affix: PETTRINKET_THORNS Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (5.0-7.0)% physical damage reflected		
Affix: OFTHETURTLE Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)		
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_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance		

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Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
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: OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHESTORMS5 Prefix: [ITEM] of Reflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: GEM_RANDOM_STAT_DEFENSE2 Prefix: Very Tough [ITEM] Minimum Level: 6 Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIC SOCKETABLE] Effects: +(100-100) Vitality (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMAGE Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTRINKET_LIFESTEAL_MASTER		

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	<p>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)</p> <p>Affix: GEM_RANDOM_HP            Prefix: Healthy [ITEM]            No Level Range            Spawn Weight: 1            Occupies no slots            Spawns On: [RANDOMMAGIC SOCKETABLE]            Effects:              +(4.0-4.0) Max HP (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEWINDS3            Prefix: Deflecting [ITEM]            Minimum Level: 13            Spawn Weight: 3            Occupies no slots            Spawns On: [PANTS]            Effects:              (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER            Prefix: Archer [ITEM]            Minimum Level: 5            Spawn Weight: 3            Occupies no slots            Spawns On: [RANGED WEAPON]            Effects:              (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)              -30.0 knockback (named OFTHEARCHER KNOCK BACK)              (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>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</p> <p>Affix: OFTHESAVANT5            Prefix: [ITEM] of the Savant            Minimum Level: 5            Spawn Weight: 5            Occupies no slots            Spawns On: [HELMET]            Effects:              (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)              +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p>	

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	<p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2            Prefix: Fortified [ITEM]            Minimum Level: 5            Spawn Weight: 2            Occupies no slots            Spawns On: [SHIELD, SHOULDER ARMOR]            Effects:              (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>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</p> <p>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)</p> <p>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)</p> <p>Affix: PETTRINKET_ARMOR_ICE7            Prefix: Ice-Armored [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              +(80.0-100.0) ice armor</p> <p>Affix: OF_PROCKILL_ZOMBIE_10            Prefix: [ITEM] of Shadow            Minimum Level: 5            Spawn Weight: 4            Occupies no slots            Spawns On: [NECKLACE, WEAPON]            Effects:              (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p>	

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<p>Affix: OFTHETURTLE2  Prefix: Superior [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR_PHYSICAL]  Effects:  +(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3  Prefix: Regenerating [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, RING, SHIELD]  Effects:  (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3  Prefix: Synergistic [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_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) (Level 1)</p> <p>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)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTERS5  Prefix: Synergistic [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p>		

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<p>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</p> <p>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)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE2  Prefix: Burning [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_05  Prefix: Freezing [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ICEDEFENSE2  Prefix: Warming [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p>		

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<p>Affix: PETTAG_DIRECT_POISON_PERCENT_05  Prefix: Poisoning [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Poison for 5.0 seconds (named OFTHEMAST  ER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STA  FF]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_  CHAMP10_SHORTSTUN)  Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMS  LAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYE  R_CHAMP10_PROC_ZOMBIE)  Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDO  MSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFVENOM5  Prefix: [ITEM] of Venom  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [SHOULDER ARMOR, WEAPON]  Effects:  +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7  Prefix: Virulent [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7  Prefix: Synergistic [ITEM]</p>		

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<p>No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTRINKET_ARMOR5  Prefix: Armored [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(65.0-75.0) physical Armor</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H  Prefix: Brutal [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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 electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT  RICAL DEFENSE)</p> <p>Affix: PETTRINKET_DAMAGE_ICE  Prefix: Frozen [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(7.0-10.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_ICE7  Prefix: Frozen [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC2  Prefix: Electric-Armored [ITEM]</p>		

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	<p>No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(30.0-40.0) electrical armor</p> <p>Affix: OF_FIREDEFENSE2  Prefix: Cooling [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) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>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)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3  Prefix: Engulfing [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal)  (Level 1)</p> <p>Affix: REAT_OFMONK  Prefix: Monk [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET]  Effects:  (10.0-10.0)% more XP gained  (10.0-10.0)% more Fame Gain  (10.0-10.0)% less all damage</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS3  Prefix: Aegis [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, RING, SHIELD]  Effects:  (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)  (Level 1)</p>	

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	<p>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)</p> <p>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)</p> <p>Affix: MANA_ADDER_2  Prefix: Mystical [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>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)</p> <p>Affix: REAT_OF_PROC_FEEDING_2  Prefix: Piranha [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [MELEE]  Effects:  (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc)  (Level 1)</p> <p>Affix: OFFLAME2  Prefix: Fiery [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, STAFF, WAND]  Effects:  +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p>	



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<p>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)</p> <p>Affix: OF_PROC_FIRESTORM_15  Prefix: [ITEM] of the Fire Storm  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS5  Prefix: [ITEM] of Energy  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]  Effects:  (15.0-15.0)% more charge rate</p> <p>Affix: OF_PERCENT_ELECTRIC2  Prefix: Electric-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 electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEBATLEMENTS  Prefix: Deflecting [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [SHIELD]  Effects:  (1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>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</p>		

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<p>Affix: OF_PROC_STORMCLAW10  Prefix: [ITEM] of Zapping  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>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)</p> <p>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</p> <p>Affix: OF_TL2_PETDAMAGE2  Prefix: Commanding [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, NECKLACE, WEAPON]  Effects:  (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_SHORTSTUN  Prefix: Stunning [ITEM]  Minimum Level: 7  Spawn Weight: 1  Occupies no slots  Spawns On: [2HMELEE]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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)</p>		

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<p>Affix: REAT_OF_BARD5  Prefix: [ITEM] of the Legend  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET]  Effects:  (7.0-10.0)% more Fame Gain (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>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)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100  Prefix: Momentous [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (30.0-30.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: OFLEARNING_CHAMP10_MANASTEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)  Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_POIS  Prefix: Virulent [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(7.0-10.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_ICEDEFENSE3  Prefix: Warming [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]</p>		

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<p>Effects:  +(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: BLANK_NO_EFFECTS  Prefix: Multi-Socket [ITEM]  No Level Range  Spawn Weight: 0  Occupies no slots</p> <p>Affix: REAT_OF_PROC_SUPER_3  Prefix: Super [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [MELEE]  Effects:  (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3  Prefix: Savage [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [SHOULDER ARMOR, WEAPON]  Effects:  Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>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</p> <p>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)</p> <p>Affix: PETTRINKET_ARMOR_POISON2  Prefix: Poison-Armored [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(30.0-40.0) poison armor</p>		

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<p>Affix: REAT_OF_STEELTOE2  Prefix: Steel Toe [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [BOOTS]  Effects:  (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)  (2.0-2.0)% less Dodge Chance</p> <p>Affix: TRINKET_STAT_MAGICS5  Prefix: [ITEM] of Focus  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, WAND]  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)</p> <p>Affix: OF_TL2_EXECUTE5  Prefix: [ITEM] of Duality  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: MANA_ADDER_5  Prefix: [ITEM] of Wisdom  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots</p>		

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<p>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK)  Add triggerable RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER250_KNOCKBACK_COUNT)</p> <p>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</p> <p>Affix: REAT_OF_DANCING  Prefix: Dancing [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)  (1.0-1.0)% less chance to block</p> <p>Affix: OF_TL2_EXECUTE2  Prefix: Paired [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON5  Prefix: Poison-Armored [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(80.0-100.0) poison armor</p> <p>Affix: OFTHETIGER3  Prefix: Hasty [ITEM]  Minimum Level: 3  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_PERCENT_ALL3_WANDS  Prefix: Prismatic [ITEM]</p>		

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	<p>No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H5  Prefix: [ITEM] of Violence  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PROC_METEORSTRIKE_10  Prefix: [ITEM] of the Meteor  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEMASTER2H  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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</p> <p>Affix: OF_TL2_CHARGERATEBONUS3  Prefix: Energizing [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]  Effects:  (9.0-9.0)% more charge rate</p> <p>Affix: OFTHEWINDS5  Prefix: [ITEM] of Deflection</p>	

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	<p>Minimum Level: 13  Spawn Weight: 5  Occupies no slots  Spawns On: [PANTS]  Effects:  (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>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</p> <p>Affix: PETTRINKET_THORNS5_ELEC  Prefix: Electro-Spiked [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (30.0-35.0)% electric damage reflected</p> <p>Affix: REAT_OF_ALCHEMY5  Prefix: [ITEM] of the Alchemist  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, RING, SHIELD]  Effects:  (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_BLACKMAGE  Prefix: [ITEM] of the White Mage  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [2HMACE, STAFF]  Effects:  (10.0-10.0)% more Effectiveness of Potions  +(1.0-1.0) HP/Second  +(1.0-1.0) Max HP</p> <p>Affix: OFICE5  Prefix: [ITEM] of Ice  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)</p>	

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<p>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)</p> <p>Affix: OFTHEVAMPIRE5  Prefix: [ITEM] of the Vampire  Minimum Level: 7  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROC_THUNDERSTROM_15  Prefix: [ITEM] of Thunder  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: TRINKET_ICE_BONUS5  Prefix: [ITEM] of Chilling  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PERCENT_POISON5  Prefix: [ITEM] of Poison Rage  Minimum Level: 11  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>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)</p>		

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<p>Affix: OFTHEWIZARD2  Prefix: Draining [ITEM]  Minimum Level: 7  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>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</p> <p>Affix: GEM_RANDOM_CRIT_CHANCE2  Prefix: Very Deadly [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEBEAR  Prefix: Superior [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]  Effects:  +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)  Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OF_ELECTRICDEFENSE2  Prefix: Grounded [ITEM]  No Level Range</p>		

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	<p>Spawn Weight: 2  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_POISONDEFENSE  Prefix: Restorative [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) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>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)</p> <p>Affix: GEM_RANDOM_CAST_SPEED  Prefix: Adept [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (2.0-2.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5  Prefix: [ITEM] of Jolting  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_ELECTRICDEFENSE5  Prefix: [ITEM] of Insulation  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p>	

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	<p>Affix: OFICE3  Prefix: Icy [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_POIS5  Prefix: Virulent [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>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)</p> <p>Affix: OF_PERCENT_ICE5_WANDS  Prefix: [ITEM] of Ice Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEXTERITY5  Prefix: [ITEM] of Swiftess  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)</p>	

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<p>Affix: OF_TL2_DRAWMANA2  Prefix: Grasping [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawman ax2)</p> <p>Affix: REAT_LIFEPERCENT2  Prefix: Bloody [ITEM]  Minimum Level: 10  Spawn Weight: 2  Occupies no slots  Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]  Effects:  (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <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)</p> <p>Affix: OF_PERCENT_ALL3  Prefix: Prismatic [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_ICE5  Prefix: Frozen [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(40.0-50.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_THORNS7_ICE  Prefix: Ice-Spiked [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (30.0-35.0)% ice damage reflected</p>		

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<p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW  ORD, FIST, POLEARM, STAFF]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDO  MSLAYER_MONSTER250_PROC_STORMCLAW)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named  RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</p> <p>Affix: REAT_OF_WONDER  Prefix: Wondrous [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [HELMET, STAFF]  Effects:  (4.0-4.0)% more Mana</p> <p>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</p> <p>Affix: OFTHEWIZARD3  Prefix: Draining [ITEM]  Minimum Level: 7  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: PETTRINKET_ARMOR_ICE5  Prefix: Ice-Armored [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(80.0-100.0) ice armor</p> <p>Affix: TRINKET_POISONDEFENSE5  Prefix: [ITEM] of Curing  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p>		

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	<p>Can't Spawn On: [COLLAR, STUD]  Effects:  +(60.0-80.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5  Prefix: [ITEM] of the Elements  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, STAFF, WAND]  Effects:  (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATI  ONBONUS)</p> <p>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)</p> <p>Affix: OFTHEMISER  Prefix: Wealthy [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [BELT, HELMET]  Can't Spawn On: [COLLAR, STUD]  Effects:  (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_ATTRIB_STRENGTH5  Prefix: [ITEM] of Might  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, GLOVES, NECKLACE]  Effects:  +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEFENSE5  Prefix: [ITEM] of Vitality  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_FUMBLECHANCE3  Prefix: Precise [ITEM]  Minimum Level: 5  Spawn Weight: 3</p>	

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	<p>Occupies no slots  Spawns On: [WEAPON]  Effects:  (12.0-12.0)% less chance to fumble</p> <p>Affix: OF_TL2_BLINDING2  Prefix: Blinding [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]  Effects:  Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindi  ngblinding)</p> <p>Affix: OF_TL2_BLINDING  Prefix: Blinding [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]  Effects:  Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindi  ngblinding)</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYE  R_MONSTER25_DAMAGEPCT)  Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO  MSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHESEEKER5  Prefix: [ITEM] of the Lucky  Minimum Level: 8  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p>	



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<p>Affix: PETTRINKET_RESISTALL3  Prefix: Resisting [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(15.0-15.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(15.0-15.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(15.0-15.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(15.0-15.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHEOWL  Prefix: Mystical [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_CHARGEDECAY3  Prefix: Grasping [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]  Effects:  (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_TL2_SHORTSTUN5  Prefix: [ITEM] of Stunning  Minimum Level: 7  Spawn Weight: 5  Occupies no slots  Spawns On: [2HMELEE]  Effects:  Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFVENOM2  Prefix: Venomous [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]  Can't Spawn On: [CANNON]  Effects:  +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSW</p>		

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<p>ORD, FIST, POLEARM, STAFF]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)  Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5  Prefix: [ITEM] of Insulating  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) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC3  Prefix: Electric-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 electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_RESIST_IMMOB3  Prefix: Escaping [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE5  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)</p> <p>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)</p> <p>Affix: REAT_OF_ICEATTUN</p>		

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	<p>Prefix: [ITEM] of Ice Attunement  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, SHIELD]  Effects:  (20.0-20.0)% more ice damage  +(100.0-100.0) ice armor  -(100.0-100.0) fire armor  (20.0-20.0)% less fire damage</p> <p>Affix: PETTAG_DEGRADE_ARMOR  Prefix: Savage [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Degrade enemy armor by (8-8) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTRINKET_ARMOR  Prefix: Armored [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(10.0-15.0) physical Armor</p> <p>Affix: OF_TL2_RESIST_IMMOB50  Prefix: [ITEM] of Escape  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (25.0-25.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>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)</p> <p>Affix: PETTRINKET_THORNS7_FIRE  Prefix: Fire-Spiked [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (30.0-35.0)% fire damage reflected</p>	

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	<p>Affix: REAT_OF_DUELIST3  Prefix: Duelist [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR]  Effects:  (5.0-5.0)% more Movement Speed  (2.0-2.0)% more Dodge Chance  (5.0-5.0)% more Attack Speed  (2.0-2.0)% less chance to block</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYE  R_MONSTER25_LIFESTEAL)  Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDO  MSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OF_TL2_EXECUTE  Prefix: Paired [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (5.0-5.0)% more Execute Chance</p> <p>Affix: OFTHEBATTLEMENTS5  Prefix: [ITEM] of Deflection  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [SHIELD]  Effects:  (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: TEST_LUCK100  Prefix: [ITEM] of the SUPER Lucky  No Level Range  Spawn Weight: 0  Occupies no slots  Spawns On: [ARMOR]  Effects:  (1000.0-1000.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: PETTRINKET_THORNS7  Prefix: Spiked [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots</p>	

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	<p>Spawns On: [COLLAR, STUD]  Effects:  (30.0-35.0)% physical damage reflected</p> <p>Affix: OFTHETHORN3  Prefix: Avenging [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_IMMOB  Prefix: Debilitating [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [MELEE]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OF_PERCENT_POISON5_WANDS  Prefix: [ITEM] of Poison Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]  Effects:  (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_10  Prefix: Freezing [ITEM]  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC2  Prefix: Juiced [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(14.0-20.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: GEM_RANDOM_THORNS  Prefix: Prickly [ITEM]  Minimum Level: 8  Spawn Weight: 1  Occupies no slots</p>	

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	<p>Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (4.0-4.0)% physical damage reflected (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)  Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: REAT_OF_BLESSED5  Prefix: [ITEM] of Righteousness  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [SHIELD]  Effects:  (5.0-5.0)% less all Damage Taken</p> <p>Affix: OF_ELECTRICDEFENSE  Prefix: Grounded [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>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)</p> <p>Affix: OFLIGHTNING  Prefix: Charged [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, STAFF, WAND]  Effects:  +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE3</p>	

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	<p>Prefix: Burning [ITEM]            No Level Range            Spawn Weight: 3            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              +(24.0-30.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTAG_CRIT_CHANCE            Prefix: Vicious [ITEM]            No Level Range            Spawn Weight: 1            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5            Prefix: [ITEM] of Silence            Minimum Level: 6            Spawn Weight: 5            Occupies no slots            Spawns On: [STAFF, WAND]            Effects:              Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: GEM_RANDOM_MANA2            Prefix: Very Powerful [ITEM]            Minimum Level: 5            Spawn Weight: 2            Occupies no slots            Spawns On: [RANDOMMAGIC SOCKETABLE]            Effects:              +(8.0-8.0) Mana (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5            Prefix: Crushing [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5            Prefix: [ITEM] of Cooling</p>	

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	<p>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 fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS5            Prefix: [ITEM] of Safekeeping            Minimum Level: 5            Spawn Weight: 5            Occupies no slots            Spawns On: [CHEST ARMOR, RING, SHIELD]            Effects:              (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)              (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT            Prefix: Augmented [ITEM]            Minimum Level: 11            Spawn Weight: 3            Occupies no slots            Spawns On: [WEAPON]            Effects:              Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT)              Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)</p> <p>Affix: OFTHEOWL3            Prefix: Mystical [ITEM]            No Level Range            Spawn Weight: 3            Occupies no slots            Spawns On: [HELMET, NECKLACE]            Can't Spawn On: [COLLAR, STUD]            Effects:              +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: PETTRINKET_THORNS5_FIRE            Prefix: Fire-Spiked [ITEM]            No Level Range            Spawn Weight: 5            Occupies no slots            Spawns On: [COLLAR, STUD]            Effects:              (30.0-35.0)% fire damage reflected</p> <p>Affix: OF_ATTRIB_STRENGTH2            Prefix: Mighty [ITEM]            No Level Range            Spawn Weight: 2            Occupies no slots            Spawns On: [BELT, GLOVES, NECKLACE]            Effects:</p>	

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	<p>+ (65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELECATTUN  Prefix: [ITEM] of Electric Attunement  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, SHIELD]  Effects:  (20.0-20.0)% more electric damage  +(100.0-100.0) electrical armor  -(100.0-100.0) poison armor  (20.0-20.0)% less poison damage</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS1  Prefix: Aegis [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [CHEST ARMOR, RING, SHIELD]  Effects:  (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)  ) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT  Prefix: Augmented [ITEM]  Minimum Level: 11  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)</p> <p>Affix: REAT_OF_WONDER5  Prefix: [ITEM] of Possiblity  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, STAFF]  Effects:  (20.0-20.0)% more Mana</p> <p>Affix: PETTRINKET_ARMOR_POISON7  Prefix: Poison-Armored [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(80.0-100.0) poison armor</p> <p>Affix: REAT_OF_TURBINE  Prefix: Generating [ITEM]</p>	

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	<p>Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% more charge rate</p> <p>Affix: OF_TL2_RESIST_SLOW50  Prefix: [ITEM] of Momentum  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (25.0-25.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: PETTRINKET_RESISTALL7  Prefix: Resisting [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(25.0-25.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(25.0-25.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(25.0-25.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(25.0-25.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>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)</p> <p>Affix: REAT_OF_EARTHATTUN  Prefix: [ITEM] of Earth Attunement  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, SHIELD]  Effects:  (20.0-20.0)% more physical damage  No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, ma  x 25.00, dur 0.00, type physical, level -1)  (100.0-100.0)% less charge rate</p> <p>Affix: OFTHEARCHER5  Prefix: [ITEM] of the Archer  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [RANGED WEAPON]  Effects:  (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)</p>	

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	<p>-50.0 knockback (named OFTHEARCHER KNOCK BACK) (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: GEM_RANDOM_CAST_SPEED2 Prefix: Very Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANDOMMAGIC SOCKETABLE] Effects: (4.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS2 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3 Prefix: Elemental [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS3 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>	

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	<p>Spawns On: [COLLAR, STUD] Effects: (24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>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)</p> <p>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)</p> <p>Affix: PETTRINKET_THORNS7_ELEC Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 5</p>	

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	<p>Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% electric damage reflected</p> <p>Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (3.0-3.0)% less Dodge Chance</p> <p>Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5 Prefix: Savage [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_CHAMP10_KNOCKBACK Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK) Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: REAT_OF_PARRYING3 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_SPLASH Prefix: Augmented [ITEM]</p>	

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	<p>Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH) Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>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)</p> <p>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</p> <p>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)</p> <p>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)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC3 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p>	

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<p>Affix: OF_FIREDEFENSE5  Prefix: [ITEM] of Cooling  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3  Prefix: Crushing [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTRINKET_HEALTHANDMANA5  Prefix: Invigorating [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(15.0-20.0) Max HP</p> <p>Affix: OF_PROC_BLOODWASH_15  Prefix: [ITEM] of Blood  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: REAT_OF_PAPER5  Prefix: [ITEM] of the Trade Winds  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS]  Effects:  (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)  (10.0-10.0)% less all Armor</p> <p>Affix: REAT_OF_PROC_POISONBURST_3  Prefix: Miasma [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poison</p>		

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<p>burst_proc) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5  Prefix: [ITEM] of the Superman  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [MELEE]  Effects:  (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_20  Prefix: Poisoning [ITEM]  No Level Range  Spawn Weight: 7  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (20.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_SHORTSTUN2  Prefix: Frightening [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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</p> <p>Affix: OF_PERCENT_POISON_WANDS  Prefix: Poison-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, NECKLACE, RANGED WEAPON]  Effects:  (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20  Prefix: Shocking [ITEM]  No Level Range  Spawn Weight: 7  Occupies no slots  Spawns On: [COLLAR, STUD]</p>		



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<p>Effects:          Inflict on Hit: (20.0-20.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: MANA_ADDER          Prefix: Mystical [ITEM]          No Level Range          Spawn Weight: 1          Occupies no slots          Spawns On: [ARMOR_ELEMENTAL, TRINKET]          Can't Spawn On: [COLLAR, STUD]          Effects:          +(8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: PETTRINKET_LIFESTEAL2          Prefix: Feasting [ITEM]          No Level Range          Spawn Weight: 2          Occupies no slots          Spawns On: [COLLAR, STUD]          Effects:          +(120.0-140.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OFLICH5          Prefix: [ITEM] of the Lich          Minimum Level: 5          Spawn Weight: 5          Occupies no slots          Spawns On: [CHEST ARMOR, HELMET]          Effects:          +(88.0-112.0) Mana          +(36.0-48.0) Max HP          (100.0-100.0)% less Effectiveness of Potions</p> <p>Affix: OF_TL2_DRAWHEALTH2          Prefix: Restoring [ITEM]          Minimum Level: 5          Spawn Weight: 2          Occupies no slots          Spawns On: [SHIELD, SHOULDER ARMOR]          Effects:          (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealthx2)</p> <p>Affix: OF_PROC_BLINDCLOUD_15          Prefix: [ITEM] of Clouded Vision          Minimum Level: 5          Spawn Weight: 4          Occupies no slots          Spawns On: [TWO HANDED]          Effects:          (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHESTORMS3          Prefix: Mirrored [ITEM]</p>		

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<p>No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [SHIELD]          Effects:          (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: GEM_RANDOM_STAT_DEXTERITY2          Prefix: Very Sharp [ITEM]          Minimum Level: 6          Spawn Weight: 2          Occupies no slots          Spawns On: [RANDOMMAGIC SOCKETABLE]          Effects:          +(100-100) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTRINKET_ARMOR_ICE3          Prefix: Ice-Armored [ITEM]          No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [COLLAR, STUD]          Effects:          +(45.0-60.0) ice armor</p> <p>Affix: OFTHEBULL          Prefix: Slamming [ITEM]          Minimum Level: 5          Spawn Weight: 1          Occupies no slots          Spawns On: [MELEE]          Effects:          -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>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, NECKLACE, POLEARM]          Effects:          Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OFTHETURTLE3          Prefix: Superior [ITEM]          No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [ARMOR_PHYSICAL]          Effects:          +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEMASTER3          Prefix: Skillful [ITEM]          No Level Range</p>		

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	<p>Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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)</p> <p>Affix: REAT_OF_BLOODMAGIC3 Prefix: Blood Tapping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(0.9-0.9) HP/Second +(6.0-6.0) Mana/s</p> <p>Affix: REAT_OF_POLARITY Prefix: [ITEM] of Polarity Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_RANGER5 Prefix: [ITEM] of the Beast Master No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (10.0-15.0)% more Pet Speed (10.0-15.0)% more Minion/Pet Damage</p>	

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	<p>Affix: OFTHEBATTLEMENTS2 Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_05 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_PROC_POISONBURST_2 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: PETTAG_CRIT_CHANCE5 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>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)</p>	

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Affix: PETTRINKET_ARMOR_FIRE5	Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor	
Affix: OF_PERCENT_FLAME2_WANDS	Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)	
Affix: MANA_ADDER_3	Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)	
Affix: OFTHEMASTER52H	Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)	
Affix: OF_ATTRIB_DEXTERITY3	Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)	
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)	

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

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<p>Affix: OFLEARNING_CHAMP10_IMMOB  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [PISTOL, RIFLE, WAND]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER_CHAMP10_IMMOB)  Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOMSLAYER_CHAMP10_IMMOB_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN)  Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: OF_PERCENT_POISON  Prefix: Poison-Surge [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL]  Can't Spawn On: [COLLAR, STUD]  Effects:  (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_DUELIST5  Prefix: [ITEM] of the Wind Walker  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR]  Effects:  (10.0-10.0)% more Movement Speed  (3.0-3.0)% more Dodge Chance  (10.0-10.0)% more Attack Speed  (3.0-3.0)% less chance to block</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)  Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RA</p>		

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<p>NDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>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</p> <p>Affix: OFTHESOLDIER5  Prefix: [ITEM] of the Soldier  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)  (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED)  Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC  Prefix: Juiced [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: OFTHEWINDS  Prefix: Deflecting [ITEM]  Minimum Level: 13  Spawn Weight: 1  Occupies no slots  Spawns On: [PANTS]  Effects:  (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]</p>		

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<p>Effects:  Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)  Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW)  Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: REAT_OF_ELVEN3  Prefix: Elven [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, SHIELD]  Effects:  +(30.0-30.0) electrical armor  +(30.0-30.0) fire armor  +(30.0-30.0) ice armor  +(30.0-30.0) poison armor  (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS  Prefix: Electric-Surge [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5  Prefix: [ITEM] of Grasping  Minimum Level: 5  Spawn Weight: 5  Occupies no slots</p>		

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

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	<p>Effects: +(2.0-2.0) Mana/s</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [LHAXE, LHMACE, LHSWORD, 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)</p> <p>Affix: OFLEARNING_MONSTER25_ATTACKSPEED Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: REAT_OF_HAPPINESS2 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (8.0-8.0)% more HP</p> <p>Affix: OF_ATTRIB_DEFENSE5 Prefix: [ITEM] of Fortification No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_CRIT</p>	

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	<p>Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT) Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>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)</p> <p>Affix: REAT_OF_BLESSED Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (20.0-20.0)% less physical Armor</p> <p>Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p>	

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	<p>(10.0-10.0)% more all Damage Taken          Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: OF_ATTRIB_MAGIC3          Prefix: Adept [ITEM]          No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [GLOVES, HELMET, NECKLACE]          Effects:          +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR7          Prefix: Armored [ITEM]          No Level Range          Spawn Weight: 5          Occupies no slots          Spawns On: [COLLAR, STUD]          Effects:          +(65.0-75.0) physical Armor</p> <p>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)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE          Prefix: Augmented [ITEM]          Minimum Level: 11          Spawn Weight: 3          Occupies no slots          Spawns On: [BOW, CROSSBOW, PISTOL, WAND]          Effects:          Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE)          Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>Affix: OF_ATTRIB_DEFENSE3          Prefix: Fortified [ITEM]          No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [ARMOR_PHYSICAL]          Effects:          +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_DWARVEN5          Prefix: [ITEM] of the Stone Golem          No Level Range          Spawn Weight: 5          Occupies no slots</p>	

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	<p>Spawns On: [CHEST ARMOR]          Effects:          (15.0-15.0)% less Movement Speed          +(48.0-52.0) physical Armor</p> <p>Affix: REAT_OF_VILLAINNY5          Prefix: [ITEM] of Villainy          Minimum Level: 10          Spawn Weight: 5          Occupies no slots          Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]          Effects:          (50.0-50.0)% more Critical Chance          (50.0-50.0)% less all damage</p> <p>Affix: REAT_OF_ELVEN5          Prefix: [ITEM] of the Will o' Wisp          No Level Range          Spawn Weight: 5          Occupies no slots          Spawns On: [CHEST ARMOR, SHIELD]          Effects:          +(50.0-50.0) electrical armor          +(50.0-50.0) fire armor          +(50.0-50.0) ice armor          +(50.0-50.0) poison armor          (10.0-10.0)% more physical Damage Taken</p> <p>Affix: PETTRINKET_LIFESTEAL          Prefix: Feasting [ITEM]          No Level Range          Spawn Weight: 1          Occupies no slots          Spawns On: [COLLAR, STUD]          Effects:          +(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_ATTRIB_STRENGTH3          Prefix: Mighty [ITEM]          No Level Range          Spawn Weight: 3          Occupies no slots          Spawns On: [BELT, GLOVES, NECKLACE]          Effects:          +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SKILL_ADD_MASTERY_OFFENSE          Prefix: [ITEM] of Offense          Minimum Level: 777          Spawn Weight: 3          Occupies no slots          Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]          Effects:          +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)</p>	

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<p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]  Effects:  Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL)  Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OFVENOM3  Prefix: Venomous [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [SHOULDER ARMOR, WEAPON]  Effects:  +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OF_PROC_THUNDERSTROM_10  Prefix: [ITEM] of Thunder  Minimum Level: 5  Spawn Weight: 4  Occupies no slots  Spawns On: [NECKLACE, ONE HANDED]  Effects:  (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: GEM_RANDOM_STAT_DEXTERITY  Prefix: Sharp [ITEM]  Minimum Level: 6  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(50-50) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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</p> <p>Affix: OF_ELECTRICDEFENSE3  Prefix: Grounded [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [RING, SHIELD]</p>		

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<p>Can't Spawn On: [COLLAR, STUD]  Effects:  +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5  Prefix: [ITEM] of Parrying  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [2HMELEE]  Effects:  (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5  Prefix: [ITEM] of Regeneration  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, RING, SHIELD]  Effects:  (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHECHEETAH5  Prefix: [ITEM] of Speed  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BOOTS, PANTS]  Effects:  (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: PETTAG_TL2_SHORTSTUN  Prefix: Frightening [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)  Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK</p>		



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	<p>Prefix: Phasing [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [BOOTS]  Effects:  (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: OF_TL2_HEALTH_REGEN5  Prefix: [ITEM] of Rejuvenation  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]  Effects:  +(1.5-1.5) HP/Second</p> <p>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)</p> <p>Affix: PETTRINKET_THORNS3  Prefix: Spiked [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (17.0-21.0)% physical damage reflected</p> <p>Affix: OF_ATTRIB_MAGIC2  Prefix: Adept [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [GLOVES, HELMET, NECKLACE]  Effects:  +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_BATTERYPOWERED5  Prefix: [ITEM] of Powered Drain  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  -(5.0-5.0) Mana/s  +(42.0-58.0) electric damage</p> <p>Affix: REAT_OF_IMMOB3</p>	

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	<p>Prefix: Debilitating [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [MELEE]  Effects:  Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: PETTRINKET_DAMAGE_POIS3  Prefix: Virulent [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>Affix: REAT_OF_BLESSED3  Prefix: Blessed [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [SHIELD]  Effects:  (3.0-3.0)% less all Damage Taken</p> <p>Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_5  Prefix: [ITEM] of the Frozen Soul  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p>	

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<p>Affix: REAT_OF_PROC_POISONBURST_5  Prefix: [ITEM] of the Scourge  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE, WEAPON]  Effects:  (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: REAT_OF_RANGER3  Prefix: [ITEM] of the Ranger  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR]  Effects:  (5.0-9.0)% more Minion/Pet Health  (5.0-9.0)% more Pet Speed  (5.0-9.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_ICE_WANDS  Prefix: Ice-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (2.0-3.0)% more ice damage (named 2)</p> <p>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)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS2  Prefix: Long Range [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND]  Effects:  +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: GEM_RANDOM_ATTACK_SPEED2  Prefix: Very Swift [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots</p>		

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<p>Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (4.0-4.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_SPLASH  Prefix: Slashing [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF]  Effects:  (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: PETTRINKET_ARMOR_POISON  Prefix: Poison-Armored [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(15.0-20.0) poison armor</p> <p>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 drawmanax3)</p> <p>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</p> <p>Affix: PETTRINKET_DAMAGE_ICE2  Prefix: Frozen [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHETHORN  Prefix: Avenging [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots</p>		

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	Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)	
	Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)	
	Affix: PETTRINKET_ARMOR_ELECTRIC5 Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) electrical armor	
	Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)	
	Affix: PETTRINKET_ARMOR3 Prefix: Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(38.0-45.0) physical Armor	
	Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)	
	Affix: PETTAG_ATTACK_SPEED5 Prefix: Agitating [ITEM] No Level Range Spawn Weight: 5	

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	Occupies no slots Spawns On: [COLLAR, STUD] Effects: (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)	
	Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: PETTRINKET_ARMOR_FIRE3 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) fire armor	
	Affix: REAT_OF_PROC_SUPER_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)	
	Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)	
	Affix: GEM_RANDOM_ATTACK_SPEED Prefix: Swift [ITEM] No Level Range Spawn Weight: 1 Occupies no slots	

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	<p>Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (2.0-2.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_PERCENT_ICE2  Prefix: Ice-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 ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_LIFESTEAL5  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)</p> <p>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) (Level 1)</p> <p>Affix: OF_TL2_SHIELDBREAK5  Prefix: [ITEM] of Shieldbreaking  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM]  Effects:  (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_TL2_DRAWMANA  Prefix: Grasping [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawmanaxl)</p> <p>Affix: REAT_OF_CURSED2  Prefix: Prismatic [ITEM]  Minimum Level: 5  Spawn Weight: 2</p>	

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	<p>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)</p> <p>Affix: PETTRINKET_THORNS5  Prefix: Spiked [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (30.0-35.0)% physical damage reflected</p> <p>Affix: OFFLAME5  Prefix: [ITEM] of Fire  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, WEAPON]  Effects:  +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5  Prefix: [ITEM] of Remedy  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [RING, SHIELD]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: GEM_RANDOM_MANA  Prefix: Powerful [ITEM]  Minimum Level: 8  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(4.0-4.0) Mana (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER22H  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [TWO HANDED]  Effects:  (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER2  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 2</p>	

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	<p>Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_NECROMANCER5 Prefix: [ITEM] of the Necromancer Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: 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: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 0.5 seconds (named Weapon Zombie Proc)</p> <p>Affix: OFTHESAVANT Prefix: Savant [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>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 ELECTRICAL DEFENSE)</p> <p>Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire 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 fire damage (named OFFLAME DAMAGE BONUS)</p>	

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

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<p>Affix: GEM_RANDOM_STAT_DEFENSE  Prefix: Tough [ITEM]  Minimum Level: 6  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(50-50) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5  Prefix: [ITEM] of the Citadel  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [SHIELD, SHOULDER ARMOR]  Effects:  (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OFHTERAM  Prefix: Slamming [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [RANGED WEAPON]  Effects:  -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_PERCENT_ELECTRIC5  Prefix: [ITEM] of Electric 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 electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHESAGE2  Prefix: Sage [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [HELMET, NECKLACE]  Effects:  (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: GEM_RANDOM_STAT_MAGIC2  Prefix: Very Smart [ITEM]  Minimum Level: 6  Spawn Weight: 2  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(100-100) Focus (named OFTHEMASTER CRITICAL CHANCE)</p>		

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<p>Affix: OF_PERCENT_ELECTRIC5_WANDS  Prefix: [ITEM] of Electric Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, NECKLACE, STAFF, WAND]  Effects:  (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR2  Prefix: Armored [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(25.0-30.0) physical Armor</p> <p>Affix: PETTAG_ATTACK_SPEED3  Prefix: Agitating [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (9.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20  Prefix: Freezing [ITEM]  No Level Range  Spawn Weight: 7  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: GEM_RANDOM_STAT_MAGIC  Prefix: Smart [ITEM]  Minimum Level: 6  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  +(50-50) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_ALCHEMY4  Prefix: Herbalist's [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [BELT, RING, SHIELD]  Effects:  (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p>		

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<p>Affix: PETTRINKET_ARMOR_ICE2 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) ice armor</p> <p>Affix: GEM_RANDOM_STAT_STRENGTH Prefix: Strong [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [RANDOMMAGIC SOCKETABLE] Effects: +(50-50) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>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)</p> <p>Affix: REAT_OF_IMMOB2 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (5.0-7.0)% more Fame Gain (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL)</p>		

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<p>Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> <p>Affix: SKILL_ADD_MASTERY_DEFENSE2 Prefix: [ITEM] of Great Defense Minimum Level: 777 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, TRINKET, UNIQUE] Effects: +(2-2) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)</p> <p>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)</p> <p>Personal Affix: CHAMPIONIMMUNEPOISON Suffix:  cFF00FF00Poison Immune No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% less poison Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Personal Affix: CHAMPIONIMMUNEFIRE Suffix:  cFFFF3300Fire Immune No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% less fire Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Personal Affix: CHAMPIONIMMUNELIGHTNING Suffix:  cFFFFFF66Electric Immune No Level Range Spawn Weight: 0 Occupies no slots Effects: (100.0-100.0)% less electric Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Personal Affix: CHAMPIONIMMUNEPHYSICAL Suffix: Very Resistant to Physical Damage No Level Range Spawn Weight: 0 Occupies no slots Effects: (90.0-90.0)% less physical Damage Taken (named CHAMPIONDAMAGE) (Exclusive)</p> <p>Personal Affix: CHAMPIONIMMUNECOLD</p>		

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Suffix: |cFF3399FFCold Immune  
No Level Range  
Spawn Weight: 0  
Occupies no slots  
Effects:  
    (100.0-100.0)% less ice Damage Taken (named CHAMPIONDAMAGE) (Exclusive)

Affix: REAT\_OFWISDOM  
Prefix: [ITEM] of the Sage  
Minimum Level: 5  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [HELMET, NECKLACE]  
Effects:  
    (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)

Area Affix: MAP\_EXPLODEONDEATH  
Suffix: (Explosive)  
No Level Range  
Spawn Weight: 0  
Occupies no slots  
Effects:  
    No effect details for effect CAST SKILL ON DEATH with parameters (min 15.00, max 15.00, dur Infinity, type physical, level -1) (named CHAMPIONEXPLODE) (Exclusive)

Area Affix: MAP\_NOXIOUS  
Suffix: (Noxious)  
No Level Range  
Spawn Weight: 0  
Occupies no slots  
Effects:  
    No effect details for effect CAST SKILL ON DEATH with parameters (min 15.00, max 15.00, dur Infinity, type physical, level -1) (named CHAMPIONGAS) (Exclusive)

Affix: OFTHEMASTER52H  
Prefix: [ITEM] of Skill  
No Level Range  
Spawn Weight: 5  
Occupies no slots  
Spawns On: [NECKLACE, TWO HANDED]  
Effects:  
    (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)

File Group 'default' ending