

Jan 05, 19 10:54	baseafx.txt	Page 1/92
File Group 'default' starting		
Affix: GEM_RANDOM_ATTACK_SPEED2		
Prefix: Very Swift [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [RANDOMMAGIC SOCKETABLE]		
Effects:		
(4.0-4.0)% 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		
Spawns On: [RANDOMMAGIC SOCKETABLE]		
Effects:		
(2.0-2.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
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)		
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)		
Affix: GEM_RANDOM_CRIT_CHANCE2		
Prefix: Very Deadly [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [RANDOMMAGIC SOCKETABLE]		
Effects:		
(4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: 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)		

Jan 05, 19 10:54	baseafx.txt	Page 2/92
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: 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)		
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)		
Affix: GEM_RANDOM_MANA		
Prefix: Powerful [ITEM]		
Minimum Level: 8		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [RANDOMMAGIC SOCKETABLE]		
Effects:		
+(4.0-4.0) Mana (named OFTHEMASTER CRITICAL CHANCE)		
Affix: 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: 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)		
Affix: GEM_RANDOM_STAT_DEXTERITY2		

Jan 05, 19 10:54	baseafx.txt	Page 3/92
	<p>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: 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: 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> <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: 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: 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: GEM_RANDOM_THORNS2  Prefix: Very Prickly [ITEM]  Minimum Level: 5</p>	

Jan 05, 19 10:54	baseafx.txt	Page 4/92
	<p>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: GEM_RANDOM_THORNS  Prefix: Prickly [ITEM]  Minimum Level: 8  Spawn Weight: 1  Occupies no slots  Spawns On: [RANDOMMAGIC SOCKETABLE]  Effects:  (4.0-4.0)% physical damage reflected (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: HP_ADDER_2  Prefix: Healthy [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)</p> <p>Affix: HP_ADDER_3  Prefix: Healthy [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)</p> <p>Affix: HP_ADDER_5  Suffix: [ITEM] of Health  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)</p> <p>Affix: HP_ADDER  Prefix: Healthy [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(4.0-7.0) Max HP (named HP_ADDER MAX HP)</p> <p>Affix: MANA_ADDER_2</p>	

Jan 05, 19 10:54	baseafx.txt	Page 5/92
	<p>Prefix: Mystical [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(9.0-11.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>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:  +(13.0-17.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: MANA_ADDER_5  Suffix: [ITEM] of Wisdom  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(22.0-28.0) Mana (named MANA_ADDER_3 MAX MANA)</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:  +(4.0-6.0) Mana (named MANA_ADDER MAX MANA)</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> <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>	

Jan 05, 19 10:54	baseafx.txt	Page 6/92
	<p>Affix: OF_ATTRIB_DEFENSE5  Suffix: [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: 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)</p> <p>Affix: OF_ATTRIB_DEXTERITY2  Prefix: Agile [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR_PHYSICAL]  Effects:  +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_DEXTERITY3  Prefix: Agile [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [ARMOR_PHYSICAL]  Effects:  +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_DEXTERITY5  Suffix: [ITEM] of Agility  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_PHYSICAL]  Effects:  +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_DEXTERITY  Prefix: Agile [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR_PHYSICAL]  Effects:  +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_MAGIC2</p>	

Jan 05, 19 10:54	baseafx.txt	Page 7/92
	Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_MAGIC5 Suffix: [ITEM] of the Mage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Focus (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_MAGIC Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_STRENGTH5 Suffix: [ITEM] of Might No Level Range	

Jan 05, 19 10:54	baseafx.txt	Page 8/92
	Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)	
	Affix: OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	
	Affix: OF_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	
	Affix: OF_ELECTRICDEFENSE5 Suffix: [ITEM] of Insulation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	
	Affix: OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	

Jan 05, 19 10:54	baseafx.txt	Page 9/92
SE)		
Affix: OF_FIREDEFENSE2		
Prefix: Cooling [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [ARMOR]		
Can't Spawn On: [COLLAR, STUD]		
Effects:		
+(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OF_FIREDEFENSE3		
Prefix: Cooling [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR]		
Can't Spawn On: [COLLAR, STUD]		
Effects:		
+(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OF_FIREDEFENSE5		
Suffix: [ITEM] of Cooling		
No Level Range		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [ARMOR]		
Can't Spawn On: [COLLAR, STUD]		
Effects:		
+(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OF_FIREDEFENSE		
Prefix: Cooling [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [ARMOR]		
Can't Spawn On: [COLLAR, STUD]		
Effects:		
+(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFFLAME2		
Prefix: Fiery [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [STAFF, WAND]		
Effects:		
+(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME3		
Prefix: Fiery [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		

Jan 05, 19 10:54	baseafx.txt	Page 10/92
Spawns On: [WEAPON]		
Effects:		
+(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME5		
Suffix: [ITEM] of Fire		
No Level Range		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
+(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME		
Prefix: Fiery [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [STAFF, WAND]		
Effects:		
+(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFHTERAM2		
Prefix: Slamming [ITEM]		
Minimum Level: 11		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [RANGED WEAPON]		
Effects:		
-30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFHTERAM3		
Prefix: Slamming [ITEM]		
Minimum Level: 11		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [RANGED WEAPON]		
Effects:		
-45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFHTERAM5		
Suffix: [ITEM] of the Ram		
Minimum Level: 11		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [RANGED WEAPON]		
Effects:		
-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFHTERAM		
Prefix: Slamming [ITEM]		
Minimum Level: 11		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [RANGED WEAPON]		
Effects:		

Jan 05, 19 10:54	baseafx.txt	Page 11/92
-15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFICE2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OFICE5 Suffix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OF_ICEDEFENSE2 Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OF_ICEDEFENSE3 Prefix: Warming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects:		

Jan 05, 19 10:54	baseafx.txt	Page 12/92
+(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OF_ICEDEFENSE5 Suffix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(45.0-60.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OF_ICEDEFENSE Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
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)		
Affix: OFLEARNING_CHAMP10_CRIT 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)		
Affix: OFLEARNING_CHAMP10_DAMAGEPCT 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)		

Jan 05, 19 10:54	baseafx.txt	Page 13/92
<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: OFLEARNING_CHAMP10_DUALWIELD  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD)  Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 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)</p> <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_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_</p>		

Jan 05, 19 10:54	baseafx.txt	Page 14/92
<p>CHAMP10_KNOCKBACK)  Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_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: 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: 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: 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: OFLEARNING_CHAMP10_PROC_FULLHEAL  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots</p>		

Jan 05, 19 10:54	baseafx.txt	Page 15/92
	<p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p>	

Jan 05, 19 10:54	baseafx.txt	Page 16/92
	<p>Affix: OFLEARNING_CHAMP10_SPLASH</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [POLEARM, STAFF, WAND]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT)</p> <p>Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_CRIT</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT)</p>	



Jan 05, 19 10:54	baseafx.txt	Page 17/92
<p>Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)</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: 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)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_EXECUTE Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSLAYER_MONSTER250_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER250_EXECUTE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND]</p>		

Jan 05, 19 10:54	baseafx.txt	Page 18/92
<p>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: OFLEARNING_MONSTER250_KNOCKBACK Prefix: Augmented [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots 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: 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) Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</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_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: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] Minimum Level: 11</p>		

Jan 05, 19 10:54	baseafx.txt	Page 19/92
<p>Spawn Weight: 3  Occupies no slots  Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)</p> <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 RANDOMSLAYER_MONSTER250_PROC_FULLHEAL)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> <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, 2HSWORD, FIST, POLEARM, STAFF]  Effects:  Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW)  Add triggerable RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_STORMCLAW_COUNT)</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: 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 RANDOMSLAYER_MONSTER250_SHIELDBREAKER)  Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 20/92
<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 RANDOMSLAYER_MONSTER250_SHORTSTUN)  Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>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)</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: 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: OFLEARNING_MONSTER250_ATTACKSPEED  Prefix: Augmented [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Can't Spawn On: [MAGIC]</p>		

Jan 05, 19 10:54	baseafx.txt	Page 21/92
<p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_DOT</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_DUALWIELD</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [HAXE, HMACE, HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 22/92
<p>Affix: OFLEARNING_MONSTER25_EXECUTE</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [HAXE, HMACE, HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_IMMOB</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [PISTOL, RIFLE, WAND]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Can't Spawn On: [MAGIC]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL)</p> <p>Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL</p> <p>Prefix: Augmented [ITEM]</p> <p>Minimum Level: 11</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p>		

Jan 05, 19 10:54	baseafx.txt	Page 23/92
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)		
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)		
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)		
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)		
Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW 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)		

Jan 05, 19 10:54	baseafx.txt	Page 24/92
Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)		
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)		
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)		
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)		
Affix: OFLEARNING_MONSTER25_SPLASH Prefix: Augmented [ITEM] 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)		

Jan 05, 19 10:54	baseafx.txt	Page 25/92
<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: 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: OFLIGHTNING2  Prefix: Charged [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING3  Prefix: Charged [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5  Suffix: [ITEM] of Lightning  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [WEAPON]  Effects:  +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING  Prefix: Charged [ITEM]  No Level Range  Spawn Weight: 1</p>		

Jan 05, 19 10:54	baseafx.txt	Page 26/92
<p>Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</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_PERCENT_ALL2_WANDS  Prefix: Prismatic [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_ALL3_WANDS  Prefix: Prismatic [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ALL5  Suffix: [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)</p> <p>Affix: OF_PERCENT_ALL5_WANDS  Suffix: [ITEM] of the Spectrum  No Level Range</p>		

Jan 05, 19 10:54	baseafx.txt	Page 27/92
<p>Spawn Weight: 5  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_ALL_WANDS  Prefix: Prismatic [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_ELECTRIC2_WANDS  Prefix: Electric-Surge [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_ELECTRIC3_WANDS  Prefix: Electric-Surge [ITEM]</p>		

Jan 05, 19 10:54	baseafx.txt	Page 28/92
<p>No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ELECTRIC5  Suffix: [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: OF_PERCENT_ELECTRIC5_WANDS  Suffix: [ITEM] of Electric Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>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)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS  Prefix: Electric-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_FLAME2_WANDS</p>		

Jan 05, 19 10:54	baseafx.txt	Page 29/92
	<pre> Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects:   (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_FLAME5 Suffix: [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)  Affix: OF_PERCENT_FLAME5_WANDS Suffix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)  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) </pre>	

Jan 05, 19 10:54	baseafx.txt	Page 30/92
	<pre> Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)  Affix: 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)  Affix: OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects:   (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects:   (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)  Affix: OF_PERCENT_ICE5 Suffix: [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) </pre>	

Jan 05, 19 10:54	baseafx.txt	Page 31/92
<p>Affix: OF_PERCENT_ICE5_WANDS  Suffix: [ITEM] of Ice Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (12.0-15.0)% more ice damage (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: OF_PERCENT_ICE_WANDS  Prefix: Ice-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (2.0-3.0)% more ice damage (named 2)</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: OF_PERCENT_POISON2_WANDS  Prefix: Poison-Surge [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</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>		

Jan 05, 19 10:54	baseafx.txt	Page 32/92
<p>Affix: OF_PERCENT_POISON3_WANDS  Prefix: Poison-Surge [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON5  Suffix: [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_PERCENT_POISON5_WANDS  Suffix: [ITEM] of Poison Rage  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</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: OF_PERCENT_POISON_WANDS  Prefix: Poison-Surge [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE2  Prefix: Restorative [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:</p>		



Jan 05, 19 10:54	baseafx.txt	Page 33/92
	<p>+ (18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_POISONDEFENSE3  Prefix: Restorative [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  + (27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_POISONDEFENSE5  Suffix: [ITEM] of Remedy  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  + (45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_POISONDEFENSE  Prefix: Restorative [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  + (9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_PROC_ACIDRAIN_10  Suffix: [ITEM] of Acid Rain  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: OF_PROC_BLINDCLOUD_10  Suffix: [ITEM] of Clouded Vision  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_PROC_BLOODWASH_10  Suffix: [ITEM] of Blood  Minimum Level: 38  Spawn Weight: 4</p>	

Jan 05, 19 10:54	baseafx.txt	Page 34/92
	<p>Occupies no slots  Spawns On: [WEAPON]  Effects:  (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OF_PROC_FIRESTORM_10  Suffix: [ITEM] of the Fire Storm  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1  Prefix: Regenerating [ITEM]  Minimum Level: 45  Spawn Weight: 1  Occupies no slots  Spawns On: [NECKLACE]  Effects:  (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2  Prefix: Regenerating [ITEM]  Minimum Level: 45  Spawn Weight: 2  Occupies no slots  Spawns On: [NECKLACE]  Effects:  (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3  Prefix: Regenerating [ITEM]  Minimum Level: 45  Spawn Weight: 3  Occupies no slots  Spawns On: [NECKLACE]  Effects:  (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5  Suffix: [ITEM] of Regeneration  Minimum Level: 45  Spawn Weight: 5  Occupies no slots  Spawns On: [NECKLACE]  Effects:  (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p>	

Jan 05, 19 10:54	baseafx.txt	Page 35/92
<p>Affix: OF_PROC_GLACIALSPIKE_10  Suffix: [ITEM] of the Glacier  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OF_PROCKILL_FULLHEAL_1  Prefix: Engulfing [ITEM]  Minimum Level: 45  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Effects:  (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2  Prefix: Engulfing [ITEM]  Minimum Level: 45  Spawn Weight: 2  Occupies no slots  Spawns On: [WEAPON]  Effects:  (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3  Prefix: Engulfing [ITEM]  Minimum Level: 45  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5  Prefix: Regenerating [ITEM]  Minimum Level: 60  Spawn Weight: 1  Occupies no slots  Spawns On: [NECKLACE]  Can't Spawn On: [COLLAR, STUD]  Effects:  (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10  Suffix: [ITEM] of Annihilation  Minimum Level: 25  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]</p>		

Jan 05, 19 10:54	baseafx.txt	Page 36/92
<p>Effects:  (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10  Suffix: [ITEM] of Shadow  Minimum Level: 25  Spawn Weight: 4  Occupies no slots  Spawns On: [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> <p>Affix: OF_PROC_METEORSTRIKE_5  Suffix: [ITEM] of the Meteor  Minimum Level: 60  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_PROC_STORMCLAW10  Suffix: [ITEM] of Zapping  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  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_PROC_THUNDERSTORM_10  Suffix: [ITEM] of Thunder  Minimum Level: 38  Spawn Weight: 4  Occupies no slots  Spawns On: [WEAPON]  Effects:  (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: OFRESISTANCE5  Suffix: [ITEM] of Resistance  Minimum Level: 23  Spawn Weight: 4  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 37/92
<p>Affix: OFRESISTANCE  Suffix: [ITEM] of Resistance  Minimum Level: 23  Spawn Weight: 2  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(7.0-7.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE)  +(7.0-7.0) ice armor (named OFRESISTANCE FIRE DEFENSE)  +(7.0-7.0) fire armor (named OFRESISTANCE ICE DEFENSE)  +(7.0-7.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHEARCHER5  Suffix: [ITEM] of the Archer  Minimum Level: 18  Spawn Weight: 5  Occupies no slots  Spawns On: [RANGED WEAPON]  Effects:  (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)  -50.0 knockback (named OFTHEARCHER KNOCK BACK)  (7.0-7.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)  (7.0-7.0)% more Cast Speed</p> <p>Affix: OFTHEARCHER  Prefix: Archer [ITEM]  Minimum Level: 18  Spawn Weight: 3  Occupies no slots  Spawns On: [RANGED WEAPON]  Effects:  (2.0-2.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)  -20.0 knockback (named OFTHEARCHER KNOCK BACK)  (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <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: 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)</p> <p>Affix: OFTHEBATTLEMENTS5  Suffix: [ITEM] of Deflection</p>		

Jan 05, 19 10:54	baseafx.txt	Page 38/92
<p>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: OFTHEBATTLEMENTS  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: 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: OFTHEBEAR3  Prefix: Superior [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE]  Effects:  +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEBEAR5  Suffix: [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: 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>		

Jan 05, 19 10:54	baseafx.txt	Page 39/92
Affix: OFTHEBULL2	Prefix: Slamming [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
Affix: OFTHEBULL3	Prefix: Slamming [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
Affix: OFTHEBULL5	Suffix: [ITEM] of the Ram Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
Affix: OFTHEBULL	Prefix: Slamming [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
Affix: OFTHECHEETAH5	Suffix: [ITEM] of Speed Minimum Level: 24 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)	
Affix: OFTHECHEETAH	Prefix: Brisk [ITEM] Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, BELT] Effects: (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)	
Affix: OFTHEDRAKE	Suffix: [ITEM] of the Drake	

Jan 05, 19 10:54	baseafx.txt	Page 40/92
Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OFTHEELEPHANT2	Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)	
Affix: OFTHEELEPHANT3	Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)	
Affix: OFTHEELEPHANT5	Suffix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)	
Affix: OFTHEELEPHANT	Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)	
Affix: OFTHEMAGE2	Prefix: Invoking [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)	
Affix: OFTHEMAGE3	Prefix: Invoking [ITEM]	

Jan 05, 19 10:54	baseafx.txt	Page 41/92
	<p>Minimum Level: 9  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, STAFF, WAND]  Effects:  (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMAGE5  Suffix: [ITEM] of the Invoker  Minimum Level: 9  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, STAFF, WAND]  Effects:  (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMAGE  Prefix: Invoking [ITEM]  Minimum Level: 9  Spawn Weight: 1  Occupies no slots  Spawns On: [CHEST ARMOR, GLOVES, HELMET, STAFF, WAND]  Effects:  (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMASTER2  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [WEAPON]  Effects:  (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER3  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER5  Suffix: [ITEM] of Skill  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [WEAPON]  Effects:  (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER  Prefix: Skillful [ITEM]  No Level Range  Spawn Weight: 1</p>	

Jan 05, 19 10:54	baseafx.txt	Page 42/92
	<p>Occupies no slots  Spawns On: [WEAPON]  Effects:  (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMISER2  Prefix: Wealthy [ITEM]  Minimum Level: 10  Spawn Weight: 2  Occupies no slots  Spawns On: [BOOTS, GLOVES, HELMET]  Effects:  (2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEMISER3  Prefix: Wealthy [ITEM]  Minimum Level: 10  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, HELMET]  Effects:  (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEMISER5  Suffix: [ITEM] of Wealth  Minimum Level: 10  Spawn Weight: 5  Occupies no slots  Spawns On: [GLOVES, HELMET]  Effects:  (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEMISER  Prefix: Wealthy [ITEM]  Minimum Level: 10  Spawn Weight: 1  Occupies no slots  Spawns On: [ARMOR]  Can't Spawn On: [COLLAR, STUD]  Effects:  (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEMULE2  Prefix: Intractable [ITEM]  Minimum Level: 12  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: OFTHEMULE3  Prefix: Intractable [ITEM]  Minimum Level: 12  Spawn Weight: 3  Occupies no slots</p>	

Jan 05, 19 10:54	baseafx.txt	Page 43/92
	Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OFTHEMULE5 Suffix: [ITEM] of the Mule Minimum Level: 12 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OFTHEMULE Prefix: Intractable [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(9.0-11.0) Mana (named OFTHEOWL MAX MANA)	
	Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)	
	Affix: OFTHEOWL5 Suffix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(22.0-28.0) Mana (named OFTHEOWL MAX MANA)	
	Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1	

Jan 05, 19 10:54	baseafx.txt	Page 44/92
	Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)	
	Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OFTHESAGE3 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OFTHESAGE5 Suffix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)	
	Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots	

Jan 05, 19 10:54	baseafx.txt	Page 45/92
	Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)  Affix: OFTHESAVAGE5 Suffix: [ITEM] of Demolishing Minimum Level: 9 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)  Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] Minimum Level: 9 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)  Affix: OFTHESAVANT5 Suffix: [ITEM] of the Savant Minimum Level: 25 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)  Affix: OFTHESAVANT Prefix: Savant [ITEM] Minimum Level: 25 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)  Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots	

Jan 05, 19 10:54	baseafx.txt	Page 46/92
	Spawns On: [HELMET] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  Affix: OFTHESEEKER5 Suffix: [ITEM] of the Lucky Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET] Effects: (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)  Affix: OFTHESOLDIER5 Suffix: [ITEM] of the Soldier Minimum Level: 17 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (10-15) on hit (named OFTHESOLDIER DEGRADE ARMOR) (7.0-9.0)% more Cast Speed  Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-5.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (6-10) on hit (named OFTHESOLDIER DEGRADE ARMOR)  Affix: OFTHESTORMS2 Prefix: Deflecting [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: OFTHESTORMS3 Prefix: Deflecting [ITEM]	

Jan 05, 19 10:54	baseafx.txt	Page 47/92
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)		
Affix: OFTHESTORMS5 Suffix: [ITEM] of Deflection 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: OFTHESTORMS Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHETHORN2 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: OFTHETHORN5 Suffix: [ITEM] of Vengeance Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: OFTHETHORN Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 1		

Jan 05, 19 10:54	baseafx.txt	Page 48/92
Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OFTHETIGER3 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OFTHETIGER5 Suffix: [ITEM] of Haste Minimum Level: 3 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
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)		
Affix: OFTHETURTLE3 Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL]		



Jan 05, 19 10:54	baseafx.txt	Page 49/92
Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHETURTLE5 Suffix: [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)		
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: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHEVAMPIRE5 Suffix: [ITEM] of the Vampire Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		

Jan 05, 19 10:54	baseafx.txt	Page 50/92
Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEWINDS5 Suffix: [ITEM] of Deflection Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEWINDS Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEWIZARD2 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		

Jan 05, 19 10:54	baseafx.txt	Page 51/92
<p>Affix: OFTHEWIZARD5  Suffix: [ITEM] of Draining  Minimum Level: 7  Spawn Weight: 5  Occupies no slots  Spawns On: [WEAPON]  Effects:  +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OFTHEWIZARD  Prefix: Draining [ITEM]  Minimum Level: 7  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_BLINDING2  Prefix: Blinding [ITEM]  Minimum Level: 7  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 ofblindingblinding)</p> <p>Affix: OF_TL2_BLINDING3  Prefix: Blinding [ITEM]  Minimum Level: 7  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)</p> <p>Affix: OF_TL2_BLINDING5  Suffix: [ITEM] of Blinding  Minimum Level: 7  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)</p> <p>Affix: OF_TL2_BLINDING  Prefix: Blinding [ITEM]  Minimum Level: 7  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 ofblindingblinding)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 52/92
<p>Affix: OF_TL2_CHARGEDECAY2  Prefix: Grasping [ITEM]  Minimum Level: 12  Spawn Weight: 2  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET, PANTS]  Effects:  (16.0-16.0)% less charge bar decay rate</p> <p>Affix: OF_TL2_CHARGEDECAY3  Prefix: Grasping [ITEM]  Minimum Level: 12  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET, PANTS]  Effects:  (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_TL2_CHARGEDECAY5  Suffix: [ITEM] of Grasping  Minimum Level: 12  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET, PANTS]  Effects:  (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_TL2_CHARGEDECAY  Prefix: Grasping [ITEM]  Minimum Level: 12  Spawn Weight: 1  Occupies no slots  Spawns On: [CHEST ARMOR, HELMET, PANTS]  Effects:  (8.0-8.0)% less charge bar decay rate</p> <p>Affix: OF_TL2_CHARGERATEBONUS2  Prefix: Energizing [ITEM]  Minimum Level: 12  Spawn Weight: 2  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, NECKLACE]  Effects:  (6.0-6.0)% more charge rate</p> <p>Affix: OF_TL2_CHARGERATEBONUS3  Prefix: Energizing [ITEM]  Minimum Level: 12  Spawn Weight: 3  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, NECKLACE]  Effects:  (9.0-9.0)% more charge rate</p>		

Jan 05, 19 10:54	baseafx.txt	Page 53/92
Affix: OF_TL2_CHARGERATEBONUS5	Suffix: [ITEM] of Energy Minimum Level: 12 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, WEAPON] Effects: (15.0-15.0)% more charge rate	
Affix: OF_TL2_CHARGERATEBONUS	Prefix: Energizing [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate	
Affix: OF_TL2_CRITICALDAMAGE2	Prefix: Brutal [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_CRITICALDAMAGE3	Prefix: Brutal [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_CRITICALDAMAGE5	Suffix: [ITEM] of Violence Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_CRITICALDAMAGE	Prefix: Brutal [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_DAMAGEOVERTIME2		

Jan 05, 19 10:54	baseafx.txt	Page 54/92
Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_DAMAGEOVERTIME3	Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_DAMAGEOVERTIME5	Suffix: [ITEM] of Mortal Wounds No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_DAMAGEOVERTIME	Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)	
Affix: OF_TL2_DRAWARMOR2	Prefix: Bolstered [ITEM] Minimum Level: 66 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)	
Affix: OF_TL2_DRAWARMOR3	Prefix: Bolstered [ITEM] Minimum Level: 66 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)	

Jan 05, 19 10:54	baseafx.txt	Page 55/92
ive)		
Affix: OF_TL2_DRAWARMOR5		
Suffix: [ITEM] of the Citadel		
Minimum Level: 66		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [BELT, NECKLACE]		
Effects:		
(5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)		
Affix: OF_TL2_DRAWARMOR		
Prefix: Bolstered [ITEM]		
Minimum Level: 66		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [BELT, NECKLACE]		
Effects:		
(1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclusive)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL2		
Prefix: Fortified [ITEM]		
Minimum Level: 66		
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)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3		
Prefix: Fortified [ITEM]		
Minimum Level: 66		
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_TL2_DRAWARMOR_PHYSICAL5		
Suffix: [ITEM] of the Citadel		
Minimum Level: 66		
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)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL		
Prefix: Fortified [ITEM]		
Minimum Level: 66		
Spawn Weight: 1		

Jan 05, 19 10:54	baseafx.txt	Page 56/92
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) (Exclusive)		
Affix: OF_TL2_DRAWHEALTH2		
Prefix: Restoring [ITEM]		
Minimum Level: 66		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES]		
Effects:		
(2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealthx2)		
Affix: OF_TL2_DRAWHEALTH3		
Prefix: Restoring [ITEM]		
Minimum Level: 66		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES]		
Effects:		
(3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named drawhealthx3)		
Affix: OF_TL2_DRAWHEALTH5		
Suffix: [ITEM] of Restoration		
Minimum Level: 66		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES]		
Effects:		
(5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealthx5)		
Affix: OF_TL2_DRAWHEALTH		
Prefix: Restoring [ITEM]		
Minimum Level: 66		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES]		
Effects:		
(1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealthx1)		
Affix: OF_TL2_DRAWMANA2		
Prefix: Grasping [ITEM]		
Minimum Level: 66		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [HELMET, RING]		
Effects:		
(3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmana2)		

Jan 05, 19 10:54	baseafx.txt	Page 57/92
<p>Affix: OF_TL2_DRAWMANA3  Prefix: Grasping [ITEM]  Minimum Level: 66  Spawn Weight: 3  Occupies no slots  Spawns On: [HELMET, RING]  Effects:  (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawman ax3)</p> <p>Affix: OF_TL2_DRAWMANA5  Suffix: [ITEM] of the Usurper  Minimum Level: 66  Spawn Weight: 5  Occupies no slots  Spawns On: [HELMET, RING]  Effects:  (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawman ax5)</p> <p>Affix: OF_TL2_DRAWMANA  Prefix: Grasping [ITEM]  Minimum Level: 66  Spawn Weight: 1  Occupies no slots  Spawns On: [HELMET, RING]  Effects:  (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawman ax1)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2  Prefix: Bifold [ITEM]  Minimum Level: 13  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_DUALWIELDBONUS3  Prefix: Bifold [ITEM]  Minimum Level: 13  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_DUALWIELDBONUS5  Suffix: [ITEM] of Re-Doubling  Minimum Level: 13  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>		

Jan 05, 19 10:54	baseafx.txt	Page 58/92
<p>Affix: OF_TL2_DUALWIELDBONUS  Prefix: Bifold [ITEM]  Minimum Level: 13  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]  Effects:  (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_EXECUTE2  Prefix: Paired [ITEM]  Minimum Level: 9  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: OF_TL2_EXECUTE3  Prefix: Paired [ITEM]  Minimum Level: 9  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)</p> <p>Affix: OF_TL2_EXECUTE5  Suffix: [ITEM] of Duality  Minimum Level: 9  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: OF_TL2_EXECUTE  Prefix: Paired [ITEM]  Minimum Level: 9  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: OF_TL2_FEAR2  Prefix: Creepy [ITEM]  Minimum Level: 17  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>		

Jan 05, 19 10:54	baseafx.txt	Page 59/92
<p>Affix: OF_TL2_FEAR3  Prefix: Creepy [ITEM]  Minimum Level: 17  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 OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_FEAR5  Suffix: [ITEM] of Terror  Minimum Level: 17  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: OF_TL2_FEAR  Prefix: Creepy [ITEM]  Minimum Level: 17  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 OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_FUMBLECHANCE2  Prefix: Precise [ITEM]  Minimum Level: 17  Spawn Weight: 2  Occupies no slots  Spawns On: [WEAPON]  Effects:  (6.0-6.0)% less chance to fumble</p> <p>Affix: OF_TL2_FUMBLECHANCE3  Prefix: Precise [ITEM]  Minimum Level: 17  Spawn Weight: 3  Occupies no slots  Spawns On: [WEAPON]  Effects:  (9.0-9.0)% less chance to fumble</p> <p>Affix: OF_TL2_FUMBLECHANCE5  Suffix: [ITEM] of Precision  Minimum Level: 17  Spawn Weight: 5  Occupies no slots  Spawns On: [WEAPON]  Effects:  (15.0-15.0)% less chance to fumble</p>		

Jan 05, 19 10:54	baseafx.txt	Page 60/92
<p>Affix: OF_TL2_FUMBLECHANCE  Prefix: Precise [ITEM]  Minimum Level: 17  Spawn Weight: 1  Occupies no slots  Spawns On: [WEAPON]  Effects:  (3.0-3.0)% less chance to fumble</p> <p>Affix: OF_TL2_HEALTH_REGEN2  Prefix: Rejuvenating [ITEM]  Minimum Level: 8  Spawn Weight: 2  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  +(0.6-0.6) HP/Second</p> <p>Affix: OF_TL2_HEALTH_REGEN3  Prefix: Rejuvenating [ITEM]  Minimum Level: 8  Spawn Weight: 3  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  +(0.9-0.9) HP/Second</p> <p>Affix: OF_TL2_HEALTH_REGEN5  Suffix: [ITEM] of Rejuvenation  Minimum Level: 8  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  +(1.5-0.2) HP/Second</p> <p>Affix: OF_TL2_HEALTH_REGEN  Prefix: Rejuvenating [ITEM]  Minimum Level: 8  Spawn Weight: 1  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  +(0.3-0.3) HP/Second</p> <p>Affix: OF_TL2_MANA_REGEN2  Prefix: Focusing [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]  Effects:  +(1.0-1.0) Mana/s</p> <p>Affix: OF_TL2_MANA_REGEN3</p>		

Jan 05, 19 10:54	baseafx.txt	Page 61/92
	<p>Prefix: Focusing [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]  Effects:  +(1.5-1.5) Mana/s</p> <p>Affix: OF_TL2_MANA_REGEN5  Suffix: [ITEM] of Focus  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]  Effects:  +(2.5-2.5) Mana/s</p> <p>Affix: OF_TL2_MANA_REGEN  Prefix: Focusing [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR]  Effects:  +(0.5-0.5) Mana/s</p> <p>Affix: OF_TL2_MISSILERANGEBOUNUS2  Prefix: Long Range [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, WAND]  Effects:  +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_MISSILERANGEBOUNUS4  Suffix: [ITEM] of Range  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [BOW, CROSSBOW, PISTOL, WAND]  Effects:  +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_PETDAMAGE2  Prefix: Commanding [ITEM]  Minimum Level: 5  Spawn Weight: 2  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETDAMAGE3</p>	

Jan 05, 19 10:54	baseafx.txt	Page 62/92
	<p>Prefix: Commanding [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETDAMAGE5  Suffix: [ITEM] of Command  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETDAMAGE  Prefix: Commanding [ITEM]  Minimum Level: 5  Spawn Weight: 1  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (5.0-5.0)% more Minion/Pet Damage (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, GLOVES, PANTS]  Effects:  (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETHEALTH3  Prefix: Salving [ITEM]  Minimum Level: 5  Spawn Weight: 3  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETHEALTH5  Suffix: [ITEM] of Invigoration  Minimum Level: 5  Spawn Weight: 5  Occupies no slots  Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS]  Effects:  (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_PETHEALTH  Prefix: Salving [ITEM]  Minimum Level: 5</p>	

Jan 05, 19 10:54	baseafx.txt	Page 63/92
Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_RESIST_IMMOB50 Suffix: [ITEM] of Escape Minimum Level: 55 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, NECKLACE] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: OF_TL2_RESIST_SLOW50 Suffix: [ITEM] of Momentum Minimum Level: 55 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, NECKLACE] Effects: (50.0-50.0)% more resistance to Slow (named resist_slow)		
Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_TL2_SHIELDBREAK5 Suffix: [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)		
Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 05, 19 10:54	baseafx.txt	Page 64/92
Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)		
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: 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)		
Affix: OF_TL2_SHORTSTUN5 Suffix: [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)		
Affix: OF_TL2_SHORTSTUN Prefix: Stunning [ITEM] Minimum Level: 7 Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: 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, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.		
Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM]		



Jan 05, 19 10:54	baseafx.txt	Page 65/92
<p>Minimum Level: 6  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL  EARM]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OF_TL2_SILENCE5  Suffix: [ITEM] of Silence  Minimum Level: 6  Spawn Weight: 5  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL  EARM]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</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, POL  EARM]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND2  Prefix: Silencing [ITEM]  Minimum Level: 6  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3  Prefix: Silencing [ITEM]  Minimum Level: 6  Spawn Weight: 3  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5  Suffix: [ITEM] of Silence  Minimum Level: 6  Spawn Weight: 5  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND</p>		

Jan 05, 19 10:54	baseafx.txt	Page 66/92
<p>Prefix: Silencing [ITEM]  Minimum Level: 6  Spawn Weight: 1  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  Inflct on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_TL2_SPLASH2  Prefix: Slashing [ITEM]  Minimum Level: 11  Spawn Weight: 2  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]  Effects:  (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_SPLASH3  Prefix: Slashing [ITEM]  Minimum Level: 11  Spawn Weight: 3  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]  Effects:  (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_SPLASH5  Suffix: [ITEM] of Carnage  Minimum Level: 11  Spawn Weight: 5  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]  Effects:  (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_SPLASH  Prefix: Slashing [ITEM]  Minimum Level: 11  Spawn Weight: 1  Occupies no slots  Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF]  Effects:  (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OFVENOM2  Prefix: Venomous [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [STAFF, WAND]  Effects:  +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFVENOM3  Prefix: Venomous [ITEM]  No Level Range</p>		

Jan 05, 19 10:54	baseafx.txt	Page 67/92
Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFVENOM5 Suffix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)		
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)		
Affix: PETTAG_ATTACK_SPEED3 Prefix: Agitating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (9.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: PETTAG_ATTACK_SPEED5 Prefix: Agitating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: PETTAG_ATTACK_SPEED Prefix: Agitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 05, 19 10:54	baseafx.txt	Page 68/92
Spawns On: [COLLAR, STUD] Effects: (3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
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)		
Affix: PETTAG_CRIT_CHANCE3 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: 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)		
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)		
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)		
Affix: PETTAG_DEGRADE_ARMOR3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 05, 19 10:54	baseafx.txt	Page 69/92
	Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)	
	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)	
	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)	
	Affix: PETTAG_DIRECT_BURN_PERCENT_05 Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
	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)	
	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: PETTAG_DIRECT_FREEZE_PERCENT_05 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD]	

Jan 05, 19 10:54	baseafx.txt	Page 70/92
	Effects: Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
	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)	
	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)	
	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 OFTHEMASTER CRITICAL CHANCE)	
	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 OFTHEMASTER CRITICAL CHANCE)	
	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)	
	Affix: PETTAG_DIRECT_SHOCK_PERCENT_05 Prefix: Shocking [ITEM]	

Jan 05, 19 10:54	baseafx.txt	Page 71/92
<p>No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTE  R CRITICAL CHANCE)</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 OFTHEMAS  TER CRITICAL CHANCE)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20  Prefix: Shocking [ITEM]  No Level Range  Spawn Weight: 7  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  Inflict on Hit: (20.0-20.0)% chance to Shock for 5.0 seconds (named OFTHEMAS  TER CRITICAL CHANCE)</p> <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 W  C_Stormclaw Proc) (Level 1)</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: PETTAG_TL2_RESIST_IMMOB100  Prefix: Liberating [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (100.0-100.0)% more resistance to Immobilize (named resist_immobilize)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 72/92
<p>Affix: PETTAG_TL2_RESIST_SLOW100  Prefix: Momentous [ITEM]  No Level Range  Spawn Weight: 4  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (100.0-100.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER2  Prefix: Crushing [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (40.0-40.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3  Prefix: Crushing [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (60.0-60.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5  Prefix: Crushing [ITEM]  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (100.0-100.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER  Prefix: Crushing [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</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 OFTHEMAST  ER CRITICAL CHANCE)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 73/92
<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: 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: 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: 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: 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</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>		

Jan 05, 19 10:54	baseafx.txt	Page 74/92
<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_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: PETTRINKET_ARMOR_ELECTRIC2  Prefix: Electric-Armored [ITEM]  No Level Range  Spawn Weight: 2  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(30.0-40.0) electrical armor</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: 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</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: PETTRINKET_ARMOR_ELECTRIC</p>		

Jan 05, 19 10:54	baseafx.txt	Page 75/92
	Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) electrical armor	
	Affix: PETTRINKET_ARMOR_FIRE2 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) fire armor	
	Affix: 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: 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: PETTRINKET_ARMOR_FIRE7 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor	
	Affix: PETTRINKET_ARMOR_FIRE Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) fire armor	
	Affix: PETTRINKET_ARMOR_ICE2 Prefix: Ice-Armored [ITEM] No Level Range	

Jan 05, 19 10:54	baseafx.txt	Page 76/92
	Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) ice armor	
	Affix: PETTRINKET_ARMOR_ICE3 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) ice armor	
	Affix: PETTRINKET_ARMOR_ICE5 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) ice armor	
	Affix: PETTRINKET_ARMOR_ICE7 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) ice armor	
	Affix: PETTRINKET_ARMOR_ICE Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) ice armor	
	Affix: 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	
	Affix: PETTRINKET_ARMOR_POISON3 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots	

Jan 05, 19 10:54	baseafx.txt	Page 77/92
Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) poison armor		
Affix: PETTRINKET_ARMOR_POISON5 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor		
Affix: PETTRINKET_ARMOR_POISON7 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor		
Affix: PETTRINKET_ARMOR_POISON Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) poison armor		
Affix: 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)		
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)		
Affix: PETTRINKET_DAMAGE_ELEC5 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 05, 19 10:54	baseafx.txt	Page 78/92
+(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)		
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)		
Affix: PETTRINKET_DAMAGE_ELEC Prefix: Juiced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTRINKET_DAMAGE_FIRE2 Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTRINKET_DAMAGE_FIRE3 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)		
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)		
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)		

Jan 05, 19 10:54	baseafx.txt	Page 79/92
<p>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)</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: 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_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_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_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_PHYS2</p>		

Jan 05, 19 10:54	baseafx.txt	Page 80/92
<p>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: PETTRINKET_DAMAGE_PHYS3  Prefix: Fanged [ITEM]  No Level Range  Spawn Weight: 3  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(24.0-30.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>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)</p> <p>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)</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: 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: PETTRINKET_DAMAGE_POIS3  Prefix: Virulent [ITEM]  No Level Range</p>		



Jan 05, 19 10:54	baseafx.txt	Page 81/92
<p>Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_DAMAGE_POISS 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_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_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: 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> <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_HEALTHANDMANA5 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 05, 19 10:54	baseafx.txt	Page 82/92
<p>Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) Max HP</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_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: 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: 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: 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: PETTRINKET_LIFESTEAL7 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:</p>		

Jan 05, 19 10:54	baseafx.txt	Page 83/92
	<p>+(266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</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: 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)</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: PETTRINKET_LIFESTEAL_MASTER5  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> <p>Affix: PETTRINKET_LIFESTEAL_MASTER7  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> <p>Affix: PETTRINKET_LIFESTEAL_MASTER  Prefix: Synergistic [ITEM]  No Level Range  Spawn Weight: 1  Occupies no slots  Spawns On: [COLLAR, STUD]  Effects:  +(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p>	

Jan 05, 19 10:54	baseafx.txt	Page 84/92
	<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: 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: 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: 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: 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)</p>	

Jan 05, 19 10:54	baseafx.txt	Page 85/92
	<pre> +(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)  Affix: PETTRINKET_THORNS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects:   (11.0-14.0)% physical damage reflected  Affix: 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  Affix: PETTRINKET_THORNS5 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:   (30.0-35.0)% physical damage reflected  Affix: 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  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  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 </pre>	

Jan 05, 19 10:54	baseafx.txt	Page 86/92
	<pre> 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: PETTRINKET_THORNS7 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:   (30.0-35.0)% physical damage reflected  Affix: PETTRINKET_THORNS7_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  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  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  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 </pre>	

Jan 05, 19 10:54	baseafx.txt	Page 87/92
<p>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</p> <p>Affix: SKILL_ADD_MASTERY_CHARM2  Suffix: [ITEM] of Great Charm  Minimum Level: 777  Spawn Weight: 5  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: SKILL_ADD_MASTERY_CHARM  Suffix: [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: SKILL_ADD_MASTERY_DEFENSE2  Suffix: [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 Master  y)</p> <p>Affix: SKILL_ADD_MASTERY_DEFENSE  Suffix: [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 Master  y)</p> <p>Affix: SKILL_ADD_MASTERY_OFFENSE2  Suffix: [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 Master  y)</p>		

Jan 05, 19 10:54	baseafx.txt	Page 88/92
<p>Affix: SKILL_ADD_MASTERY_OFFENSE  Suffix: [ITEM] of Offense  Minimum Level: 777  Spawn Weight: 3  Occupies no slots  Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE]  Effects:  +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Master  y)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5  Suffix: [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 DEFEN  SE)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5  Suffix: [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 DEFE  NSE)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5  Suffix: [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: TRINKET_ELECTRICPERCENT_DEFENSE5  Suffix: [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: TRINKET_FIRE_BONUS5  Suffix: [ITEM] of Burning</p>		

Jan 05, 19 10:54	baseafx.txt	Page 89/92
	<p>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)</p> <p>Affix: TRINKET_FIREDEFENSE5  Suffix: [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: TRINKET_FIRE_PERCENT5  Suffix: [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: TRINKET_FIREPERCENT_DEFENSE5  Suffix: [ITEM] of Cooling  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: TRINKET_GOLDFIND5  Suffix: [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: TRINKET_ICE_BONUS5  Suffix: [ITEM] of Chilling  No Level Range  Spawn Weight: 5  Occupies no slots  Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]</p>	

Jan 05, 19 10:54	baseafx.txt	Page 90/92
	<p>Effects:  +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_ICEDEFENSE5  Suffix: [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_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: TRINKET_ICE_PERCENT5  Suffix: [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: TRINKET_ICEPERCENT_DEFENSE5  Suffix: [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 ELECTRICAL DEFENSE)</p> <p>Affix: TRINKET_MAGICFIND5  Suffix: [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: TRINKET_POISON_BONUS5  Suffix: [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>	

Jan 05, 19 10:54	baseafx.txt	Page 91/92
<p>Affix: TRINKET_POISONDEFENSE5  Suffix: [ITEM] of Curing  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) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: TRINKET_POISON_PERCENT5  Suffix: [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: TRINKET_POISONPERCENT_DEFENSE5  Suffix: [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> <p>Affix: TRINKET_STAT_DEFENSE5  Suffix: [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: TRINKET_STAT_DEXTERITY5  Suffix: [ITEM] of Swiftness  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> <p>Affix: TRINKET_STAT_MAGIC5  Suffix: [ITEM] of Focus  No Level Range  Spawn Weight: 5  Occupies no slots</p>		

Jan 05, 19 10:54	baseafx.txt	Page 92/92
<p>Spawns On: [ARMOR_ELEMENTAL, TRINKET]  Can't Spawn On: [COLLAR, STUD]  Effects:  +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_STAT_STRENGTH5  Suffix: [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>File Group 'default' ending</p>		