

Jan 03, 19 18:18	allafx.txt	Page 1/1398
File Group 'LAO 2' starting		
Affix: ELEC2 Prefix: Resonant [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)		
Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)		
Affix: DEX_VIT2_1H Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)		
Affix: CAST_SPEED4_C Prefix: War-Mage's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)		
Affix: RED_DMG_MELEE_DMG1 Prefix: Strife-Sigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)		
Affix: MAG1 Prefix: Mage's [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 2/1398
Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(25-50) Focus (named MAG1)		
Affix: PROC_OPENWOUND3 Prefix: [ITEM] of Wounding No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: DEGRADE1 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (5-10) on hit (named Degrade1)		
Affix: CLASS_BASED_D_A Prefix: Elderstone [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_2) (Uses PERCENT graph)		
Affix: THORNS_POIS3 Prefix: Noxious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% poison damage reflected (named THORNS_POIS3)		
Affix: DMG_PROC_ICE1 Prefix: Shard-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)		

Jan 03, 19 18:18	allafx.txt	Page 3/1398
<p>Affix: DMG_PROC_ELEC1 Prefix: Jolt-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12 Prefix: Hexsteel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT12) Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12) +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1 Prefix: Totemic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: BOOTS1_A Prefix: Sure [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: XP2 Prefix: Wanderer's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 4/1398
<p>Affix: ARMOR_MAT6_A Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph) (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE1 Prefix: Flame-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: BOOTS3_C Prefix: Grounded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: ELEC2_2H Prefix: Resonant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, SWORD, THUNDERBOLT, WARHAMMER, WHIP] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 5/1398
ses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT4_C Prefix: Raven Scale [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph) +(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_BONUS4 Prefix: Grim [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS5 Prefix: Cruel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC1 Prefix: Volt-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)		
Affix: DEX4_2H_2 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)		
Affix: RED_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 6/1398
Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
Affix: VIT4 Prefix: Guardian's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(175-250) Vitality (named VIT4)		
Affix: MF1 Prefix: Vintage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)		
Affix: STR_DEX1 Prefix: Bandit's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(50-100) Strength (named STR_DEX1) +(50-100) Dexterity (named STR_DEX1)		
Affix: XP3 Prefix: Explorer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR14 Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 7/1398
(5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)		
Affix: FACTION_ARMOR9_C Prefix: Greenmist [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)		
Affix: WEAPON_MAT13 Prefix: Saronite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT13) (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT13)		
Affix: DMG_PROC_FIRE1 Prefix: Flare-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)		
Affix: ARMOR_STATS_MAG2_C Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_PERCENT_LOW8_A Prefix: Decayed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 8/1398
Affix: THORNS_POIS2 Prefix: Despoiled [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% poison damage reflected (named THORNS_POIS2)		
Affix: PROC_OPENWOUND2 Prefix: [ITEM] of Bloodletting No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: BLINDING4_A Prefix: [ITEM] of Distortion No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses Linear_Graph graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses Linear_Graph graph)		
Affix: DMG_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE6_A Prefix: Plated [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 9/1398
<p>ph) (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_1H Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ELEC3 Prefix: Thundering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph) -25.0 knockback (named ELEC3)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H Prefix: Abberant [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE2 Prefix: [ITEM] of Menace No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 10/1398
<p>Affix: ARM_PHYSRED_TYPE6_C Prefix: Plated [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>ph) (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG2 Prefix: Battle-Rune [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2 Prefix: Wizard's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2 Prefix: Shattering [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (10-15) on hit (named Degrade2)</p>		

Jan 03, 19 18:18	allafx.txt	Page 11/1398
<p>Affix: DODGE5 Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4 Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: -25.0 knockback (named CLASS_BASED_D_4) (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)</p> <p>Affix: BLINDING4_C Prefix: [ITEM] of Distortion No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ELEC2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)</p> <p>Affix: ARMOR_STATS_MAG2_A Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2 Prefix: Shard-Spike [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 12/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)</p> <p>Affix: ARMOR_PERCENT_LOW8_C Prefix: Decayed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_B Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR9_A Prefix: Greenmist [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_Graph graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_Graph graph)</p> <p>Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT11)</p>		

Jan 03, 19 18:18	allafx.txt	Page 13/1398
<p>Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1 Prefix: Seeker's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3 Prefix: Antique [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4 Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) electric Armor (named ARM_ILLUM4) (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2 Prefix: Flame-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3 Prefix: Volt-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 14/1398
<p>(10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3_1H Prefix: Ancestral [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS6 Prefix: Merciless [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT4_A Prefix: Raven Scale [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD, ENCHANTER] Effects: +(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph) +(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_1H Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 15/1398
<p>Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: EXECUTE4_1H Prefix: Executioner's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (10.0-15.0)% more Execute Chance (named EXECUTE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC2 Prefix: Volt-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5_2H Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2_1H Prefix: Haywire [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 16/1398
<p>Affix: BOOTS3_A Prefix: Grounded [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT6_C Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph) (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(75-150) Strength (named STR_DEX2) +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: BOOTS1_C Prefix: Sure [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 17/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10) +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1 Prefix: Foul [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: DMG_ANGRY3_2H Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 18/1398
<p>Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT_GRAPH graph)</p> <p>Affix: CLASS_BASED4_2HR_2 Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3 Prefix: Sundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1 Prefix: [ITEM] of Cutting No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(100-175) Focus (named MAG3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 19/1398
<p>Affix: CLASS_BASED_D_2_2H Prefix: Wirewood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H_2 Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph) +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG3 Prefix: War-Glyph [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4_A Prefix: War-Mage's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 20/1398
<p>Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE3 Prefix: [ITEM] of Havoc No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1 Prefix: Looter's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph) (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: BOOTS5_C Prefix: Fur-Lined [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEGRADE4_1H Prefix: Sieging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_GRAPH graph)</p> <p>Affix: ELEC4 Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 21/1398
<p>Affix: ARMOR_MAT2_C Prefix: Black Iron [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_1_1H Prefix: Totemic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS7_A Prefix: Sturdy [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY1_2H_2 Prefix: [ITEM] of Fury No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Can't Spawn On: [RANGED WEAPON] Effects: (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT14 Prefix: Titansteel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 22/1398
<p>Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: XP4 Prefix: Adventurer's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3 Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13 Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph) (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3 Prefix: Sentinel's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(100-175) Vitality (named VIT3)</p> <p>Affix: BOOTS11_A Prefix: Spiked [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 23/1398
Effects: (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph) +(35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)		
Affix: ELEC2_2H_2 Prefix: Resonant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)		
Affix: ARM_ILLUM1 Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) poison Armor (named ARM_ILLUM1) (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS2 Prefix: Wicked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)		
Affix: VIT_MAG1 Prefix: Shaman's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(50-100) Vitality (named VIT_MAG1) +(50-100) Focus (named VIT_MAG1)		
Affix: RED_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 24/1398
(1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)		
Affix: CLASS_BASED_B_4_2H Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph) +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)		
Affix: RED_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)		
Affix: REFLECT_LITE1 Prefix: Rebounding [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC3_2H_2 Prefix: Honed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		
Affix: DIVINE_WEAP_TOXX_1H Prefix: Plagued [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 25/1398
<p>Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (75.0-100.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS3 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: BURN3_C Prefix: Immolating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_2H_2 Prefix: Tempered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_1H Prefix: Tempered [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 26/1398
<p>Affix: CHARGE_DECAY4_C Prefix: [ITEM] of Willpower Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN1_A Prefix: Blazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT2 Prefix: Defender's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(50-100) Vitality (named VIT2)</p> <p>Affix: DEX4_1H Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_A Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 4 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 27/1398
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDI NG2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEA R_GRAPH graph)		
Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)		
Affix: DMG_ANGRY1_2H Prefix: [ITEM] of Fury No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Can't Spawn On: [RANGED WEAPON] Effects: (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINE AR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param eters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY 1) (Uses LINEAR_GRAPH graph)		
Affix: BLOCK2 Prefix: Defiant [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE4_C Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH gr aph)		
Affix: FACTION_ARMOR8		

Jan 03, 19 18:18	allafx.txt	Page 28/1398
Prefix: Aesir [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT g raph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT gr		
Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WE APON_MAT14) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT14)		
Affix: ARMOR_STATS2_C Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH gra ph) +(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PROC_ELEC2_2H_2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LIN EAR_GRAPH graph)		
Affix: DMG_ANGRY4_1H Prefix: [ITEM] of Anger Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH gra ph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with p arameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANG RY4) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 29/1398
<p>Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2H Prefix: Magebane [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE5_A Prefix: [ITEM] of Ascension Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS6_2H_2 Prefix: Merciless [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin</p>		

Jan 03, 19 18:18	allafx.txt	Page 30/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5_C Prefix: [ITEM] of Ascension Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 31/1398
<p>Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4 Prefix: Sieging [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: ARMOR_STATS2_A Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: CLASS_BASED_D_B_2H Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with param</p>		

Jan 03, 19 18:18	allafx.txt	Page 32/1398
<p>eters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: GFME_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_A Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_C Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 33/1398
<p>Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: BURN1_C Prefix: Blazing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_1H Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED4_2HR Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 34/1398
<p>Affix: CHARGE_DECAY4_A Prefix: [ITEM] of Willpower Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN3_A Prefix: Immolating [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED2_2HR_2 Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)</p>		

```

Affix: REFLECT_LITE2
Prefix: Ricochet [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
Effects:
    (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)

Affix: DMG_PERCENT_ELEC4
Prefix: Volt-Torrent [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)

Affix: ARM_ILLUM3
Prefix: Darkweave [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [ARMOR_PHYSICAL]
Effects:
    + (20.0-40.0) ice Armor (named ARM_ILLUM3)
    (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)

Affix: BOOTS11_C
Prefix: Spiked [ITEM]
Minimum Level: 25
Spawn Weight: 2
Occupies no slots
Spawns On: [CHEST ARMOR]
Effects:
    (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph)
    + (35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)

Affix: VIT1
Prefix: Sentry's [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [CANNON, HELMET, RING, SHIELD]
Effects:
    + (25-50) Vitality (named VIT1)

Affix: MF4
Prefix: Ancient [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]

```

```

Effects:
(6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)

Affix: FACTION_ARMOR11
Prefix: Muursat [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI
CE, RING]
Can't Spawn On: [CHEST ARMOR]
Effects:
(5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)
(5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT g

Affix: BLOCK1
Prefix: Vigilant [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]
Effects:
(1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)
(1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)

Affix: WEAPON_MAT16
Prefix: Pyrite [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
+(5.0-10.0) fire damage (named WEAPON_MAT16)
(5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)
+(5.0-10.0) electric damage (named WEAPON_MAT16)

Affix: CLASS_BASED_D_3
Prefix: Cairnstone [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [1HMACE, 2HMACE, STAFF]
Effects:
(2-4) second increased duration of elemental effects (named CLASS_BASED
Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named C
BASED_D_3) (Uses PERCENT graph)

Affix: DODGE2
Prefix: [ITEM] of Blurring
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [BELT, BOOTS]
Effects:
(2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)

```

Jan 03, 19 18:18	allafx.txt	Page 37/1398
<p>Affix: CLASS_BASED_A_2_1H Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflct on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_B ASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (U ses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS7_C Prefix: Sturdy [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH gr aph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT grap h)</p> <p>Affix: ARMOR_MAT2_A Prefix: Black Iron [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAP H graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE5_2H_2 Prefix: Primordial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_ GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 38/1398
<p>(10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_ graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_ H graph)</p> <p>Affix: CRIT_CHANCE5 Prefix: [ITEM] of Calamity No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT grap</p> <p>Affix: BOOTS11 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph) +(25-60) Strength (named BOOTS11)</p> <p>Affix: DMG_PROC_POIS2_2H Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_ PH graph)</p> <p>Affix: BOOTS5_A Prefix: Fur-Lined [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH gr</p> <p>Affix: WEAPON_MAT3 Prefix: Velium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) ice damage (named WEAPON_MAT3) Inflct on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAP</p>		

Jan 03, 19 18:18	allafx.txt	Page 39/1398
AT3) (Uses PERCENT graph)		
Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)		
Affix: DMG_PERCENT_POIS4_2H Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE4_2H_2 Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)		
Affix: PET_BUFF13 Prefix: Lord's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 40/1398
Affix: DMG_ELEMENTAL_RANGE5_1H Prefix: Primordial [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [RING, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)		
Affix: DMG_BONUS_MISC3_2H Prefix: Honed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		
Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)		
Affix: ELEC4_2H_2 Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 41/1398
<p>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING1_2H Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_4_2H Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects: -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR8_A Prefix: Aesir [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR]</p> <p>Effects: (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses Linear_Graph graph)</p> <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses Linear_Graph graph)</p> <p>Affix: DMG_PERCENT_BONUS6_2H Prefix: Merciless [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4_A Prefix: Detonating [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 42/1398
<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR]</p> <p>Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses Linear_Graph graph)</p> <p>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses Linear_Graph graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]</p> <p>Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)</p> <p>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph)</p> <p>+ (0.5-1.3) Mana/s (named dual_elemred_bonus4)</p> <p>Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON]</p> <p>Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2_1H Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED]</p> <p>Effects: No effect details for effect DAMAGE_CHANCE with parameters (min 100.00, 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON]</p> <p>Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: DMG_BONUS_MISC4_2H_2 Prefix: Razor-Edge [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 43/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph) Infllict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME4_A Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC5_2H_2 Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7_C Prefix: Oiled [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME1 Prefix: Acclaimed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 44/1398
<p>Affix: DMG_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12 Prefix: Commander's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5_A Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS2_A Prefix: Fleet [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT2 Prefix: Obsidian [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT2) (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT2)</p>		

Jan 03, 19 18:18	allafx.txt	Page 45/1398
<p>Affix: CLASS_BASED_A_1 Prefix: Magebane [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1 Prefix: Weighted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF] Effects: +(10.0-20.0) physical damage (named DMG_BONUS_MISC1) Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2 Prefix: [ITEM] of Desolation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3 Prefix: Honed [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC3) (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3 Prefix: Headhunter's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph) (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4 Prefix: War-Mage's [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 46/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, STAFF] Effects: (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS2_C Prefix: Fleet [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES4 Prefix: Turtle's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5_C Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PET_BUFF10 Prefix: Thaumaturgist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1 Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS1) +(50-100) Dexterity (named ARMOR_STATS1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 47/1398
<p>Affix: FAME3 Prefix: Notorious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT7_A Prefix: Oiled [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD4_1H Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 48/1398
<p>Affix: FAME4_C Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_3_2H Prefix: Headhunter's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: BURN4_C Prefix: Detonating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_1H Prefix: Elderstone [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 49/1398
<p>Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)</p> <p>Affix: FACTION_ARMOR8_C Prefix: Aesir [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC1_1H Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT8) +(0.5-1.5) HP/Second (named ARMOR_MAT8)</p> <p>Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 50/1398
<p>Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses LINEAR_GRAPH graph) (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_STEAL_PERCENT3 Prefix: Consuming [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3_2H_2 Prefix: Sinister [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_1H Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_2H Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4_2H) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 51/1398
<p>Affix: FAME2 Prefix: Famed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF11 Prefix: Officer's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 52/1398
<p>Affix: WEAPON_MAT1 Prefix: Bone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1 Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9 Prefix: Summoner's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_A Prefix: [ITEM] of the Black No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1_A) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN2_A Prefix: Slag [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 53/1398
	<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses Linear_Graph graph) Degrade enemy armor by (75-100) on hit (named BURN2) (Uses Linear_Graph graph)</p> <p>Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2_2H_2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_FIRE2_2H_2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 54/1398
	<p>Affix: BLINDING3_C Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, RING] Effects: (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph) (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2_2H_2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_2H_2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_2H_2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 55/1398
RAPH graph)		
<p>Affix: BLINDING3_2H_2 Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1 Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1) (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph) (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_1H Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2_1H Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 56/1398
raph)		
<p>Affix: DUAL_ELEMRED_BONUS2 Prefix: Skymetal [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DODGE5_A Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT3_A Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3 Prefix: Fellwarped [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph) (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph) +(15.0-30.0) poison Armor (named dual_elemred_bonus3)</p> <p>Affix: BOOTS4_A Prefix: Forgeworked [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 57/1398
<p>CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT1_C Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph) (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT5_A Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS6_C Prefix: Slimy [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2_2H_2 Prefix: Shard-Spike [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 58/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, SWORD, THUNDERBOLT, WARHAMMER, WAND] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC3_1H Prefix: Thundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph) -50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS10_C Prefix: Leyline [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14 Prefix: General's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG2 Prefix: Etherbrand [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 59/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2) +(75-150) Focus (named ARMOR_STATS_MAG2)</p> <p>Affix: DEGRADE4_C Prefix: Sieging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph graph)</p> <p>Affix: WEAPON_MAT4 Prefix: Crystalline [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT2) Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT4) +(4.0-8.0) ice damage (named WEAPON_MAT4)</p> <p>Affix: PET_BUFF8 Prefix: Major's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT2_1H Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CAST_SPEED2 Prefix: Battle-Mage's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 60/1398
<p>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5 Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT6)</p> <p>Affix: GFMF_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4_A Prefix: Sieging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_Graph graph)</p> <p>Affix: ARM_BONUS_STUNRES2 Prefix: Crab's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 61/1398
<p>aph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) +(25-60) Vitality (named BOOTS8)</p> <p>Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_1H Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS10_A Prefix: Leyline [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 62/1398
<p>(3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4_1H Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph) Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_2HR_2 Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_2H Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT5_C Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 63/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: BOOTS6_A Prefix: Slimy [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3_2H Prefix: Sinister [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT1_A Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph) (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT2</p>		

Jan 03, 19 18:18	allafx.txt	Page 64/1398
<p>Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2) (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_1H Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1_2H Prefix: Weighted [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS4_C Prefix: Forgeworked [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2_1H Prefix: [ITEM] of Rage Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 65/1398
<pre> Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)) Affix: ARMOR_MAT3_C Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph) Affix: DODGE5_C Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph) Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)) Affix: ARMOR_WEIGHT3 Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3) (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph) (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph) Affix: DMG_PERCENT_ICE4_2H Prefix: Frost-Torrent [ITEM] </pre>		

Jan 03, 19 18:18	allafx.txt	Page 66/1398
<pre> No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph) Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrn No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph) Affix: RED_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) Affix: CLASS_BASED_B_2_2H Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: Can't Spawn On: [RANGED WEAPON] (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph) (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph) Affix: CLASS_BASED_B_3_2H_2 Prefix: Ancestral [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 67/1398
<p>Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_2_2H_2 Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph) (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_A Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED4_1HR Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses Linear_Graph graph) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_Graph graph)</p> <p>Affix: FAME4 Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 68/1398
<p>Affix: CLASS_BASED_D_B_2H_2 Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS9 Prefix: Tracker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: CLASS_BASED_D_C_2H_2 Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>Affix: BURN2_C Prefix: Slag [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 69/1398
Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (75-100) on hit (named BURN2) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) +(50-100) Focus (named ARMOR_STATS_MAG1)		
Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)		
Affix: BLINDING1_C Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)		
Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF] Effects: +(8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)		
Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 70/1398
Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)		
Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)		
Affix: ATK_SPEED1 Prefix: Feral [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)		
Affix: FACTION_ARMOR2_C Prefix: Calishite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)		
Affix: FIRE_DOT2_2H Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2_2H) (Uses LINEAR_GRAPH graph)		
Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 71/1398
(1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: THORNS_ICE2 Prefix: Polar [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)		
Affix: PET_BUFF6 Prefix: Disciple's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)		
Affix: BOOTS4 Prefix: Forgeworked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph) (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)		
Affix: HP_PERCENT1 Prefix: [ITEM] of the Beast No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY2 Prefix: Infused [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)		
Affix: RING_MAT3 Prefix: Astralite [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING]		

Jan 03, 19 18:18	allafx.txt	Page 72/1398
Effects: Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph) Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC1 Prefix: Ivory [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
Affix: DMG_PROC_FIRE2_2H Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR graph)		
Affix: ITEM_REQ1 Prefix: Guide's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(2-5) item requirements (named ITEM_REQ1)		
Affix: DEX_VIT1 Prefix: Ranger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(50-100) Vitality (named DEX_VIT1) +(50-100) Dexterity (named DEX_VIT1)		
Affix: BLINDING3_1H Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3_1H)		

Jan 03, 19 18:18	allafx.txt	Page 73/1398
3)	(Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)	
Affix:	DMG_BONUS_MISC4_2H Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph) Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)	
Affix:	DUAL_ELEMRED_BONUS1_C Prefix: Ethertouched [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)	
Affix:	HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: + (15.0-20.0) Max HP (named HP3)	
Affix:	CLASS_BASED1_1HR Prefix: Engraved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)	
Affix:	PROC_MANACOST1 Prefix: Auger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF]	

Jan 03, 19 18:18	allafx.txt	Page 74/1398
Effects:	(1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses LINEAR_GRAPH graph)	
Affix:	CRIT_DMG_CHANCE3_1H Prefix: Sinister [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, RING, WAND] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)	
Affix:	CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)	
Affix:	CLASS_BASED_D_3_2H Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)	
Affix:	ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)	
Affix:	CRIT_DAMAGE4 Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 75/1398
<p>Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_A Prefix: Fellwarped [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph) +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2_2H Prefix: [ITEM] of Rage No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 76/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT4_A Prefix: Heavy [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_A Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 77/1398
Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)		
Affix: FACTION_ARMOR14_C Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)		
Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)		
Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 78/1398
Affix: ALL_STATS4 Prefix: [ITEM] of the Planes No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)		
Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)		
Affix: ARMOR_STATS_DEF1 Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)		
Affix: BOOTS8_C Prefix: Rugged [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)		
Affix: ARM_ILLUM4_A Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)		

Affix: HP2
 Prefix: Hearty [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]
 Effects:
 +(10.0-15.0) Max HP (named HP2)

Affix: CRIT_DMG_CHANCE2
 Prefix: Dire [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [RING, WEAPON]
 Effects:
 (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)
 (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)

Affix: DMG_PERCENT_ICE4_1H
 Prefix: Frost-Torrent [ITEM]
 No Level Range
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
 Can't Spawn On: [TWO HANDED]
 Effects:
 (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)

Affix: STR_MAG1
 Prefix: Reaver's [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [2HAXE, 2HSWORD, BELT]
 Effects:
 +(50-100) Strength (named STR_MAG1)
 +(50-100) Focus (named STR_MAG1)

Affix: PROC_KILLHEAL1
 Prefix: [ITEM] of Victory
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
 (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)

Affix: CHARGE_DECAY3
 Prefix: [ITEM] of Resolve
 No Level Range
 Spawn Weight: 3
 Occupies no slots

Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]
 Effects:
 (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)

Affix: RING_MAT2
 Prefix: Crysteel [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [NECKLACE, RING]
 Effects:
 -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph)
 No effect details for effect INTERRUPT_CHANCE with parameters (min 2.00, 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph)

Affix: CLASS_BASED_S_1_A
 Prefix: Ember Etched [ITEM]
 Minimum Level: 25
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HEADDRESS, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND]
 Effects:
 (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH)
 (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH)

Affix: INTERRUPT1
 Prefix: Distracting [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]
 Effects:
 Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)

Affix: BOOTS5
 Prefix: Fur-Lined [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [BOOTS]
 Effects:
 (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph)
 (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)

Affix: DIVINE_WEAP_TOXX_2H_2
 Prefix: Plagued [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE]

Jan 03, 19 18:18	allafx.txt	Page 81/1398
FF]	Effects: (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)	
Affix: CLASS_BASED_P_2_C	Prefix: Deepwater [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)	
Affix: THORNS_ICE3	Prefix: Arctic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3)	
Affix: PET_BUFF7	Prefix: Captain's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)	
Affix: DEX_MAG2_A	Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)	
Affix: DIVINE_WEAP_TOXX	Prefix: Plagued [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 82/1398
	(5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)	
Affix: CLASS_BASED_S_3_C	Prefix: Riftward [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)	
Affix: CLASS_BASED_A_3_2H_2	Prefix: Headhunter's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)	
Affix: CLASS_BASED_A_2_2H_2	Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)	
Affix: CLASS_BASED_S_3_A	Prefix: Riftward [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 83/1398
0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)		
Affix: ATK_SPEED2 Prefix: Fierce [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)		
Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)		
Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)		
Affix: THORNS_ICE1 Prefix: Frosted [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)		
Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: DEX_MAG2_C Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 84/1398
Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)		
Affix: EXECUTE4 Prefix: Executioner's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_2_A Prefix: Deepwater [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)		
Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)		
Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)		
Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 85/1398
<p>Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(5-9) item requirements (named ITEM_REQ2)</p> <p>Affix: DMG_ANGRY2_2H_2 Prefix: [ITEM] of Rage No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_2H_2 Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2</p>		

Jan 03, 19 18:18	allafx.txt	Page 86/1398
<p>Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_C Prefix: Ember Etched [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(75-150) Vitality (named DEX_VIT2) +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4_C</p>		

Jan 03, 19 18:18	allafx.txt	Page 87/1398
	<p>Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: BOOTS8_A Prefix: Rugged [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ICE2_2H Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH4 Prefix: [ITEM] of Onslaught</p>	

Jan 03, 19 18:18	allafx.txt	Page 88/1398
	<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_2H Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14_A Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses Linear_Graph graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses Linear_Graph graph)</p> <p>Affix: DEX_VIT2_C Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT4_C Prefix: Heavy [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 89/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)		
Affix: ELEC1_2H_2 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC1) (Uses LINEAR_GRAPH graph)		
Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(50-100) Dexterity (named DEX2)		
Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -7.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)		
Affix: CLASS_BASED2_2HR Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)		
Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 90/1398
Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)		
Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -7.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)		
Affix: DEX3 Prefix: Expert's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)		
Affix: ARMOR_PERCENT_LOW7 Prefix: Copper Ringed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)		
Affix: CLASS_BASED1 Prefix: Engraved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)		
Affix: REGEN_MAX_HP1 Prefix: [ITEM] of Revivication No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 91/1398
<p>Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_C Prefix: Fellwarped [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph) +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC1_2H_2 Prefix: Weighted [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [LEGENDARY BELT, LEGENDARY BOOTS, LEGENDARY CHEST ARMOR, LEGENDARY GLOVES, LEGENDARY HELMET, LEGENDARY NECKLACE, LEGENDARY PANTS, LEGENDARY RING, LEGENDARY SHIELD, LEGENDARY SHOULDER ARMOR] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 92/1398
<p>Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) h) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DUAL_ELEMRED_BONUS1_A Prefix: Ethertouched [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (duration 5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 93/1398
<p>Affix: ELEC3_2H Prefix: Thundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph) -50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(75-150) Strength (named STR_MAG2) +(75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT1 Prefix: Bloodeye [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(9-15) item requirements (named ITEM_REQ3)</p> <p>Affix: PROC_KILLHEAL2</p>		

Jan 03, 19 18:18	allafx.txt	Page 94/1398
<p>Prefix: [ITEM] of Triumph No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)</p> <p>Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph) (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF4 Prefix: Warlock's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 95/1398
	(15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)	
Affix: WEAPON_MAT8	Prefix: Nelumite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) + (4.0-8.0) electric damage (named WEAPON_MAT8) + (4.0-8.0) physical damage (named WEAPON_MAT8)	
Affix: ATK_SPEED3	Prefix: Ferocious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)	
Affix: FACTION_ARMOR2_A	Prefix: Calishite [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)	
Affix: BOOTS2	Prefix: Fleet [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)	
Affix: ARMOR_STATS_STR2_C	Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 96/1398
	h) + (35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)	
Affix: EXECUTE1	Prefix: Killer's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)	
Affix: REFLECT_MAJ1	Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)	
Affix: DMG_PERCENT_ICE1	Prefix: Frost-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)	
Affix: CHARGE_DECAY4	Prefix: [ITEM] of Willpower No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)	
Affix: RING_MAT5	Prefix: Mistchurn [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)	
Affix: ARM_BONUS_STUNRES5_A	Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 4 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 97/1398
<p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEGRADE4_2H_2</p> <p>Prefix: Sieging [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR6_A</p> <p>Prefix: Kromzek [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses Linear_Graph graph)</p> <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses Linear_Graph graph)</p> <p>Affix: ARMOR_MAT5</p> <p>Prefix: Sebilite [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+(10.0-20.0) poison Armor (named ARMOR_MAT5)</p> <p>(1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE2</p> <p>Prefix: [ITEM] of Carnage</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING, WEAPON]</p> <p>Effects:</p> <p>(20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2</p> <p>Prefix: Spiked [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 98/1398
<p>Effects:</p> <p>No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)</p> <p>Affix: ARMOR_PERCENT_LOW7_C</p> <p>Prefix: Copper Ringed [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_2_2H_2</p> <p>Prefix: Wirewood [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]</p> <p>Effects:</p> <p>(10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: STR3</p> <p>Prefix: Giant's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]</p> <p>Effects:</p> <p>+(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1</p> <p>Prefix: Broad [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]</p> <p>Effects:</p> <p>(10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3_1H</p> <p>Prefix: Headhunter's [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>(8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>(8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 99/1398
<p>Affix: FACTION_ARMOR4_C Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_4 Prefix: Celestial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph) (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: BLOCK3_C Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS3 Prefix: [ITEM] of the Zodiac No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(75-175) Vitality (named ALL_STATS3) +(75-175) Focus (named ALL_STATS3) +(75-175) Strength (named ALL_STATS3) +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1 Prefix: Abstruse [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -1.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 100/1398
<p>Affix: STR_VIT2 Prefix: Avenger's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(75-150) Strength (named STR_VIT2) +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2 Prefix: [ITEM] of Berserking No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5_A Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW3 Prefix: Mithril Laced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_2H Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_2)</p>		

Jan 03, 19 18:18	allafx.txt	Page 101/1398
_1) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_PERCENT_LOW2 Prefix: Steel Plated [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_4_C Prefix: Celestial [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)		
Affix: RAMPAGE3 Prefix: [ITEM] of Aggression No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)		
Affix: ALL_STATS2 Prefix: [ITEM] of the Heavens No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(50-100) Vitality (named ALL_STATS2) +(50-100) Focus (named ALL_STATS2) +(50-100) Strength (named ALL_STATS2) +(50-100) Dexterity (named ALL_STATS2)		
Affix: DEX_MAG2 Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(75-150) Focus (named DEX_MAG2) +(75-150) Dexterity (named DEX_MAG2)		

Jan 03, 19 18:18	allafx.txt	Page 102/1398
Affix: STR2 Prefix: Brute's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(50-100) Strength (named STR2)		
Affix: CLASS_BASED4 Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED4) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)		
Affix: ELEC1_2H Prefix: Shocking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1_2H) Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT4 Prefix: Raven Scale [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) ice Armor (named ARMOR_MAT4) +(0.5-1.5) Mana/s (named ARMOR_MAT4)		
Affix: CRIT_DAMAGE3 Prefix: [ITEM] of Assassination No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)		
Affix: CLASS_BASED3_2HR Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 103/1398
<p>Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD1</p> <p>Prefix: [ITEM] of Shielding</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, SHIELD]</p> <p>Effects:</p> <p>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1</p> <p>Prefix: [ITEM] of Snaring</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RANGED WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4</p> <p>Prefix: Vigorous [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]</p> <p>Effects:</p> <p>+ (20.0-30.0) Max HP (named HP4)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H_2</p> <p>Prefix: Abberant [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_1H</p> <p>Prefix: Over-Charged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [TWO HANDED]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 104/1398
<p>Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10_A</p> <p>Prefix: Highguard [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT1</p> <p>Prefix: Shade's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, PANTS, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 100.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3_C</p> <p>Prefix: Oath-Bound [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_2H</p> <p>Prefix: Spiked [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RING_MAT4</p> <p>Prefix: Bladeweave [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 105/1398
	Occupies no slots Spawns On: [NECKLACE, RING] Effects: (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph) (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)	
	Affix: ARM_ILLUM2_A Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph) -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)	
	Affix: ATK_SPEED5_A Prefix: Lupine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)	
	Affix: FACTION_ARMOR12_C Prefix: Thranic [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_N_1_A Prefix: Shadow-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_WEIGHT2_A Prefix: Heavy [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 106/1398
	Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)	
	Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)	
	Affix: PET_BUFF1 Prefix: Hunter's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)	
	Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)	
	Affix: ATK_SPEED4 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)	
	Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 107/1398
	(1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)	
	Affix: ARMOR_WEIGHT2_C Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)	
	(15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_N_1_C Prefix: Shadow-Bound [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)	
	Affix: EXECUTE2 Prefix: Slayer's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)	
	Affix: FACTION_ARMOR12_A Prefix: Thranic [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)	
	Affix: ATK_SPEED5_C Prefix: Lupine [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 108/1398
	Affix: ARM_ILLUM2_C Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph) -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)	
	Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)	
	Affix: DMG_ELEMENTAL_RANGE5_2H Prefix: Primordial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD, STAFF] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)	
	Affix: RING_MAT6 Prefix: Dreadiron [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 109/1398
aph)		
Affix: DMG_PERCENT_ICE2 Prefix: Frost-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS4_1H Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)		
h)		
Affix: CLASS_BASED_N_3_A Prefix: Oath-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)		
Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC3_1H Prefix: Honed [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 110/1398
ph)		
(10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		
Affix: FIRE_DOT2_2H_2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2_2H_2) (Uses LINEAR_GRAPH graph)		
Affix: FACTION_ARMOR10_C Prefix: Highguard [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)		
Affix: PROC_WARD3 Prefix: [ITEM] of Negation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)		
Affix: SLOW3 Prefix: Entangling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 111/1398
<p>Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4_1H Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p> <p>Affix: DMG_PERCENT_BONUS6_1H Prefix: Merciless [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING1_1H Prefix: [ITEM] of the Black No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH2</p>		

Jan 03, 19 18:18	allafx.txt	Page 112/1398
<p>Prefix: Sweeping [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARMS, STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARMS] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARMS, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 15.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_4_A Prefix: Celestial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 113/1398
<p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW5_C Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_2H_2 Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3 Prefix: Enigmatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -5.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2_2H Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 114/1398
<p>FF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS1 Prefix: [ITEM] of the Stars No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(25-50) Vitality (named ALL_STATS1) +(25-50) Focus (named ALL_STATS1) +(25-50) Strength (named ALL_STATS1) +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: BLOCK3_A Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_A Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH3 Prefix: [ITEM] of Assault No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1 Prefix: Thug's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 115/1398
	<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1 Prefix: Corsair's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(50-100) Focus (named DEX_MAG1) +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_PERCENT_LOW7_A Prefix: Copper Ringed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7 Prefix: Oiled [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) electric Armor (named ARMOR_MAT7) -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2 Prefix: [ITEM] of Tarring No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR6_C Prefix: Kromzek [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 116/1398
	<p>) (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD2 Prefix: [ITEM] of Warding No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5_C Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT2 Prefix: Ghost's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3 Prefix: Frost-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5 Prefix: Astral [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 117/1398
(20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)		
Affix: EXECUTE3 Prefix: Butcher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)		
Affix: ARMOR_STATS_STR2_A Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph) +(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)		
Affix: ATK_SPEED5 Prefix: Lupine [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)		
Affix: MP_STEAL_PERCENT1 Prefix: Thirsty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, STAFF, WAND] Effects: (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)		
Affix: PET_BUFF2 Prefix: Packleader's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)		
Affix: GF2 Prefix: Lavish [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 118/1398
Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS4 Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)		
Affix: MELEE_BLOCK1 Prefix: [ITEM] of Deflecting No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: CLASS_BASED_S_3 Prefix: Riftward [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)		
Affix: FLURRY1 Prefix: Desperado's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		
Affix: BLINDING1		

Jan 03, 19 18:18	allafx.txt	Page 119/1398
	Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT DEFENSE graph) Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1) Affix: BOOTS9_A Prefix: Tracker's [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph) Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2) Affix: CLASS_BASED_N_4_A Prefix: Pact-Speaker's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph) Affix: CLASS_BASED_D_B_1H Prefix: Elderstone [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 120/1398
	Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph) Affix: FREEZE3 Prefix: Soulfrost [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph) Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph) Affix: CLASS_BASED_P_1_C Prefix: Argent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 121/1398
<p>Affix: DMG_PERCENT_ELEC4_2H Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3 Prefix: [ITEM] of Desire No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2_A Prefix: Runeweave [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HELMET, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND] Effects: (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph) (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP4 Prefix: [ITEM] of the Arcane No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1 Prefix: Lambent [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 122/1398
<p>Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1) +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2 Prefix: [ITEM] of Interception No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3_A Prefix: Emyreal [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, RING] Can't Spawn On: [CHEST ARMOR] Effects: (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_DEATHSTRIKE2 Prefix: [ITEM] of Death No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4_2H_2 Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 123/1398
<p>Effects: -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_4 Prefix: Pact-Speaker's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3 Prefix: [ITEM] of Doom No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_A Prefix: Tytherian [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 124/1398
<p>Affix: BLINDING2_1H_2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2 Prefix: Brittlebite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE) (Uses PERCENT graph) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3_A Prefix: [ITEM] of the Zodiac No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, ENCHANTER, STUD] Effects: +(50-75) Vitality (named ALL_STATS3) (Uses LINEAR_GRAPH graph) +(50-75) Focus (named ALL_STATS3) (Uses LINEAR_GRAPH graph) +(50-75) Strength (named ALL_STATS3) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 125/1398
	+(50-75) Dexterity (named ALL_STATS3) (Uses LINEAR_GRAPH graph) Affix: FACTION_ARMOR1_C Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses Linear_Graph graph) Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph) Affix: CLASS_BASED_A_2_2H Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph) Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT	

Jan 03, 19 18:18	allafx.txt	Page 126/1398
	graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph) Affix: CLASS_BASED_B_1_2H_2 Prefix: Totemic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Affix: CLASS_BASED1_2HR Prefix: Engraved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Affix: DEX4_C Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph) Affix: DMG_PROC_POIS2_1H Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph) Affix: GF3 Prefix: Gilded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 127/1398
	(10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)	
	Affix: DUAL_ELEMRED_BONUS2_C Prefix: Skymetal [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)	
	Affix: GF1 Prefix: Gaudy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)	
	Affix: DUAL_ELEMRED_BONUS2_A Prefix: Skymetal [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)	
	Affix: DEGRADE4_2H Prefix: Sieging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)	
	Affix: DEX4_A Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 128/1398
	Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_B_1_2H Prefix: Totemic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)	
	Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)	
	Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)	
	Affix: BLINDING2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)	
	Affix: FLURRY2	

Jan 03, 19 18:18	allafx.txt	Page 129/1398
	<p>Prefix: Duelist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1 Prefix: [ITEM] of Rot No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2 Prefix: Spined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: CLASS_BASED2_1HR Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses Linear_Graph graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear_Graph graph)</p> <p>Affix: FACTION_ARMOR5 Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR1_A Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 4</p>	

Jan 03, 19 18:18	allafx.txt	Page 130/1398
	<p>Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN3 Prefix: Immolating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph) (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: BLINDING1_2H_2 Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE5 Prefix: Bolted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5) (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_C Prefix: Tytherian [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 131/1398
<p>Affix: ARMOR_STATS_STR2 Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2) +(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_1H Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph) +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT1 Prefix: [ITEM] of Redirection No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4 Prefix: Tainted [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 132/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POISON) Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 5.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2_2H Prefix: Tempered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H Prefix: Plagued [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_3_C Prefix: Empyrean [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4</p>		

Jan 03, 19 18:18	allafx.txt	Page 133/1398
	Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: + (15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_2_C Prefix: Runeweave [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph) (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)	
	Affix: DEX4_2H Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_P_1_A Prefix: Argent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)	
	Affix: BURN2 Prefix: Slag [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)	

Jan 03, 19 18:18	allafx.txt	Page 134/1398
	Affix: DMG_ANGRY1_1H Prefix: [ITEM] of Fury Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [RANGED WEAPON, TWO HANDED] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)	
	Affix: FREEZE1 Prefix: Frigid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)	
	Affix: DEX_MAG2_1H Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) + (35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)	
	Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)	
	Affix: CLASS_BASED_N_4_C Prefix: Pact-Speaker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 135/1398
<p>Affix: BOOTS9_C Prefix: Tracker's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p> <p>Affix: BLINDING3 Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> <p>Affix: FLURRY3 Prefix: Armsmaster's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 136/1398
<p>Affix: CLASS_BASED_A_1H Prefix: Magebane [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph) (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H Prefix: [ITEM] of Anger No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 137/1398
	<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: CLASS_BASED_S_4_A Prefix: Warpsigil [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph) -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_C Prefix: Astral [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_1HR Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_2H_2</p>	

Jan 03, 19 18:18	allafx.txt	Page 138/1398
	<p>Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARM_ILLUM3_C Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H_2 Prefix: Dervish's [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 139/1398
	<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) + (35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_DEF2_A Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: + (50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph) + (35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8_A Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: + (100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph) + (150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT1_A Prefix: Lighweight [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: - (250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_2_A Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 140/1398
	<p>graph) (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph) PH graph)</p> <p>Affix: THORNS_ELEC1 Prefix: Static [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3 Prefix: Pulsing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11_C Prefix: Muursat [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM1_A Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: + (100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP2 Prefix: [ITEM] of Conjuraton No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: + (10.0-15.0) Mana (named MP2)</p>	

Jan 03, 19 18:18	allafx.txt	Page 141/1398
<p>Affix: PROC_CRUSHBLOW3 Prefix: [ITEM] of Shattering No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5 Prefix: [ITEM] of Ascension No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR] Effects: (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3_2H Prefix: Ancestral [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT3_C Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_3 Prefix: Oath-Bound [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 142/1398
<p>Affix: DMG_ANGRY1 Prefix: [ITEM] of Fury No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with physical weapons (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD2 Prefix: Nimble [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE4 Prefix: Vorpall [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13_A Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT4 Prefix: [ITEM] of Reverberation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 143/1398
(22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC5_1H Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)		
Affix: DUAL_WIELD3 Prefix: Swift [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)		
Affix: BLINDING2_2H Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)		
Affix: POIS1 Prefix: Envenomed [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 144/1398
ph)		
Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1) (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS4_C Prefix: Manafused [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)		
Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: ELEC_DOT2_2H Prefix: Haywire [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 145/1398
<p>Affix: MP3 Prefix: [ITEM] of Evocation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4 Prefix: Shattering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2.0 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: ARMOR_PERCENT_LOW6_A Prefix: Burnt [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 146/1398
<p>Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH)</p> <p>Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1) (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FACTION_ARMOR7_C Prefix: Efreeti [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses LINEAR_GRAPH) (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH)</p> <p>Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_1H Prefix: [ITEM] of Frenzy Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED]</p>		

Jan 03, 19 18:18	allafx.txt	Page 147/1398
<p>Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_C Prefix: Adamantine Studded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_2_1H Prefix: Wirewood [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR5_A Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 148/1398
<p>Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H_2 Prefix: [ITEM] of Anger No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, SWORD, THUNDERBOLT, WARHAMMER, WHIP, WOODEN STAFF] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_2H Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, SWORD, THUNDERBOLT, WARHAMMER, WHIP, WOODEN STAFF] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: FACTION_ARMOR5_C Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_A Prefix: Adamantine Studded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 149/1398
<p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_4_2H_2</p> <p>Prefix: Spirit-Slayer [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>(75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING4</p> <p>Prefix: [ITEM] of Distortion</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1</p> <p>Prefix: [ITEM] of Accuracy</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, WEAPON]</p> <p>Effects:</p> <p>(2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7_A</p> <p>Prefix: Efreeti [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph graph)</p> <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph graph)</p> <p>Affix: REGEN_MAX1</p> <p>Prefix: [ITEM] of Replenishing</p> <p>No Level Range</p> <p>Spawn Weight: 4</p>		

Jan 03, 19 18:18	allafx.txt	Page 150/1398
<p>Occupies no slots</p> <p>Spawns On: [BELT, NECKLACE, RING]</p> <p>Effects:</p> <p>+(0.5-1.0) HP/Second (named REGEN_MAX1)</p> <p>(1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph)</p> <p>(1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph)</p> <p>+(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5</p> <p>Prefix: Philosopher's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING]</p> <p>Effects:</p> <p>(50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3</p> <p>Prefix: Tytherian [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6_C</p> <p>Prefix: Burnt [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_PHYS_THORNED4</p> <p>Prefix: Jagged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> <p>Effects:</p> <p>(35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)</p> <p>Affix: THORNS_FIRE3</p> <p>Prefix: Red Hot [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> <p>Effects:</p> <p>(30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 151/1398
<p>Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1) (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1 Prefix: Chanter's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3 Prefix: Layered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3) (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4_A Prefix: Manafused [ITEM] Minimum Level: 25</p>		

Jan 03, 19 18:18	allafx.txt	Page 152/1398
<p>Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS3 Prefix: Rusted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph) Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1 Prefix: Deft [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4_2H_2 Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY2 Prefix: [ITEM] of Rage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 153/1398
<p>Affix: ELEC2_1H Prefix: Resonant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR13_C Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY3 Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3_A Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_1 Prefix: Shadow-Bound [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 154/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2 Prefix: Festering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph) (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1 Prefix: [ITEM] of Smashing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2 Prefix: Studded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2) (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM1_C Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_POIS1 Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 155/1398
	Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)	
	Affix: FACTION_ARMOR11_A Prefix: Muursat [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)	
	Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)	
	Affix: THORNS_ELEC3 Prefix: Arcing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)	
	Affix: CLASS_BASED1_2HR_2 Prefix: Engraved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_N_2_C Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 156/1398
	(10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_WEIGHT1_C Prefix: Lighweight [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (25.0-25.0)% physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_MAT8_C Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph) (150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)	
	Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)	
	Affix: ARM_ILLUM3_A Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)	
	Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]	

Jan 03, 19 18:18	allafx.txt	Page 157/1398
	<p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)</p> <p>(20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARMOR_STATS_DEF2_C</p> <p>Prefix: Masterwork [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+ (50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>+ (35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4</p> <p>Prefix: Detonating [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)</p> <p>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2</p> <p>Prefix: Calishite [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4</p> <p>Prefix: Apothecary's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING]</p> <p>Effects:</p> <p>(30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5</p> <p>Prefix: [ITEM] of Confusion</p> <p>No Level Range</p> <p>Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 158/1398
	<p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2_2H_2</p> <p>Prefix: Haywire [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_A</p> <p>Prefix: Astral [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 6</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H</p> <p>Prefix: Abberant [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_4_C</p> <p>Prefix: Warpsigil [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 159/1398
	-10.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)	
	Affix: DMG_PERCENT_FIRE4_2H Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)	
	Affix: OF_PROCKILL_ZOMBIE_10_1H Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)	
	Affix: OF_TL2_DRAWMANA3_A_E Prefix: Grasping [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)	
	Affix: PETTAG_PROC_STORMCLAW10 Prefix: Arcing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)	
	Affix: OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 160/1398
	Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS)	
	Affix: TRINKET_ICEDEFENSE5_A Prefix: [ITEM] of Warming No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)	
	Affix: OF_ATTRIB_STRENGTH5 Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)	
	Affix: PETTRINKET_THORNS7_ELEC_A Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% electric damage reflected (Uses Linear_Graph graph)	
	Affix: PETTRINKET_ARMOR7_A_E Prefix: Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) physical Armor (Uses LINEAR_GRAPH graph)	
	Affix: PETTAG_DEGRADE_ARMOR5_A Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)	
	Affix: PETTRINKET_THORNS7_ELEC_A_E	

Jan 03, 19 18:18	allafx.txt	Page 161/1398
	Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% electric damage reflected (Uses LINEAR_GRAPH graph)	
	Affix: OFLEARNING_MONSTER250_DUALWIELD Prefix: Augmented [ITEM] No Level Range 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)	
	Affix: PETTRINKET_DAMAGE_POIS7_A Prefix: Virulent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)	
	Affix: OF_ICEDEFENSE3_A Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)	
	Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] No Level Range 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)	
	Affix: OF_ATTRIB_STRENGTH3_A_E Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 162/1398
	Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFLEARNING_MONSTER250_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT) Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)	
	Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)	
	Affix: OF_PROCKILL_FULLHEAL_3_2H Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)	
	Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A_E Prefix: Freezing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFFLAME CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)	
	Affix: PETTRINKET_DAMAGE_ICE7_A_E Prefix: Frozen [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 163/1398
	<p>+ (100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE) Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_1H Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H_2 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>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)</p> <p>Affix: OF_PERCENT_POISON3_A_E</p>	

Jan 03, 19 18:18	allafx.txt	Page 164/1398
	<p>Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFHTERAM3_2H_2 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration No Level Range 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 drawhealth5)</p> <p>Affix: OFICE3_1H Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGEDECAY3_C Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER3_2H_2 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 165/1398
(10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
<p>Affix: OF_TL2_MISSILERANGEBONUS4_2H_2</p> <p>Prefix: [ITEM] of Range</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW]</p> <p>Effects:</p> <p>+ (1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OF_PROCGETHIT_FULLHEAL_3</p> <p>Prefix: Regenerating [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE]</p> <p>Effects:</p> <p>(3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p>		
<p>Affix: OFTHETURTLE3_A</p> <p>Prefix: Superior [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Effects:</p> <p>+ (100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OFTHESAGE</p> <p>Prefix: Sage [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, HELMET]</p> <p>Effects:</p> <p>(1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p>		
<p>Affix: OFLIGHTNING3_2H</p> <p>Prefix: Charged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>+ (50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OFTHESAGE3_A_E</p> <p>Prefix: Sage [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 166/1398
<p>Minimum Level: 25</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Effects:</p> <p>(3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OFLEARNING_MONSTER250_DOT</p> <p>Prefix: Augmented [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)</p> <p>Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)</p>		
<p>Affix: OF_FIREDEFENSE5</p> <p>Prefix: [ITEM] of Cooling</p> <p>No Level Range</p> <p>Spawn Weight: 5</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p>		
<p>Affix: OFRESISTANCE5_A</p> <p>Prefix: [ITEM] of Resistance</p> <p>No Level Range</p> <p>Spawn Weight: 8</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [COLLAR, STUD]</p> <p>Effects:</p> <p>+ (100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses Linear_near_Graph graph)</p> <p>+ (100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses Linear_near_Graph graph)</p> <p>+ (100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses Linear_near_Graph graph)</p> <p>+ (100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses Linear_near_Graph graph)</p>		
<p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E</p> <p>Prefix: Silencing [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 167/1398
<p>Affix: OF_PERCENT_ICE3_A Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER3_2H_2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE Prefix: Restorative [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 168/1398
<p>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: TRINKET_ELECTRICPERCENT_DEFENSE5_A Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE POISON DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEARCHER5_2H_2 Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 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 OFTHEARCHER DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 169/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A_E Prefix: [ITEM] of Escape No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_2H Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A_E Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_A Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 170/1398
	<p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H Prefix: Abberant [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [RANGED WEAPON] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_C Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(2.5-2.5) Mana/s</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT)</p>	

Jan 03, 19 18:18	allafx.txt	Page 171/1398
R_MONSTER25_DAMAGEPCT) Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDO MSLAYER_MONSTER25_DAMAGEPCT_COUNT)		
Affix: PETTRINKET_DAMAGE_FIRE7_A Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)		
Affix: OF_TL2_SHORTSTUN2 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE)		
Affix: OFTHEWIZARD Prefix: Draining [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: PETTRINKET_DAMAGE_POIS3 Prefix: Virulent [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_DUALWIELDBONUS3_2H_2 Prefix: Pounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_ACIDRAIN_10_1H Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 172/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC Rain) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFTHEBULL5 Prefix: [ITEM] of the Ram No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: PETTRINKET_ARMOR_ELECTRIC Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) electrical armor		
Affix: OF_TL2_MANA_REGEN3_A_E Prefix: Focusing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Effects: +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFLEARNING_MONSTER25_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLA YER_MONSTER25_SPLASH) Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RAN AYER_MONSTER25_SPLASH_COUNT)		

Jan 03, 19 18:18	allafx.txt	Page 173/1398
<p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] No Level Range 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_SHIELDBREAK3_2H Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_STORMCLAW10_2H Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESOLDIER5_1H Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_C Prefix: [ITEM] of Resistance</p>		

Jan 03, 19 18:18	allafx.txt	Page 174/1398
<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_C Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT) Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OFTHETURTLE3_C Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</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>		

Jan 03, 19 18:18	allafx.txt	Page 175/1398
<p>Affix: OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] No Level Range 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_TL2_CHARGEDECAY3_A Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH) Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_POISON_A Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5_A_E Prefix: Crushing [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 176/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROC_THUNDERSTROM_10 Prefix: [ITEM] of Thunder No Level Range 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: PETTRINKET_LIFESTEAL3 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE) Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OF_TL2_BLINDING3_1H Prefix: Blinding [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named oftblinding) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 177/1398
<p>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</p> <p>Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] No Level Range 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_ICEDEFENSE3_C Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A_E Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% ice damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 178/1398
<p>Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEWINDS3_A_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate</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> <p>Affix: PETTAG_ATTACK_SPEED Prefix: Agitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT) Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 179/1398
<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: 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)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT) Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_SHORTSTUN3 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 180/1398
<p>(1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(1.0-1.0) Mana/s</p> <p>Affix: PETTAG_TL2_SHORTSTUN5_A Prefix: Frightening [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</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_FLAME3_WANDS_2H Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_Graph graph)</p> <p>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</p> <p>Affix: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, NECKLACE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 181/1398
<p>Effects: (50.0-50.0)% more resistance to Slow (named resist_slow)</p> <p>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)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD Prefix: Augmented [ITEM] No Level Range 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: OF_TL2_DRAWARMOR3_C Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_05 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)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5 Prefix: [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 OFTHEMASTER DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON Prefix: Poison-Surge [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 182/1398
<p>No Level Range 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_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)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_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_MONSTER25_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT) Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% ice damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 183/1398
	<p>+ (9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER5_2H_2 Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</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: OFTHEMULE3_C Prefix: Intractable [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_A Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEARCHER5_1H Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 8 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses L</p>	

Jan 03, 19 18:18	allafx.txt	Page 184/1398
	<p>LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5 Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A Prefix: [ITEM] of Escape No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL7 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESEEKER3_2H_2 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>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)</p>	

Jan 03, 19 18:18	allafx.txt	Page 185/1398
<p>Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] No Level Range 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_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] No Level Range 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 drawhealt hx2)</p> <p>Affix: OFTHEELEPHANT3_A Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] No Level Range 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 drawhealt hx3)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 186/1398
<p>Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDO ER_CHAMP10_MISSILERANGE) Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named OMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RAN AYER_MONSTER250_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (nam NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration No Level Range 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_fu al) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_EXECUTE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMS _MONSTER250_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named R SLAYER_MONSTER250_EXECUTE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_C Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 187/1398
	Spawns On: [CHEST ARMOR] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: OF_TL2_DAMAGEOVERTIME3_1H_E Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTH BEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: OFLEARNING_CHAMP10_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL to owner (named RANDOMSLAYER_ CHAMP10_LIFESTEAL) Add triggerable RANDOMSLAYER_CHAMP10_LIFESTEAL_COUNT to owner (named RANDOMS LAYER_CHAMP10_LIFESTEAL_COUNT) Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS) Affix: OFTHESOLDIER Prefix: Soldier [ITEM] No Level Range 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: OF_PROC_BLINDCLOUD_10_2H Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_Bl indCloud) (Uses LINEAR_GRAPH graph) (Level 1)	

Jan 03, 19 18:18	allafx.txt	Page 188/1398
	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: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named OMSLAYER_MONSTER25_PROC_CHAOTICRIFT) Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner d RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT) Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix) Affix: OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS) Affix: PETTRINKET_DAMAGE_POIS7 Prefix: Virulent [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 189/1398
	+(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)	
	Affix: PETTAG_TL2_SHIELDBREAKER5_A Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses Linear_Graph graph)	
	Affix: PETTAG_DIRECT_POISON_PERCENT_10 Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE)	
	Affix: OF_PERCENT_ELECTRIC3_WANDS_1H Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_ GRAPH graph)	
	Affix: OF_TL2_SILENCE2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL EARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.	
	Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(2.5-2.5) Mana/s	
	Affix: PETTRINKET_DAMAGE_POISS Prefix: Virulent [ITEM] No Level Range Spawn Weight: 5 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 190/1
	Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) poison damage (named OFTHEBEAR DAMAGE BONUS)	
	Affix: OFTHEBULL3 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
	Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-3.0)% less chance to fumble	
	Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, GLOVES, HELMET] Effects: (2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)	
	Affix: PETTRINKET_DAMAGE_ELEC7_A Prefix: Juiced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Lin raph graph)	
	Affix: OF_TL2_MISSILERANGEBONUS4_1H Prefix: [ITEM] of Range No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTA EED) (Uses LINEAR_GRAPH graph)	
	Affix: OF_ATTRIB_DEXTERITY3_A Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 191/1398
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCKILL_METEORSTRIKE_10_2H_2 Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_TL2_CRITICALDAMAGE3_1H Prefix: Brutal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEMULE2 Prefix: Intractable [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: OFTHEVAMPIRE3_2H_2 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEELEPHANT3_C Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 192/1398
Affix: OF_PROC_BLOODWASH_10_2H Prefix: [ITEM] of Blood No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm No Level Range 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)		
Affix: TRINKET_ELECTRIC_PERCENT5_A Prefix: [ITEM] of Shock No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses Linear_Graph graph)		
Affix: OFTHEMULE3 Prefix: Intractable [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
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_LIFESTEAL5 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 193/1398
	<p>+ (266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A_E Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% fire damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_C Prefix: [ITEM] of Escape No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_DOT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT) Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: OFTHEBEAR3_2H_2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFICE3_2H_2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5_A</p>	

Jan 03, 19 18:18	allafx.txt	Page 194/1398
	<p>Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_C Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: + (75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE3_A Prefix: Intractable [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] No Level Range 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: OFLEARNING_CHAMP10_PROC_STORMCLAW_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)</p> <p>Affix: OFTHEBULL2 Prefix: Slamming [ITEM] No Level Range</p>	

Jan 03, 19 18:18	allafx.txt	Page 195/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_ATTACK_SPEED5_A_E Prefix: Agitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range 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: OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain No Level Range 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_PERCENT_ICE3_WANDS_2H Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3_1H</p>	

Jan 03, 19 18:18	allafx.txt	Page 196/1398
	<p>Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 3 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 3.0 seconds.</p> <p>Affix: OF_TL2_RESIST_SLOW50_A_E Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier No Level Range 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_TL2_SHORTSTUN5 Prefix: [ITEM] of Stunning No Level Range 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 OFTHEMISER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWARMOR3_A Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]</p>	

Jan 03, 19 18:18	allafx.txt	Page 197/1398
<p>Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_2H Prefix: Pounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, NECKLACE] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H_2 Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CHARGEDECAY3_A_E Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW5 Prefix: Arcing [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 198/1398
<p>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_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 OFTHUNDER CRITICAL CHANCE)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_10 Prefix: Burning [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Burn for 5.0 seconds (named OFTHUNDER CRITICAL CHANCE)</p> <p>Affix: TRINKET_STAT_STRENGTH5_A Prefix: [ITEM] of Strength No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Strength (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 199/1398
<p>CE, RING] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER3_1H Prefix: Hasty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWIZARD3_1H_E Prefix: Draining [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</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_WANDS 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)</p> <p>Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] No Level Range 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 drawman ax2)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 200/1
<p>Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED) Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_SHORTSTUN3_2H_2 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHETIGER CRITICAL CHANCE)</p> <p>Affix: OF_ELECTRICDEFENSE5 Prefix: [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 ARMOR)</p> <p>Affix: OF_ELECTRICDEFENSE3_A Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, N CE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] No Level Range 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)</p> <p>Affix: OFTHEOWL3_C Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 201/1398
Can't Spawn On: [COLLAR, STUD] Effects: + (35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] No Level Range 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: 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: OFLEARNING_CHAMP10_PROC_STORMCLAW Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)		
Affix: OF_TL2_MANA_REGEN3_C Prefix: Focusing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_THORNS5_A_E Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 202/1398
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_FUMBLECHANCE3_1H_E Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_DAMAGE_PHYS Prefix: Fanged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_PROCKILL_FULLHEAL_3_2H_2 Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFTHEMAGE3_2H Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)		
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)		

Jan 03, 19 18:18	allafx.txt	Page 203/1398
<p>Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFTHEMISER3_A Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_</p>		

Jan 03, 19 18:18	allafx.txt	Page 204/1398
<p>MONSTER250_SPLASH) Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) ice armor</p> <p>Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: OFTHEBEAR3_1H Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A_E Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 205/1398
<p>Affix: OF_TL2_BLINDING3_2H_2 Prefix: Blinding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflct on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_2H Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_2H_2 Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OF_TL2_PETDAMAGE3_A_E Prefix: Commanding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Us es LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H_2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA</p>		

Jan 03, 19 18:18	allafx.txt	Page 206/1
<p>FF] Effects: +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_C Prefix: Sage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LI GRAPH graph)</p> <p>Affix: OF_TL2_EXECUTE3_1H_E Prefix: Paired [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses L _GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_1H_E Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC eStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] No Level Range 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 xclusive)</p> <p>Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] No Level Range 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)</p> <p>Affix: OFTHEMISER3_A_E Prefix: Wealthy [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 207/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL Prefix: Augmented [ITEM] No Level Range 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: OF_TL2_SILENCE_STAFFANDWAND3_1H Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER5 Prefix: [ITEM] of Haste No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_SPLASH2_2H_2 Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] No Level Range 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 drawmanax3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 208/1398
<p>Affix: OFTHESTORMS5 Prefix: [ITEM] of Deflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT) Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH3_A_E Prefix: Salving [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER3_1H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_05 Prefix: Burning [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 209/1398
	<p>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)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p> <p>Affix: OF_PROC_ACIDRAIN_10_1H_E Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5_A Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage No Level Range 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: PETTAG_DIRECT_POISON_PERCENT_20_A_E Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD]</p>	

Jan 03, 19 18:18	allafx.txt	Page 210/1398
	<p>Effects: Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1.5 meters exclusive)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB) Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_1H_E Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] No Level Range 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_ICEDDEFENSE5 Prefix: [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_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: PETTRINKET_RESISTALL3</p>	

Jan 03, 19 18:18	allafx.txt	Page 211/1398
	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)	
	Affix: OFLEARNING_MONSTER25_PROC_STROMCLAW Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)	
	Affix: PETTRINKET_DAMAGE_PHYS2 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)	
	Affix: OF_TL2_CRITICALDAMAGE3_1H_E Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage No Level Range 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: OFTHEWIZARD5 Prefix: [ITEM] of Draining No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 212/1398
	Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)	
	Affix: OF_PROC_THUNDERSTROM_10_2H_2 Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named OFTHUNDERSTROM_10_2H_2) (Uses LINEAR_GRAPH graph) (Level 1)	
	Affix: OF_PERCENT_ALL3_A_E Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHESEEKER3_2H Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)	
	Affix: PETTRINKET_LIFESTEAL_MASTER7_A_E Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHEWIZARD3_1H Prefix: Draining [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 213/1398
	+(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)	
	Affix: OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-15.0)% less chance to fumble	
	Affix: OFTHESAGE3_A Prefix: Sage [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)	
	Affix: OF_PROC_GLACIALSPIKE_10_2H Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)	
	Affix: PETTRINKET_ARMOR_POISON7_A Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) poison armor (Uses Linear_Graph graph)	
	Affix: PETTAG_DIRECT_BURN_PERCENT_20_A Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)	
	Affix: OF_PROC_STORMCLAW10_1H_E Prefix: [ITEM] of Zapping No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 214/1398
	Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)	
	Affix: OFTHESAVANT5_A_E Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)	
	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_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	
	Affix: OFFLAME3_2H_2 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)	

Jan 03, 19 18:18	allafx.txt	Page 215/1398
<p>Affix: OFTHEMISER3_C Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5 Prefix: Savage [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrad enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFFLAME3_2H Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_1H Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_1H_E Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 216/1398
<p>Spawns On: [STAFF, WAND] Effects: (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: PETTRINKET_DAMAGE_POIS7_A_E Prefix: Virulent [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H_2 Prefix: [ITEM] of Blood No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEOWL3_A Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood No Level Range Spawn Weight: 4 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_TL2_MANA_REGEN3_A Prefix: Focusing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 217/1398
<p>Affix: OF_ELECTRICDEFENSE3_C Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] 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: 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: OF_TL2_DRAWARMOR3_A_E Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT) Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A_E Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 218/1398
<p>Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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_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: TRINKET_ICE_PERCENT5_A Prefix: [ITEM] of Freezing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_C Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 219/1398
Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)		
Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OF_PROC_BLINDCLOUD_10_2H_2 Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_MONSTER25_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK) Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)		
Affix: OFLEARNING_MONSTER25_DUALWIELD Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)		
Affix: OFTHEMAGE Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 220/1398
Spawns On: [CHEST ARMOR, GLOVES, HELMET, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_DRAWMANA3_A Prefix: Grasping [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, CE, RING] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named OF_TL2_DRAWMANA3_A) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range 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)		
Affix: OF_PERCENT_ELECTRIC2 Prefix: Electric-Surge [ITEM] No Level Range 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)		
Affix: OFLEARNING_MONSTER25_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)		
Affix: OF_PROC_GLACIALSPIKE_10_1H_E Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named OF_PROC_GLACIALSPIKE_10_1H_E) (Uses LINEAR_GRAPH graph) (Level 1)		

Jan 03, 19 18:18	allafx.txt	Page 221/1398
<p>Affix: OF_TL2_SHIELDBREAK3_2H_2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</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: OFTHETIGER2 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>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)</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: TRINKET_ICE_BONUS5_A Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 222/1398
<p>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)</p> <p>Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection No Level Range 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)</p> <p>Affix: OFTHEARCHER5 Prefix: [ITEM] of the Archer No Level Range 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: TRINKET_POISONDEFENSE5 Prefix: [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: PETTRINKET_ARMOR_ICE7_A Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) ice armor (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5 Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 223/1398
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: OF_PERCENT_POISON3_WANDS_2H_2 Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_FIREDEFENSE3_A Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SILENCE_STAFFANDWAND Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.		
Affix: 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)		
Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		

Jan 03, 19 18:18	allafx.txt	Page 224/1398
Affix: OFTHESAVAGE5 Prefix: [ITEM] of Demolishing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFLEARNING_CHAMP10_MANASTEAL Prefix: Augmented [ITEM] No Level Range 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)		
Affix: PETTRINKET_LIFESTEAL_MASTER7_A Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (3.0-5.0)% more Damage while Dual Wielding		
Affix: SKILL_ADD_MASTERY_OFFENSE Prefix: [ITEM] of Offense Minimum Level: 777 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE] Effects: +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)		
Affix: OF_TL2_PETHEALTH3_A Prefix: Salving [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]		

Jan 03, 19 18:18	allafx.txt	Page 225/1398
<p>CE, RING] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW10_A Prefix: Arcing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2 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)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_2H Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH) Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel No Level Range 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) (E</p>		

Jan 03, 19 18:18	allafx.txt	Page 226/1398
<p>xclusive)</p> <p>Affix: OFTHESAVAGE3_2H Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESTORMS3 Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper No Level Range 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 drawmana5)</p> <p>Affix: OFTHETIGER3 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWHEALTH3_A Prefix: Restoring [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 227/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A_E Prefix: Shocking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5_A Prefix: [ITEM] of Burning No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5_A Prefix: [ITEM] of Curing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVAGE3_1H_E Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 228/1398
<p>Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</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: OFTHECHEETAH Prefix: Brisk [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, BELT] Effects: (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3_2H_2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3 Prefix: Electric-Surge [ITEM] No Level Range 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: TRINKET_GOLDFIND5_A Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 2 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) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_STAT_MAGIC5</p>		

Jan 03, 19 18:18	allafx.txt	Page 229/1398
	Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)	
	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)	
	Affix: OFVENOM3_1H Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	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: +(27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)	
	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)	
	Affix: OFTHEMAGE3_2H_2 Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF]	

Jan 03, 19 18:18	allafx.txt	Page 230/1
	Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses AR_GRAPH graph)	
	Affix: OF_PERCENT_ELECTRIC5_WANDS Prefix: [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)	
	Affix: OF_ATTRIB_DEFENSE3_2H_2 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OF_TL2_SPLASH2_1H Prefix: Slashing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)	
	Affix: PETTAG_TL2_RESIST_SLOW100_A Prefix: Momentous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses Linear_G graph)	
	Affix: TRINKET_ELECTRICDEFENSE5_A Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)	
	Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 231/1398
Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] No Level Range 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_TL2_DRAWHEALTH3_C Prefix: Restoring [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhe althx3) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCGETHIT_FULLHEAL_3_A_E Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullhe al) (Uses LINEAR_GRAPH graph) (Level 1)		
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: OFHTERAM3_1H Prefix: Slamming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_MONSTER25_SHIELDBREAKER		

Jan 03, 19 18:18	allafx.txt	Page 232/1398
Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, FF, CROSSBOW] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RA LAYER_MONSTER25_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (nar ANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)		
Affix: OFLIGHTNING3_2H_2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LI GRAPH graph)		
Affix: OFTHESAVANT Prefix: Savant [ITEM] No Level Range 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: PETTRINKET_ARMOR_POISON Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) poison armor		
Affix: OF_PROC_FIRESTORM_10_1H Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named W eStorm) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 233/1398
Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)		
Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-5.0)% more Execute Chance		
Affix: OF_PERCENT_FLAME3_WANDS_1H_E Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
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)		
Affix: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (9.0-9.0)% less chance to fumble		
Affix: OF_PERCENT_FLAME3_A_E Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 234/1398
Affix: OF_TL2_PETHEALTH3_C Prefix: Salving [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)		
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)		
Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
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: OFLEARNING_CHAMP10_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT) Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)		
Affix: OFLEARNING_CHAMP10_DOT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 235/1398
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)		
Affix: OFTHETHORN3 Prefix: Avenging [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
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_ICE2 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) ice armor		
Affix: OFTHETHORN2 Prefix: Avenging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: TRINKET_ICEDDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)		
Affix: PETTAG_DEGRADE_ARMOR3 Prefix: Savage [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 236/1398
Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: PETTAG_TL2_RESIST_IMMOB100_A_E Prefix: Liberating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCKILL_METEORSTRIKE_10_2H Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_TL2_FUMBLECHANCE3_1H Prefix: Precise [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_MONSTER250_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [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)		
Affix: PETTRINKET_DAMAGE_ELEC7_A_E Prefix: Juiced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 237/1398
<pre> Affix: OF_FIREDEFENSE3_C Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINE AR_GRAPH graph) Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-6.0)% less chance to fumble Affix: OFLEARNING_MONSTER25_DUALWIELD_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYE R_MONSTER25_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDO MSLAYER_MONSTER25_DUALWIELD_COUNT) Affix: OFLEARNING_MONSTER250_DOT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MON STER250_DOT) Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAY ER_MONSTER250_DOT_COUNT) 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 DEFEN SE) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 238/1398
<pre> Affix: OF_ATTRIB_STRENGTH3_1H_E Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: OFTHETHORN Prefix: Avenging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTIO Affix: PETTRINKET_DAMAGE_PHYS5 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS) Affix: OF_PERCENT_FLAME2 Prefix: Fire-Surge [ITEM] No Level Range 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) Affix: OFTHEWIZARD2 Prefix: Draining [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL) Affix: OF_PROC_THUNDERSTROM_10_1H Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 239/1398
<p>Affix: OF_TL2_SHORTSTUN Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM] No Level Range 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_FEAR3_1H Prefix: Creepy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_BONUS5_A Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>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)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p>		

Jan 03, 19 18:18	allafx.txt	Page 240/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_DAMAGE_ELECTRIC Prefix: Juiced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA3_C Prefix: Grasping [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawman ax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER25_SPLASH Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH) Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 241/1398
<p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Effects: (9.0-9.0)% more charge rate</p> <p>Affix: OFTHETHORN3_A_E Prefix: Avenging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2_2H Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_C Prefix: Electric-Surge [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 242/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEXTERITY5_A Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Dexterity (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow No Level Range 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 OF_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_RESIST_SLOW50_C Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</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, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 243/1398
<p>Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: MANA_ADDER_2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(9.0-11.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: OFHTERAM3_2H Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_C Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_2H Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 244/1398
<p>Affix: OFTHESEEKER3_1H_E Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</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_ARMOR_ELECTRIC7_A_E Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) electrical armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE Prefix: Augmented [ITEM] No Level Range 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: OFTHESOLDIER5 Prefix: [ITEM] of the Soldier No Level Range 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</p> <p>Affix: OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 245/1398
Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] No Level Range 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)		
Affix: OFTHESOLDIER5_1H_E Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] No Level Range 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)		
Affix: OFLEARNING_MONSTER25_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] 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)		
Affix: PETTRINKET_LIFESTEAL_MASTER7 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 246/1398
+(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFLEARNING_MONSTER25_IMMOB Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB) Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)		
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: TRINKET_POISONDEFENSE5_A Prefix: [ITEM] of Curing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) Uses Linear_Graph graph)		
Affix: OF_TL2_DAMAGEOVERTIME3_2H_2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named EBEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] No Level Range 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)		

Jan 03, 19 18:18	allafx.txt	Page 247/1398
<p>Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] No Level Range 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_FUMBLECHANCE3_2H Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: 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_POISONDEFENSE3_A_E Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p>		

Jan 03, 19 18:18	allafx.txt	Page 248/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) s LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER25_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE) Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: 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: TRINKET_ICEPERCENT_DEFENSE5_A Prefix: [ITEM] of Warming No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</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, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 249/1398
<p>Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage No Level Range 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_PROC_THUNDERSTROM_10_2H Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PERCENT_POISON3_WANDS 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: OFLEARNING_MONSTER25_TANGLE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE) Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A_E Prefix: Feasting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 250/1398
<p>Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Effects: (6.0-6.0)% more charge rate</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN) Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror No Level Range 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 OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER250_SHIELDBREAKER_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 251/1398
RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)		
Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTRINKET_ARMOR_ELECTRIC7_A Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) electrical armor (Uses Linear_Graph graph)		
Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance No Level Range 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)		
Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFLEARNING_MONSTER250_DAMAGEPCT Prefix: Augmented [ITEM] No Level Range 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)		
Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 252/1398
No Level Range 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: PETTRINKET_HEALTHANDMANA7_A_E Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(750.0-1000.0) Max HP (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(0.3-0.3) HP/Second		
Affix: PETTAG_CRIT_CHANCE5_A_E Prefix: Vicious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_POISONDEFENSE2 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)		

Jan 03, 19 18:18	allafx.txt	Page 253/1398
<p>Affix: OFTHEVAMPIRE3_1H_E Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] No Level Range 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: OFTHEMULE Prefix: Intractable [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK Prefix: Augmented [ITEM] No Level Range 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: OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 254/1398
<p>Spawns On: [STAFF, WAND] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON2 Prefix: Poison-Surge [ITEM] No Level Range 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: 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)</p> <p>Affix: OFLIGHTNING5 Prefix: [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: 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: OF_TL2_SPLASH Prefix: Slashing [ITEM] No Level Range 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: OFLEARNING_CHAMP10_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 255/1398
<p>Effects: Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK) Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(1.5-0.2) HP/Second</p> <p>Affix: OFICE3_1H_E Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: 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)</p> <p>Affix: OF_PERCENT_POISON3 Prefix: Poison-Surge [ITEM] No Level Range 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> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5</p>		

Jan 03, 19 18:18	allafx.txt	Page 256/1398
<p>Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)</p> <p>Affix: TRINKET_STAT_MAGIC5_A Prefix: [ITEM] of Focus No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</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_ARMOR Prefix: Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(10.0-15.0) physical Armor</p> <p>Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] No Level Range 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: PETTRINKET_DAMAGE_PHYS7_A Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 257/1398
<p>Affix: OFLEARNING_CHAMP10_IMMOB Prefix: Augmented [ITEM] No Level Range 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: 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_TL2_DAMAGEOVERTIME3_1H Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_1H_E Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 258/1398
<p>Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(750.0-1000.0) Max HP (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_FIREDEFENSE5_A Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVAGE3_1H Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 259/1398
<p>Affix: OF_TL2_RESIST_SLOW50_A Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H_E Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_RESISTALL7_A Prefix: Resisting [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 260/1398
<p>AR_GRAPH graph)</p> <p>Affix: OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision No Level Range 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: OFTHEOWL5 Prefix: [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)</p> <p>Affix: TRINKET_STAT_DEFENSE5_A Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Vitality (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker No Level Range 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: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 261/1398
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)		
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		
Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, WEAPON] Effects: (15.0-15.0)% more charge rate		
Affix: PETTRINKET_ARMOR_ELECTRIC3 Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) electrical armor		
Affix: OFLEARNING_CHAMP10_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, 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)		
Affix: OF_PERCENT_POISON3_A Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 262/1398
Affix: OFTHEELEPHANT3_A_E Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SPLASH2 Prefix: Slashing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, POLEARM, STAFF, WEAPON] Effects: (30.0-30.0)% more Damage to Secondary Targets		
Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_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)		
Affix: OFTHECHEETAH_C Prefix: Brisk [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FEAR3_1H_E Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OFRESISTANCE Prefix: [ITEM] of Resistance No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 263/1398
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)		
Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: OFTHESEEKER3_1H Prefix: Lucky [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEWIZARD3_2H Prefix: Draining [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OF_ATTRIB_MAGIC3_A Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_GLACIALSPIKE_10_1H Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)		

Jan 03, 19 18:18	allafx.txt	Page 264/1398
Affix: OFLEARNING_MONSTER250_MISSILERANGE Prefix: Augmented [ITEM] No Level Range 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)		
Affix: CLASS_BASED_D_3_2H_2 Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (4-8) second increased duration of elemental effects (named CLASS_BASED_D_3_2H_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_POISON5_WANDS Prefix: [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)		
Affix: OFLEARNING_MONSTER250_SHIELDBREAKER Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, PISTOL, 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)		
Affix: OFLEARNING_CHAMP10_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL)		

Jan 03, 19 18:18	allafx.txt	Page 265/1398
Add triggerable RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_MANASTEAL_COUNT)		
Affix: OFLEARNING_MONSTER25_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)		
Affix: OFLEARNING_MONSTER250_IMMOB Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB) Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OFFLAME3_1H Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWHEALTH3_A_E Prefix: Restoring [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 266/1398
Affix: OF_ATTRIB_STRENGTH3_C Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H_2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_FIRE_PERCENT5_A Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)		
Affix: OF_TL2_CHARGERATEBONUS3_C Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A_E Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 267/1398
	Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OF_PERCENT_POISON3_WANDS_2H Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHETIGER3_1H_E Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)	
	Affix: OFLEARNING_MONSTER25_LIFESTEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)	
	Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)	
	Affix: OFHTERAM3_1H_E Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 268/1398
	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: OF_TL2_MISSILERANGEBONUS4_1H_E Prefix: [ITEM] of Range No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)	
	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	
	Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25.0-35.0) Mana (named MANA_ADDER_3 MAX MANA) (Uses Linear_Graph graph)	
	Affix: OFTHESAVANT5_A Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)	
	Affix: OFTHEBEAR5 Prefix: [ITEM] of Lethality No Level Range Spawn Weight: 5 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 269/1398
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSS BOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] No Level Range 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		
Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)		
Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range 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)		
Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OFLEARNING_CHAMP10_DOT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT) Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)		

Jan 03, 19 18:18	allafx.txt	Page 270/1398
Affix: OFTHEMASTER3_1H_E Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)		
Affix: OFTHEARCHER5_1H_E Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 8 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: 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		
Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTAG_DIRECT_SHOCK_PERCENT_10		

Jan 03, 19 18:18	allafx.txt	Page 271/1398
	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) 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 OFTHEMAST ER CRITICAL CHANCE) Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] No Level Range 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: OF_TL2_FEAR3 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHA NT MAX HP) Affix: PETTRINKET_DAMAGE_ICE7_A Prefix: Frozen [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph) Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE	

Jan 03, 19 18:18	allafx.txt	Page 272/1398
) Affix: OFTHETIGER3_2H Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) LINEAR_GRAPH graph) Affix: OFLEARNING_CHAMP10_DAMAGEPCT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLA YER_CHAMP10_DAMAGEPCT) Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RAN DOMSLAYER_CHAMP10_DAMAGEPCT_COUNT) 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: OF_TL2_DUALWIELDBONUS3_1H_E Prefix: Bifold [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph) Affix: OFLEARNING_MONSTER250_DAMAGEPCT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RAN DOMSLAYER_MONSTER250_DAMAGEPCT) Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)	

Jan 03, 19 18:18	allafx.txt	Page 273/1398
<p>Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED) Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A Prefix: Liberating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5_C Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% ice damage reflected</p> <p>Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 274/1398
<p>Occupies no slots Spawns On: [HELMET] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: PETTRINKET_ARMOR7 Prefix: Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(65.0-75.0) physical Armor</p> <p>Affix: OFTHESTORMS3_SH_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL Prefix: Feasting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command No Level Range 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: OFLEARNING_CHAMP10_KNOCKBACK Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK) Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7_A_E Prefix: Ice-Armored [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 275/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_2H_2 Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMAGE3_1H Prefix: Invoking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, WAND] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3_A Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)</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: PETTAG_DIRECT_FREEZE_PERCENT_05 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 276/1398
<p>Affix: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: + (0.6-0.6) HP/Second</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELIMINATE DEFENSE)</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: OF_ATTRIB_STRENGTH3_A Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: + (25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFICE5 Prefix: [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)</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>		

Jan 03, 19 18:18	allafx.txt	Page 277/1398
<p>Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(0.9-0.9) HP/Second</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: PETTAG_DIRECT_FREEZE_PERCENT_10 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_EXECUTE3_1H Prefix: Paired [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_1H Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_2H Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 278/1398
<p>+(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage No Level Range 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: OFLEARNING_CHAMP10_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT) Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3_C Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <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: OF_ICEDDEFENSE3_A_E Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHIELD, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE5</p>		

Jan 03, 19 18:18	allafx.txt	Page 279/1398
	<p>Prefix: [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: OFTHESEEKER3 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD) Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)</p> <p>Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping No Level Range 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_PERCENT_ICE5_WANDS Prefix: [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: OFTHECHEETAH_A Prefix: Brisk [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 280/1398
	<p>(10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses Linear_Graph graph)</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: OFTHETURTLE3_A_E Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OFLIGHTNING Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_ARMOR7_A Prefix: Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) physical Armor (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_1H Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 8</p>	

Jan 03, 19 18:18	allafx.txt	Page 281/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: PETTAG_TL2_SHORTSTUN5_A_E Prefix: Frightening [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, STAFF, WAND, POLEARM] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT) Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)		
Affix: OF_TL2_SHORTSTUN3_2H Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)		
Affix: PETTAG_DIRECT_BURN_PERCENT_20_A_E Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		

Jan 03, 19 18:18	allafx.txt	Page 282/1398
ER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_THORNS7_POISON_A_E Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% poison damage reflected (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_POISON3_C Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTAG_DIRECT_SHOCK_PERCENT_05 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMASTER3_2H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 283/1398
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ELECTRIC3_WANDS_2H Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_ GRAPH graph)		
Affix: OFLEARNING_MONSTER25_SHIELDBREAKER_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMS LAYER_MONSTER25_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named R ANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)		
Affix: OFLEARNING_CHAMP10_SHIELDBREAKER_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLA YER_CHAMP10_SHIELDBREAKER) Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RAN DOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)		
Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL EARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.		
Affix: OF_TL2_SHIELDBREAK3_1H_E Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		

Jan 03, 19 18:18	allafx.txt	Page 284/1398
Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor No Level Range 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 eteor Strike) (Level 1)		
Affix: OFTHEBATTLEMENTS5 Prefix: [ITEM] of Deflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)		
Affix: OFLEARNING_CHAMP10_MISSILERANGE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOM ER_CHAMP10_MISSILERANGE) Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named OMSLAYER_CHAMP10_MISSILERANGE_COUNT)		
Affix: OF_PROC_GLACIALSPIKE_10_2H_2 Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (name _Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)		
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)		
Affix: OFLEARNING_MONSTER25_DOT Prefix: Augmented [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 285/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT) Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)		
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)		
Affix: OFLEARNING_MONSTER250_SPLASH Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_MONSTER250_SPLASH) Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER250_SPLASH_COUNT)		
Affix: 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: OFLEARNING_MONSTER250_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)		
Affix: OFTHEBATTLEMENTS3_SH Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 286/1398
Occupies no slots Spawns On: [SHIELD] Effects: (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses AR_GRAPH graph)		
Affix: OF_ATTRIB_MAGIC2 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: OFHTERAM5 Prefix: [ITEM] of the Ram No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OF_TL2_MISSILERANGEBOUNUS4_2H Prefix: [ITEM] of Range No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED) (Uses LINEAR_GRAPH graph)		
Affix: OFTHESAGE2 Prefix: Sage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
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_HEALTHANDMANA2 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 287/1398
Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(6.0-8.0) Max HP		
Affix: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (11.0-13.0)% more Damage while Dual Wielding		
Affix: 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_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: PETTAG_CRIT_CHANCE5_A Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)		
Affix: PETTAG_TL2_RESIST_SLOW100_A_E Prefix: Momentous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)		
Affix: TEST_SKILL Prefix: Charged [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 288/1398
Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] No Level Range 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 OFTHEMASTER CRITICAL DEFENSE)		
Affix: OF_PERCENT_POISON3_WANDS_1H_E Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_CRITICALDAMAGE3_2H Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_BLOODWASH_10_1H Prefix: [ITEM] of Blood No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)		

Jan 03, 19 18:18	allafx.txt	Page 289/1398
<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: 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)</p> <p>Affix: CLASS_BASED_A_2H_2 Prefix: Magebane [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE3_A Prefix: Commanding [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWINDS Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 290/1398
<p>Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK) Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A_E Prefix: Fanged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC5 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER Prefix: Archer [ITEM] No Level Range 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: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] No Level Range 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>		

Jan 03, 19 18:18	allafx.txt	Page 291/1398
<p>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)</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: OFLEARNING_CHAMP10_CRIT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT) Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OFTHESAGE3 Prefix: Sage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHESAVAGE3_2H_2 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW]</p>		

Jan 03, 19 18:18	allafx.txt	Page 292/1398
<p>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: 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)</p> <p>Affix: OFTHEVAMPIRE3_2H Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H_E Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHECHEETAH_A_E Prefix: Brisk [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 293/1398
<p>Affix: OF_PERCENT_ICE3_WANDS_1H Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER25_DAMAGEPCT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT) Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</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: OF_TL2_HEALTH_REGEN3_A_E Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p>		

Jan 03, 19 18:18	allafx.txt	Page 294/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICALDEFENSE)</p> <p>Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] No Level Range 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 oftblinding)</p> <p>Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality No Level Range 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_DUALWIELDBONUS3_1H Prefix: Bifold [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A_E Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETURTLE3 Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLIGHTNING3_1H_E Prefix: Charged [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 295/1398
<p>Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range 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: 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: 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)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 296/1398
<p>Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OFTHEMAGE3_1H_E Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, WAND] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_1H_E Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_A_E Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON2 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) poison armor</p> <p>Affix: OFTHEOWL3_A_E Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE5 Prefix: [ITEM] of Fortification No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 297/1398
<p>Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping No Level Range 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_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: OFTHEARCHER5_2H Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] No Level Range 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)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC7 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 298/1398
<p>Affix: OFLEARNING_CHAMP10_LIFESTEAL Prefix: Augmented [ITEM] No Level Range 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: OF_TL2_PETDAMAGE3_C Prefix: Commanding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, CROSSBOW] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER) Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: 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 OFTHEARCHER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] No Level Range 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: PETTRINKET_ARMOR_FIRE3 Prefix: Fire-Armored [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 299/1398
	<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) fire armor</p> <p>Affix: PETTRINKET_THORNS5_ICE Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% ice damage reflected</p> <p>Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: OF_PERCENT_FLAME3_WANDS_2H_2 Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 300/1398
	<p>Affix: OFRESISTANCE5_A_E Prefix: [ITEM] of Resistance No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT) Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)</p> <p>Affix: PETTAG_CRIT_CHANCE5 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)</p>	

Jan 03, 19 18:18	allafx.txt	Page 301/1398
OMSLAYER_MONSTER250_DUALWIELD_COUNT)		
Affix: PETTRINKET_ARMOR_FIRE2 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) fire armor		
Affix: OFFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) fire damage (named OFFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)		
Affix: OF_PROC_BLINDCLOUD_10_1H Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: PETTRINKET_DAMAGE_FIRE7 Prefix: Burning [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTRINKET_ARMOR_POISON3 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 302/1398
+(45.0-60.0) poison armor		
Affix: OFLEARNING_MONSTER250_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE) Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)		
Affix: PETTRINKET_THORNS7 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% physical damage reflected		
Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)		
Affix: OF_TL2_SILENCE_STAFFANDWAND2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.		
Affix: OF_PERCENT_ICE Prefix: Ice-Surge [ITEM] No Level Range 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 OFFFLAME DAMAGE BONUS)		
Affix: OFLEARNING_MONSTER250_CRIT Prefix: Augmented [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 303/1398
Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT) Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)		
Affix: PETTRINKET_RESISTALL Prefix: Resisting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OF_TL2_MISSILERANGEPLUS2 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)		
Affix: OFLEARNING_MONSTER250_EXECUTE Prefix: Augmented [ITEM] No Level Range 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)		
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)		
Affix: OF_ATTRIB_STRENGTH3_2H_2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 304/1398
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_ARMOR_FIRE7_A_E Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) fire armor (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: 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: OFLEARNING_MONSTER250_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, FF] 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)		
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 OFTHETIGER CRITICAL CHANCE)		

Jan 03, 19 18:18	allafx.txt	Page 305/1398
<p>Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] No Level Range 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)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_20_A Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE) (Uses Linear_Graph graph)</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: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] No Level Range 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: OFTHEWIZARD3_2H_2 Prefix: Draining [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g raph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3_A_E Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 306/1398
<p>Affix: OFLEARNING_MONSTER250_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAY NSTER250_CRIT) Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDO YER_MONSTER250_CRIT_COUNT)</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: OFHTERAM Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMASTER5 Prefix: [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: OF_ATTRIB_MAGIC3_2H Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 307/1398
<p>Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_PROC_ACIDRAIN_10_2H Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: 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)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H_E Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: OFTHEWINDS3_C Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 308/1398
<p>Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_MAGICFIND5_A Prefix: [ITEM] of Luck No Level Range Spawn Weight: 2 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) (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_THORNS3 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (17.0-21.0)% physical damage reflected</p> <p>Affix: OF_TL2_FUMBLECHANCE3_2H_2 Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON7 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor</p> <p>Affix: OFTHETHORN3_C Prefix: Avenging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H Prefix: [ITEM] of Zapping</p>		

Jan 03, 19 18:18	allafx.txt	Page 309/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p>		
<p>Affix: OFTHESOLDIER5_2H Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OF_TL2_SHIELDBREAK3_1H Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p>		
<p>Affix: PETTRINKET_DAMAGE_ELEC2 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p>		
<p>Affix: OF_PERCENT_ALL3_A Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OFTHEMULE3_A_E Prefix: Intractable [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 310/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OF_ATTRIB_DEXTERITY3_1H_E Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: OF_TL2_BLINDING3_2H Prefix: Blinding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named oftbl2ngblinding) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: PETTRINKET_ARMOR_FIRE7 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor</p>		
<p>Affix: OF_PROC_FIRESTORM_10_2H_2 Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p>		
<p>Affix: PETTRINKET_LIFESTEAL_MASTER 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 03, 19 18:18	allafx.txt	Page 311/1398
<p>Affix: PETTRINKET_DAMAGE_ELEC3 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_THORNS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (11.0-14.0)% physical damage reflected</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H_E Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_HEALTHANDMANA5 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) Max HP</p>		

Jan 03, 19 18:18	allafx.txt	Page 312/1398
<p>Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE2 Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_BLINDING3_1H_E Prefix: Blinding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named offblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC5 Prefix: [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)</p> <p>Affix: OFHTERAM2 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 313/1398
Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OF_PROCGETHIT_FULLHEAL_3_C Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
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_PROC_ACIDRAIN_10_2H_2 Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_MONSTER25_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB) Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)		

Jan 03, 19 18:18	allafx.txt	Page 314/1398
Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range 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 OMSLAYER_MONSTER25_PROC_CHAOTICRIFT) Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)		
Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range 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)		
Affix: PETTRINKET_DAMAGE_ICE3 Prefix: Frozen [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_SPLASH2_1H_E Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_FLAME3_WANDS_1H Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEBATTLEMENTS2 Prefix: Deflecting [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 315/1398
<p>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: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] No Level Range 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: OFTHETURTLE5 Prefix: [ITEM] of the Castle No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] No Level Range 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_PROC_THUNDERSTROM_10_1H_E Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_2H_2 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H</p>		

Jan 03, 19 18:18	allafx.txt	Page 316/1398
<p>Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] No Level Range 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 drawhealth)</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_DIRECT_FREEZE_PERCENT_20_A Prefix: Freezing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHETURTLE CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5 Prefix: [ITEM] of Silence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_ELECTRICDEFENSE3_A_E Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [COLLAR, STUD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 317/1398
+(75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OF_PROCGETHIT_FULLHEAL_3_A Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFTHESTORMS3_SH Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_THORNS5_A Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ALL3_WANDS_2H_2 Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_POISON_PERCENT5_A Prefix: [ITEM] of Poisoning No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 318/1398
Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)		
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)		
Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (24.0-24.0)% less charge bar decay rate		
Affix: PETTRINKET_HEALTHANDMANA7 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) Max HP		
Affix: OF_PROC_STORMCLAW10_2H_2 Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: 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 OFTHETURTLE CRITICAL CHANCE)		

Jan 03, 19 18:18	allafx.txt	Page 319/1398
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)		
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_1H_E Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel No Level Range 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_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OFLEARNING_MONSTER250_LIFESTEAL Prefix: Augmented [ITEM] No Level Range 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 RAND		

Jan 03, 19 18:18	allafx.txt	Page 320/1398
OMSLAYER_MONSTER250_LIFESTEAL_COUNT)		
Affix: OF_ATTRIB_DEXTERITY3_2H Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND] Effects: +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_ARMOR_FIRE5 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor		
Affix: OF_PROCKILL_FULLHEAL_3_1H Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: PETTAG_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: OFTHESEEKER Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET] Effects: (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD]		

Jan 03, 19 18:18	allafx.txt	Page 321/1398
Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW Prefix: Augmented [ITEM] No Level Range 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) Affix: OF_PROC_BLOODWASH_10_1H_E Prefix: [ITEM] of Blood No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1) Affix: OFLEARNING_CHAMP10_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE) Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT) Affix: OFICE3_2H Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: PETTAG_CRIT_CHANCE2 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 322/1398
(4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) Affix: OF_PERCENT_ALL3_C Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: OFLIGHTNING3_1H Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: PETTAG_PROC_STORMCLAW10_A_E Prefix: Arcing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1) Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS) Affix: OFTHETHORN3_A Prefix: Avenging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph) Affix: PETTAG_TL2_SHORTSTUN2 Prefix: Frightening [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 323/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: 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)</p> <p>Affix: PETTRINKET_ARMOR_POISON5 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor</p> <p>Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] No Level Range 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_ATTRIB_DEFENSE3_3 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: PETTRINKET_ARMOR_POISON7_A_E Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 1</p>	

Jan 03, 19 18:18	allafx.txt	Page 324/1398
	<p>Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWINDS3_A Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H_2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_1H_E Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, SHOTGUN, STAFF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN) Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A Prefix: Feasting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 325/1398
+(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses Linear_Graph graph)		
Affix: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: PETTRINKET_ARMOR_FIRE7_A Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) fire armor (Uses Linear_Graph graph)		
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: OFLEARNING_MONSTER250_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, 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)		
Affix: OFTHEBULL Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: PETTAG_TL2_SHIELDBREAKER3 Prefix: Crushing [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 326/1398
Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (60.0-60.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OF_ATTRIB_DEFENSE3_1H Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHEBATTLEMENTS3_SH_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_MISSILERANGE4 Prefix: [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 RANGE)		
Affix: PETTAG_ATTACK_SPEED5_A Prefix: Agitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_EXECUTE_1H Prefix: Augmented [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 327/1398
	<p>No Level Range Spawn Weight: 2 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: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] No Level Range 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)</p> <p>Affix: OF_PERCENT_ALL3 Prefix: Prismatic [ITEM] No Level Range 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>File Group 'LAO 2' ending</p> <p>File Group 'Ability Spells' starting</p> <p>File Group 'Ability Spells' ending</p> <p>File Group 'Classless Character' starting</p> <p>File Group 'Classless Character' ending</p> <p>File Group 'MEMM2' starting</p> <p>Affix: ELEC2 Prefix: Resonant [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)</p> <p>Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range Spawn Weight: 1 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 328/1398
	<p>Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG1 Prefix: Strife-Sigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)</p> <p>Affix: MAG1 Prefix: Mage's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: + (25-50) Focus (named MAG1)</p> <p>Affix: PROC_OPENWOUND3 Prefix: [ITEM] of Wounding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DEGRADE1 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (5-10) on hit (named Degrade1)</p> <p>Affix: CLASS_BASED_D_A Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 329/1398
<p>Affix: THORNS_POIS3 Prefix: Noxious [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% poison damage reflected (named THORNS_POIS3)</p> <p>Affix: DMG_PROC_ICE1 Prefix: Shard-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2 0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)</p> <p>Affix: DMG_PROC_ELEC1 Prefix: Jolt-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2 0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)</p> <p>Affix: WEAPON_MAT12 Prefix: Hexsteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT12) Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12) +(5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1 Prefix: Totemic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: XP2 Prefix: Wanderer's [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 330/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE1 Prefix: Flame-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS4 Prefix: Grim [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS5 Prefix: Cruel [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC1 Prefix: Volt-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 331/1398
h)		
Affix: RED_ELEMENTAL_RANGE3		
Prefix: Chaotic [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]		
Effects:		
(1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
(1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
(1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
Affix: VIT4		
Prefix: Guardian's [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CANNON, HELMET, RING, SHIELD]		
Effects:		
+(175-250) Vitality (named VIT4)		
Affix: MF1		
Prefix: Vintage [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]		
Effects:		
(1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)		
Affix: STR_DEX1		
Prefix: Bandit's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [1HSWORD, BELT, FIST]		
Effects:		
+(50-100) Strength (named STR_DEX1)		
+(50-100) Dexterity (named STR_DEX1)		
Affix: XP3		
Prefix: Explorer's [ITEM]		
Minimum Level: 5		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, CHEST ARMOR, PANTS]		
Effects:		
(5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR14		
Prefix: Shadivari [ITEM]		
Minimum Level: 12		

Jan 03, 19 18:18	allafx.txt	Page 332/1398
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]		
Effects:		
(5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)		
(5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)		
Affix: WEAPON_MAT13		
Prefix: Saronite [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
+(5.0-10.0) ice damage (named WEAPON_MAT13)		
(15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)		
+(5.0-10.0) poison damage (named WEAPON_MAT13)		
Affix: DMG_PROC_FIRE1		
Prefix: Flare-Barb [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 15.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)		
Affix: THORNS_POIS2		
Prefix: Despoiled [ITEM]		
Minimum Level: 8		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL, SHIELD]		
Effects:		
(20.0-30.0)% poison damage reflected (named THORNS_POIS2)		
Affix: PROC_OPENWOUND2		
Prefix: [ITEM] of Bloodletting		
Minimum Level: 10		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]		
Effects:		
(10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE1		
Prefix: Elemental [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [RING, WEAPON]		
Effects:		
(1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
(1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 333/1398
(1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
) Affix: ELEC3		
Prefix: Thundering [ITEM]		
Minimum Level: 20		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]		
Effects:		
Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)		
-25.0 knockback (named ELEC3)		
Affix: CRIT_CHANCE2		
Prefix: [ITEM] of Menace		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [NECKLACE, RING, WEAPON]		
Effects:		
(1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)		
Affix: ELEC1		
Prefix: Shocking [ITEM]		
Minimum Level: 20		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]		
Effects:		
Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)		
Affix: RED_DMG_MELEE_DMG2		
Prefix: Battle-Rune [ITEM]		
Minimum Level: 10		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [SHIELD, STAFF]		
Effects:		
(5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)		
) (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE3		
Prefix: Chaotic [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [RING, WEAPON]		
Effects:		
(1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
(1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
) (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 334/1398
h)		
Affix: MAG2		
Prefix: Wizard's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]		
Effects:		
+(50-100) Focus (named MAG2)		
Affix: DEGRADE2		
Prefix: Shattering [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]		
Effects:		
Degrade enemy armor by (10-15) on hit (named Degrade2)		
Affix: DODGE5		
Prefix: [ITEM] of Displacement		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [BELT, BOOTS]		
Effects:		
(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)		
Affix: CLASS_BASED_D_4		
Prefix: Ebonwood [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, STAFF]		
Effects:		
-25.0 knockback (named CLASS_BASED_D_4)		
(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)		
Affix: DMG_PROC_ELEC2		
Prefix: Jolt-Spike [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)		
Affix: DMG_PROC_ICE2		
Prefix: Shard-Spike [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		

Jan 03, 19 18:18	allafx.txt	Page 335/1398
Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)		
Affix: CLASS_BASED_D_B Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT graph)		
Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT11)		
Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)		
Affix: XP1 Prefix: Seeker's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)		
Affix: MF3 Prefix: Antique [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]		

Jan 03, 19 18:18	allafx.txt	Page 336/1398
Effects: (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)		
Affix: ARM_ILLUM4 Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) electric Armor (named ARM_ILLUM4) (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_FIRE2 Prefix: Flame-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC3 Prefix: Volt-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS6 Prefix: Merciless [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 337/1398
<p>Affix: DMG_PERCENT_ELEC2 Prefix: Volt-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(75-150) Strength (named STR_DEX2) +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10)</p>		

Jan 03, 19 18:18	allafx.txt	Page 338/1398
<p>+(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 20.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1 Prefix: Foul [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3 Prefix: Sundering [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1 Prefix: [ITEM] of Cutting Minimum Level: 10</p>		

Jan 03, 19 18:18	allafx.txt	Page 339/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3 Prefix: War-Glyph [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE3 Prefix: [ITEM] of Havoc No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFME_PROC_LOOTERS1 Prefix: Looter's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS]</p>		

Jan 03, 19 18:18	allafx.txt	Page 340/1398
<p>Effects: (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph) (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4 Prefix: Over-Charged [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT14 Prefix: Titansteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9 Prefix: Greenmist [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p> <p>Affix: XP4 Prefix: Adventurer's [ITEM] Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3 Prefix: [ITEM] of the Bastion Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 341/1398
<pre> Affix: FACTION_ARMOR13 Prefix: Battle Scarred [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS] Effects: (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph) (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph) Affix: VIT3 Prefix: Sentinel's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(100-175) Vitality (named VIT3) Affix: ARM_ILLUM1 Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) poison Armor (named ARM_ILLUM1) (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)) Affix: DMG_PERCENT_BONUS2 Prefix: Wicked [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph) Affix: VIT_MAG1 Prefix: Shaman's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(50-100) Vitality (named VIT_MAG1) +(50-100) Focus (named VIT_MAG1) Affix: RED_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] </pre>		

Jan 03, 19 18:18	allafx.txt	Page 342/1398
<pre> Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) Affix: RED_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) Affix: REFLECT_LITE1 Prefix: Rebounding [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph) Affix: DMG_PERCENT_BONUS3 Prefix: Vicious [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph) Affix: VIT2 Prefix: Defender's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(50-100) Vitality (named VIT2) Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] </pre>		

Jan 03, 19 18:18	allafxs.txt	Page 343/1398
<p>Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2 Prefix: Defiant [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR8 Prefix: Aesir [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses</p>		

Jan 03, 19 18:18	allafxs.txt	Page 344/1398
<p>PERCENT graph)</p> <p>Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] Minimum Level: 15</p>		

Jan 03, 19 18:18	allafx.txt	Page 345/1398
Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)		
Affix: DEGRADE4 Prefix: Sieging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (20-30) on hit (named Degrade4)		
Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)		
Affix: GFME_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehuntest on kill (named treasurehuntest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)		
Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)		
Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]		

Jan 03, 19 18:18	allafx.txt	Page 346/1398
Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)		
Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)		
Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)		
Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)		
Affix: REFLECT_LITE2 Prefix: Ricochet [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC4 Prefix: Volt-Torrent [ITEM] Minimum Level: 20		

Jan 03, 19 18:18	allafx.txt	Page 347/1398
Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)		
Affix: ARM_ILLUM3 Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) ice Armor (named ARM_ILLUM3) (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)		
Affix: VIT1 Prefix: Sentry's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(25-50) Vitality (named VIT1)		
Affix: MF4 Prefix: Ancient [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)		
Affix: FACTION_ARMOR11 Prefix: Muursat [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)		
Affix: BLOCK1 Prefix: Vigilant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph) (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 348/1398
Affix: WEAPON_MAT16 Prefix: Pyrite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT16) (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT16)		
Affix: CLASS_BASED_D_3 Prefix: Cairnstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)		
Affix: DODGE2 Prefix: [ITEM] of Blurring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)		
Affix: CRIT_CHANCE5 Prefix: [ITEM] of Calamity No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)		
Affix: BOOTS11 Prefix: Spiked [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 349/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph) +(25-60) Strength (named BOOTS11)</p> <p>Affix: WEAPON_MAT3 Prefix: Velium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) ice damage (named WEAPON_MAT3) Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p> <p>Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF13 Prefix: Lord's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL]</p>		

Jan 03, 19 18:18	allafx.txt	Page 350/1398
<p>Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)</p> <p>Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) +(0.5-1.3) Mana/s (named dual_elemred_bonus4)</p> <p>Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)</p> <p>Affix: FAME1 Prefix: Acclaimed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 1.00, 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 351/1398
<p>Affix: DMG_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12 Prefix: Commander's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT2 Prefix: Obsidian [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT2) (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT2)</p> <p>Affix: CLASS_BASED_A_1 Prefix: Magebane [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC1 Prefix: Weighted [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF] Effects: +(10.0-20.0) physical damage (named DMG_BONUS_MISC1) Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2</p>		

Jan 03, 19 18:18	allafx.txt	Page 352/1398
<p>Prefix: [ITEM] of Desolation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3 Prefix: Honed [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC3) (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3 Prefix: Headhunter's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph) (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4 Prefix: War-Mage's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, STAFF] Effects: (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES4 Prefix: Turtle's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF10 Prefix: Thaumaturgist's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 353/1398
	(15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)	
	Affix: ARMOR_STATS1 Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS1) +(50-100) Dexterity (named ARMOR_STATS1)	
	Affix: FAME3 Prefix: Notorious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)	
	Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)	
	Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 354/1398
	Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)	
	Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)	
	Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT8) +(0.5-1.5) HP/Second (named ARMOR_MAT8)	
	Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)	
	Affix: HP_MP_STEAL_PERCENT3 Prefix: Consuming [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)	
	Affix: FAME2 Prefix: Famed [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 355/1398
Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)		
Affix: PET_BUFF11 Prefix: Officer's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)		
Affix: WEAPON_MAT1 Prefix: Bone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 356/1398
+(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)		
Affix: CAST_SPEED1 Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)		
Affix: PET_BUFF9 Prefix: Summoner's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)		
Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)		
Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 357/1398
<p>Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, RING] Effects: (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph) (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1 Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1) (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph) (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2 Prefix: Skymetal [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3 Prefix: Fellwarped [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph) (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph) +(15.0-30.0) poison Armor (named dual_elemred_bonus3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 358/1398
<p>Affix: RED_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14 Prefix: General's [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG2 Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2) +(75-150) Focus (named ARMOR_STATS_MAG2)</p> <p>Affix: WEAPON_MAT4 Prefix: Crystalline [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT2) Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT4) +(4.0-8.0) ice damage (named WEAPON_MAT4)</p>		

Jan 03, 19 18:18	allafx.txt	Page 359/1398
<p>Affix: PET_BUFF8 Prefix: Major's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED2 Prefix: Battle-Mage's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5 Prefix: Gleaming [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT6)</p> <p>Affix: GFMF_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehuntest on kill (named treasurehuntest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES2 Prefix: Crab's [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 360/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) +(25-60) Vitality (named BOOTS8)</p> <p>Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven Minimum Level: 10 Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 361/1398
	Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)	
	Affix: ARMOR_WEIGHT2 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2) (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)	
	Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)	
	Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)	
	Affix: ARMOR_WEIGHT3 Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3) (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph) (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)	
	Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrn Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 362/1398
	(10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)	
	Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)	
	Affix: FAME4 Prefix: Illustrious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 8.00, 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)	
	Affix: BOOTS9 Prefix: Tracker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9)	
	Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 363/1398
<p>Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLAS S_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROS SBOW, FIST, POLEARM, STAFF] Effects: +(8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONU S_MISC4)</p> <p>Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT 7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1 Prefix: Feral [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 364/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2 Prefix: Polar [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6 Prefix: Disciple's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4 Prefix: Forgeworked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph) (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1 Prefix: [ITEM] of the Beast No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2 Prefix: Infused [ITEM] Minimum Level: 12</p>		

Jan 03, 19 18:18	allafx.txt	Page 365/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)</p> <p>Affix: RING_MAT3 Prefix: Astralite [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph) Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC1 Prefix: Ivory [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ1 Prefix: Guide's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: (2-5) item requirements (named ITEM_REQ1)</p> <p>Affix: DEX_VIT1 Prefix: Ranger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: (50-100) Vitality (named DEX_VIT1) (50-100) Dexterity (named DEX_VIT1)</p> <p>Affix: HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 366/1398
	<p>(15.0-20.0) Max HP (named HP3)</p> <p>Affix: PROC_MANACOST1 Prefix: Auger's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED3</p>	

Jan 03, 19 18:18	allafx.txt	Page 367/1398
Prefix: Sureshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)		
Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1)		
Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)		
Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 368/1398
Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)		
Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_3 Prefix: Empyreal [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.8-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1.5 meters) (named CLASS_BASED_P_3) (Uses PERCENT graph) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)		
Affix: ALL_STATS4 Prefix: [ITEM] of the Planes Minimum Level: 45 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)		
Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)		
Affix: ARMOR_STATS_DEF1		

Jan 03, 19 18:18	allafx.txt	Page 369/1398
Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)		
Affix: HP2 Prefix: Hearty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(10.0-15.0) Max HP (named HP2)		
Affix: CRIT_DMG_CHANCE2 Prefix: Dire [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)		
Affix: STR_MAG1 Prefix: Reaver's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(50-100) Strength (named STR_MAG1) +(50-100) Focus (named STR_MAG1)		
Affix: PROC_KILLHEAL1 Prefix: [ITEM] of Victory Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY3 Prefix: [ITEM] of Resolve Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 370/1398
(8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)		
Affix: RING_MAT2 Prefix: Crysteel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph) No effect details for effect INTERRUPT_CHANCE with parameters (min 2.00, 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph)		
Affix: INTERRUPT1 Prefix: Distracting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)		
Affix: BOOTS5 Prefix: Fur-Lined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph) (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)		
Affix: THORNS_ICE3 Prefix: Arctic [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3)		
Affix: PET_BUFF7 Prefix: Captain's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)		
Affix: DIVINE_WEAP_TOXX		

Jan 03, 19 18:18	allafx.txt	Page 371/1398
	Prefix: Plagued [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)	
	Affix: ATK_SPEED2 Prefix: Fierce [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)	
	Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)	
	Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)	
	Affix: THORNS_ICE1 Prefix: Frosted [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)	
	Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 372/1398
)	
	Affix: EXECUTE4 Prefix: Executioner's [ITEM] Minimum Level: 9 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)	
	Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)	
	Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)	
	Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)	
	Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF]	

Jan 03, 19 18:18	allafx.txt	Page 373/1398
Effects: + (5-9) item requirements (named ITEM_REQ2)		
Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC2 Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)		
Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)		
Affix: DEX_VIT2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: + (75-150) Vitality (named DEX_VIT2) + (75-150) Dexterity (named DEX_VIT2)		
Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] Minimum Level: 18 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 374/1398
Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)		
Affix: SPLASH4 Prefix: [ITEM] of Onslaught Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)		
Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: + (50-100) Dexterity (named DEX2)		
Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND]		

Jan 03, 19 18:18	allafx.txt	Page 375/1398
<p>Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -7.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -9.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3 Prefix: Expert's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7 Prefix: Copper Ringed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1 Prefix: Engraved [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1</p>		

Jan 03, 19 18:18	allafx.txt	Page 376/1398
<p>Prefix: [ITEM] of Revivication Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 377/1398
(8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)		
Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)		
Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses PERCENT graph)		
Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(75-150) Strength (named STR_MAG2) +(75-150) Focus (named STR_MAG2)		
Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)		
Affix: RING_MAT1 Prefix: Bloodeye [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 378/1398
Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(9-15) item requirements (named ITEM_REQ3)		
Affix: PROC_KILLHEAL2 Prefix: [ITEM] of Triumph Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)		
Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph) (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)		
Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)		
Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)		
Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 379/1398
(8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)) Affix: PET_BUFF4 Prefix: Warlock's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph) (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph) Affix: WEAPON_MAT8 Prefix: Nelumite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT8) +(4.0-8.0) physical damage (named WEAPON_MAT8) Affix: ATK_SPEED3 Prefix: Ferocious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph) Affix: BOOTS2 Prefix: Fleet [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph) Affix: EXECUTE1 Prefix: Killer's [ITEM] Minimum Level: 9 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph) Affix: REFLECT_MAJ1 Prefix: Mirrored [ITEM] Minimum Level: 10		

Jan 03, 19 18:18	allafx.txt	Page 380/1398
Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph) Affix: DMG_PERCENT_ICE1 Prefix: Frost-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph) Affix: CHARGE_DECAY4 Prefix: [ITEM] of Willpower Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph) Affix: RING_MAT5 Prefix: Mistchurn [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph) Affix: ARMOR_MAT5 Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) poison Armor (named ARMOR_MAT5) (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph) Affix: CRIT_DAMAGE2 Prefix: [ITEM] of Carnage Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph) Affix: DMG_PROC_PHYS2		

Jan 03, 19 18:18	allafx.txt	Page 381/1398
	<p>Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)</p> <p>Affix: STR3 Prefix: Giant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1 Prefix: Broad [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_4 Prefix: Celestial [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph) (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3 Prefix: [ITEM] of the Zodiac Minimum Level: 35 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(75-175) Vitality (named ALL_STATS3) +(75-175) Focus (named ALL_STATS3) +(75-175) Strength (named ALL_STATS3) +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1 Prefix: Abstruse [ITEM] No Level Range Spawn Weight: 1</p>	

Jan 03, 19 18:18	allafx.txt	Page 382/1398
	<p>Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2 Prefix: Avenger's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(75-150) Strength (named STR_VIT2) +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2 Prefix: [ITEM] of Berserking Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW3 Prefix: Mithril Laced [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW2 Prefix: Steel Plated [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> <p>Affix: RAMPAGE3 Prefix: [ITEM] of Aggression Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 383/1398
graph)		
Affix: ALL_STATS2		
Prefix: [ITEM] of the Heavens		
Minimum Level: 25		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, HELMET, NECKLACE, RING]		
Effects:		
+ (50-100) Vitality (named ALL_STATS2)		
+ (50-100) Focus (named ALL_STATS2)		
+ (50-100) Strength (named ALL_STATS2)		
+ (50-100) Dexterity (named ALL_STATS2)		
Affix: DEX_MAG2		
Prefix: Dervish's [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HAXE, BELT, PISTOL]		
Effects:		
+ (75-150) Focus (named DEX_MAG2)		
+ (75-150) Dexterity (named DEX_MAG2)		
Affix: STR2		
Prefix: Brute's [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]		
Effects:		
+ (50-100) Strength (named STR2)		
Affix: CLASS_BASED4		
Prefix: Artillerist's [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BOW, CROSSBOW, PISTOL, WAND]		
Effects:		
Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)		
+ (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)		
Affix: ARMOR_MAT4		
Prefix: Raven Scale [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
+ (10.0-20.0) ice Armor (named ARMOR_MAT4)		
+ (0.5-1.5) Mana/s (named ARMOR_MAT4)		
Affix: CRIT_DAMAGE3		
Prefix: [ITEM] of Assassination		
Minimum Level: 12		

Jan 03, 19 18:18	allafx.txt	Page 384/1398
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, RING, WEAPON]		
Effects:		
(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)		
Affix: PROC_WARD1		
Prefix: [ITEM] of Shielding		
Minimum Level: 10		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING, SHIELD]		
Effects:		
(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)		
Affix: SLOW1		
Prefix: [ITEM] of Snaring		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, RANGED WEAPON]		
Effects:		
Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)		
Affix: HP4		
Prefix: Vigorous [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]		
Effects:		
+ (20.0-30.0) Max HP (named HP4)		
Affix: DODGE_REFLECT1		
Prefix: Shade's [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [BELT, PANTS, SHOULDER ARMOR]		
Effects:		
(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)		
No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)		
Affix: RING_MAT4		
Prefix: Bladeweave [ITEM]		
Minimum Level: 8		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING]		
Effects:		
(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)		
(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 385/1398
<p>Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF1 Prefix: Hunter's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED4 Prefix: Savage [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)</p> <p>Affix: EXECUTE2 Prefix: Slayer's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 386/1398
<p>(4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT6 Prefix: Dreadiron [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE2 Prefix: Frost-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 387/1398
<p>Affix: PROC_WARD3 Prefix: [ITEM] of Negation Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3 Prefix: Entangling [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2 Prefix: Sweeping [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,</p>		

Jan 03, 19 18:18	allafx.txt	Page 388/1398
<p>STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 389/1398
<p>Affix: MANA_COST3 Prefix: Enigmatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -5.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1 Prefix: [ITEM] of the Stars Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(25-50) Vitality (named ALL_STATS1) +(25-50) Focus (named ALL_STATS1) +(25-50) Strength (named ALL_STATS1) +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3 Prefix: [ITEM] of Assault Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1 Prefix: Thug's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1 Prefix: Corsair's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(50-100) Focus (named DEX_MAG1) +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7 Prefix: Oiled [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 390/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) electric Armor (named ARMOR_MAT7) -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2 Prefix: [ITEM] of Tarring Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2 Prefix: [ITEM] of Warding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT2 Prefix: Ghost's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min -5.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3 Prefix: Frost-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5 Prefix: Astral [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 391/1398
	(20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)	
	Affix: EXECUTE3 Prefix: Butcher's [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)	
	Affix: ATK_SPEED5 Prefix: Lupine [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)	
	Affix: MP_STEAL_PERCENT1 Prefix: Thirsty [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, STAFF, WAND] Effects: (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)	
	Affix: PET_BUFF2 Prefix: Packleader's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)	
	Affix: GF2 Prefix: Lavish [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS4 Prefix: Venom-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 392/1398
	Effects: (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)	
	Affix: MELEE_BLOCK1 Prefix: [ITEM] of Deflecting Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_3 Prefix: Riftward [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)	
	Affix: FLURRY1 Prefix: Desperado's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)	
	Affix: BLINDING1 Prefix: [ITEM] of the Black Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)	
	Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 393/1398
<pre> Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1) Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2) Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph) Affix: FREEZE3 Prefix: Soulfrost [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph) Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield _5) (Uses PERCENT graph) Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCE </pre>		

Jan 03, 19 18:18	allafx.txt	Page 394/1398
<pre> NT graph) Affix: CHARGE_RATE3 Prefix: [ITEM] of Desire Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph) Affix: MP4 Prefix: [ITEM] of the Arcane No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(20.0-30.0) Mana (named MP4) Affix: ARMOR_STATS_STR1 Prefix: Lambent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1) +(50-100) Strength (named ARMOR_STATS_STR1) Affix: REFLECT2 Prefix: [ITEM] of Interception No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT h) Affix: PROC_DEATHSTRIKE2 Prefix: [ITEM] of Death Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses CENT graph) Affix: DUAL_WIELD4 Prefix: Mercurial [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] </pre>		

Jan 03, 19 18:18	allafx.txt	Page 395/1398
<p>Effects: (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4 Prefix: Pact-Speaker's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3 Prefix: [ITEM] of Doom Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2 Prefix: Brittlebite [ITEM] Minimum Level: 20</p>		

Jan 03, 19 18:18	allafx.txt	Page 396/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1)</p> <p>Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3 Prefix: Gilded [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 397/1398
Effects: (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)		
Affix: GF1 Prefix: Gaudy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)		
Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)		
Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: BLINDING2 Prefix: [ITEM] of Obscuring Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)		
Affix: FLURRY2 Prefix: Duelist's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 398/1398
graph)		
Affix: POIS_DOT1 Prefix: [ITEM] of Rot No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)		
Affix: THORNS_PHYS_THORNED2 Prefix: Spined [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)		
Affix: FACTION_ARMOR5 Prefix: Kindathlan [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)		
Affix: BURN3 Prefix: Immolating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph) (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE5 Prefix: Bolted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: + (15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5) (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)		
Affix: ARMOR_STATS_STR2 Prefix: Pit Forged [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 399/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2) +(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1 Prefix: [ITEM] of Redirection No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4 Prefix: Tainted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 400/1398
<p>Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4 Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: BURN2 Prefix: Slag [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)</p> <p>Affix: FREEZE1 Prefix: Frigid [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p> <p>Affix: BLINDING3</p>		

Jan 03, 19 18:18	allafx.txt	Page 401/1398
	<p>Prefix: [ITEM] of Searing Light Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> <p>Affix: FLURRY3 Prefix: Armsmaster's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph) (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 402/1398
	<p>Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 403/1398
	(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)	
	Affix: THORNS_ELEC1 Prefix: Static [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)	
	Affix: PROC_ENERGYSHIELD3 Prefix: Pulsing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)	
	Affix: MP2 Prefix: [ITEM] of Conjuration No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(10.0-15.0) Mana (named MP2)	
	Affix: PROC_CRUSHBLOW3 Prefix: [ITEM] of Shattering Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [HMACE, 2HMACE, CANNON, STAFF] Effects: (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)	
	Affix: CHARGE_RATE5 Prefix: [ITEM] of Ascension Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR] Effects: (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)	
	Affix: CLASS_BASED_N_3 Prefix: Oath-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 404/1398
	(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)	
	Affix: DMG_ANGRY1 Prefix: [ITEM] of Fury Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)	
	Affix: DUAL_WIELD2 Prefix: Nimble [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)	
	Affix: PROC_DEATHSTRIKE4 Prefix: Vorpall [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)	
	Affix: REFLECT4 Prefix: [ITEM] of Reverberation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)	
	Affix: DUAL_WIELD3 Prefix: Swift [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 405/1398
NT graph)		
Affix: POIS1 Prefix: Envenomed [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)		
Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1) (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)		
Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: MP3 Prefix: [ITEM] of Evocation No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 406/1398
Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(15.0-20.0) Mana (named MP3)		
Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)		
Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)		
Affix: FREEZE4 Prefix: Shattering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)		
Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)		
Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1) (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 407/1398
<p>Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: BLINDING4 Prefix: [ITEM] of Distortion Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 408/1398
<p>Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named DING4) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)</p> <p>Affix: FUMBLE_CHANCE1 Prefix: [ITEM] of Accuracy Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX1 Prefix: [ITEM] of Replenishing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named REGEN_MAX1) (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph) (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph) +(0.5-1.0) Mana/s (named REGEN_MAX1)</p> <p>Affix: POTIONS5 Prefix: Philosopher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3 Prefix: Tytherian [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED4 Prefix: Jagged [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)</p>		

Jan 03, 19 18:18	allafx.txt	Page 409/1398
<p>Affix: THORNS_FIRE3 Prefix: Red Hot [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p> <p>Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1) (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1 Prefix: Chanter's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3 Prefix: Layered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3) (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 410/1398
<p>T graph)</p> <p>Affix: POIS3 Prefix: Rusted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph) Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1 Prefix: Deft [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2 Prefix: [ITEM] of Rage Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3 Prefix: [ITEM] of Frenzy Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1 Prefix: Shadow-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 411/1398
(8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)		
Affix: POIS2 Prefix: Festering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph) (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)		
Affix: PROC_CRUSHBLOW1 Prefix: [ITEM] of Smashing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE2 Prefix: Studded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2) (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)		
Affix: DMG_PROC_POIS1 Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)		
Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)		
Affix: THORNS_ELEC3		

Jan 03, 19 18:18	allafx.txt	Page 412/1398
Prefix: Arcing [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)		
Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)		
Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution Level Range: 10-100 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)		
Affix: BURN4 Prefix: Detonating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2 seconds (named fire_explosion) (Uses PERCENT graph)		
Affix: FACTION_ARMOR2 Prefix: Calishite [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)		
Affix: POTIONS4 Prefix: Apothecary's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 413/1398
Spawns On: [BELT, RING] Effects: (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)		
Affix: BLINDING5 Prefix: [ITEM] of Confusion Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)		
Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)		
File Group 'MEMM2' ending		
File Group 'Darkthans Classes' starting		
Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [ITEM] of Cooling Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR] Can't Spawn On: [COLLAR, STUD, ARMOR] Effects: (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON] Can't Spawn On: [COLLAR, STUD, WEAPON] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 414/1398
Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON] Can't Spawn On: [COLLAR, STUD, WEAPON] Effects: +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR, ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD, ARMOR] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON] Can't Spawn On: [COLLAR, STUD, WEAPON] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, WEAPON] Can't Spawn On: [COLLAR, STUD, WEAPON] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR] Can't Spawn On: [COLLAR, STUD, ARMOR] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET, ARMOR] Can't Spawn On: [COLLAR, STUD, ARMOR] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 415/1398
(10.0-10.0)% less ice Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OF_PROCKILL_ZOMBIE_30_THRASHER_WEAPON		
Prefix: [ITEM] of Shadow		
Minimum Level: 25		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
(30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)		
Affix: OF_PROCKILL_ZOMBIE_30_THRASHER		
Prefix: [ITEM] of Shadow		
Minimum Level: 25		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [ARMOR]		
Effects:		
(30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)		
Affix: OF_TL2_CHARGERATEBONUS5_THRASHER		
Prefix: [ITEM] of Energy		
Minimum Level: 12		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
(15.0-15.0)% more charge rate		
Affix: OF_PROCGETHIT_FULLHEAL_5_THRASHER		
Prefix: [ITEM] of Regeneration		
Minimum Level: 45		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [ARMOR]		
Effects:		
(6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)		
Affix: OF_TL2_CHARGEDECAY5_THRASHER		
Prefix: [ITEM] of Grasping		
Minimum Level: 12		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
(35.0-35.0)% less charge bar decay rate		
Affix: OFTHETHRASHER		
Prefix: [ITEM] of the Thrasher		
Minimum Level: 17		
Spawn Weight: 5		
Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 416/1398
Spawns On: [WEAPON]		
Effects:		
(3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE)		
No effect details for effect PERCENT BLIND with parameters (min 20.00, max 0.00, dur 0.00, type physical, level -1) (named OFTHETHRASHER BLIND)		
Degrade enemy armor by (20-25) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
(20.0-30.0)% more charge bar decay rate		
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 REFLECTED)		
Affix: OFTHEDRAKE_THRASHER		
Prefix: [ITEM] of the Drake		
Minimum Level: 18		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [ARMOR]		
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: OFTHEBULL3_THRASHER		
Prefix: Slamming [ITEM]		
Minimum Level: 11		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
-30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: OFTHEBEAR3_THRASHER		
Prefix: Superior [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR]		
Effects:		
+(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHEMULE3_THRASHER		
Prefix: Intractable [ITEM]		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR]		
Effects:		
-30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: OFTHEELEPHANT3_THRASHER		

Jan 03, 19 18:18	allafx.txt	Page 417/1398
Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: OFTHEMAGE3_THRASHER Prefix: Invoking [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHECHEETAH5_THRASHER Prefix: [ITEM] of Speed Minimum Level: 24 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: OFTHERAM3_THRASHER Prefix: Slamming [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFTHEMISER3_THRASHER Prefix: Wealthy [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: THRASHER_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFTHEWINDS3_THRASHER Prefix: Deflecting [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 418/1398
Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: THRASHER_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate		
Affix: OFTHETHORN3_THRASHER Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)		
Affix: THRASHER_CRITICALDAMAGE Prefix: Brutal [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHETURTLE3_THRASHER Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHESTORMS3_THRASHER Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: THRASHER_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 419/1398
Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHESAGE3_THRASHER Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHESEEKER3_THRASHER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: OFTHESAVANT5_THRASHER Prefix: [ITEM] of the Savant Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
Affix: ELEC2 Prefix: Resonant [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)		
Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 420/1398
Affix: RED_DMG_MELEE_DMGI Prefix: Strife-Sigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMGI) (Uses PERCENT graph)		
Affix: MAG1 Prefix: Mage's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(25-50) Focus (named MAG1)		
Affix: PROC_OPENWOUND3 Prefix: [ITEM] of Wounding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: DEGRADE1 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (5-10) on hit (named Degrade1)		
Affix: CLASS_BASED_D_A Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_2) (Uses PERCENT graph)		
Affix: THORNS_POIS3 Prefix: Noxious [ITEM] Minimum Level: 8 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 421/1398
Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% poison damage reflected (named THORNS_POIS3)		
Affix: DMG_PROC_ICE1 Prefix: Shard-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)		
Affix: DMG_PROC_ELEC1 Prefix: Jolt-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)		
Affix: WEAPON_MAT12 Prefix: Hexsteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT12) Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12) +(5.0-10.0) physical damage (named WEAPON_MAT12)		
Affix: CLASS_BASED_B_1 Prefix: Totemic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)		
Affix: XP2 Prefix: Wanderer's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 422/1398
Affix: DMG_PERCENT_FIRE1 Prefix: Flame-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS4 Prefix: Grim [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS5 Prefix: Cruel [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC1 Prefix: Volt-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 423/1398
	<p>Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: VIT4 Prefix: Guardian's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(175-250) Vitality (named VIT4)</p> <p>Affix: MF1 Prefix: Vintage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1 Prefix: Bandit's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(50-100) Strength (named STR_DEX1) +(50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3 Prefix: Explorer's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14 Prefix: Shadivari [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 424/1398
	<p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT13 Prefix: Saronite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT13) (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1 Prefix: Flare-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE_CHANCE with parameters (min 15.00, max 15.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)</p> <p>Affix: THORNS_POIS2 Prefix: Despoiled [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2 Prefix: [ITEM] of Bloodletting Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARMS] Effects: (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: ELEC3</p>	

Jan 03, 19 18:18	allafx.txt	Page 425/1398
	<p>Prefix: Thundering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph) -25.0 knockback (named ELEC3)</p> <p>Affix: CRIT_CHANCE2 Prefix: [ITEM] of Menace No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1 Prefix: Shocking [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG2 Prefix: Battle-Rune [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2 Prefix: Wizard's [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 426/1398
	<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2 Prefix: Shattering [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degradе enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5 Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4 Prefix: Ebonwood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: -25.0 knockback (named CLASS_BASED_D_4) (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)</p> <p>Affix: DMG_PROC_ICE2 Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)</p>	

Jan 03, 19 18:18	allafx.txt	Page 427/1398
<p>Affix: CLASS_BASED_D_B Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) 1) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1 Prefix: Seeker's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3 Prefix: Antique [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4</p>		

Jan 03, 19 18:18	allafx.txt	Page 428/1398
<p>Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) electric Armor (named ARM_ILLUM4) (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2 Prefix: Flame-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3 Prefix: Volt-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6 Prefix: Merciless [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2 Prefix: Volt-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 429/1398
Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)		
Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(75-150) Strength (named STR_DEX2) +(75-150) Dexterity (named STR_DEX2)		
Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)		
Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)		
Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10) +(5.0-10.0) ice damage (named WEAPON_MAT10)		
Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 430/1398
No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 20.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)		
Affix: THORNS_POIS1 Prefix: Foul [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)		
Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)		
Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)		
Affix: DEGRADE3 Prefix: Sundering [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)		
Affix: PROC_OPENWOUND1 Prefix: [ITEM] of Cutting Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 431/1398
ERCENT graph)		
<p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(100-175) Focus (named MAG3)</p>		
<p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p>		
<p>Affix: RED_DMG_MELEE_DMG3 Prefix: War-Glyph [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p>		
<p>Affix: CRIT_CHANCE3 Prefix: [ITEM] of Havoc No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p>		
<p>Affix: GFMEF_PROC_LOOTERS1 Prefix: Looter's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph) (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 432/1398
<p>Affix: ELEC4 Prefix: Over-Charged [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p>		
<p>Affix: WEAPON_MAT14 Prefix: Titansteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p>		
<p>Affix: FACTION_ARMOR9 Prefix: Greenmist [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p>		
<p>Affix: XP4 Prefix: Adventurer's [ITEM] Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p>		
<p>Affix: BLOCK3 Prefix: [ITEM] of the Bastion Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p>		
<p>Affix: FACTION_ARMOR13 Prefix: Battle Scarred [ITEM] Minimum Level: 12</p>		

Jan 03, 19 18:18	allafx.txt	Page 433/1398
	<p>Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS] Effects: (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph) (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3 Prefix: Sentinel's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(100-175) Vitality (named VIT3)</p> <p>Affix: ARM_ILLUM1 Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) poison Armor (named ARM_ILLUM1) (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2 Prefix: Wicked [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1 Prefix: Shaman's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(50-100) Vitality (named VIT_MAG1) +(50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 434/1398
	<p>(1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1 Prefix: Rebounding [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS3 Prefix: Vicious [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2 Prefix: Defender's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(50-100) Vitality (named VIT2)</p> <p>Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 435/1398
	(2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)	
	Affix: BLOCK2 Prefix: Defiant [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)	
	Affix: FACTION_ARMOR8 Prefix: Aesir [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)	
	Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT14)	
	Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)	
	Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)	
	Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin	

Jan 03, 19 18:18	allafx.txt	Page 436/1398
	No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)	
	Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)	
	Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)	
	Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)	
	Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)	
	Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 437/1398
<p>Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4 Prefix: Sieging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: GFMEF_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p>		

Jan 03, 19 18:18	allafx.txt	Page 438/1398
<p>Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)</p> <p>Affix: REFLECT_LITE2 Prefix: Ricochet [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC4 Prefix: Volt-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 439/1398
aph)		
Affix: ARM_ILLUM3		
Prefix: Darkweave [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
+ (20.0-40.0) ice Armor (named ARM_ILLUM3)		
(5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)		
Affix: VIT1		
Prefix: Sentry's [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [CANNON, HELMET, RING, SHIELD]		
Effects:		
+ (25-50) Vitality (named VIT1)		
Affix: MF4		
Prefix: Ancient [ITEM]		
Minimum Level: 8		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]		
Effects:		
(6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)		
Affix: FACTION_ARMOR11		
Prefix: Muursat [ITEM]		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES, HELMET]		
Effects:		
(5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph)		
(5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)		
Affix: BLOCK1		
Prefix: Vigilant [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]		
Effects:		
(1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph)		
(1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)		
Affix: WEAPON_MAT16		
Prefix: Pyrite [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 440/1398
Spawns On: [WEAPON]		
Effects:		
+ (5.0-10.0) fire damage (named WEAPON_MAT16)		
(5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph)		
+ (5.0-10.0) electric damage (named WEAPON_MAT16)		
Affix: CLASS_BASED_D_3		
Prefix: Cairnstone [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, STAFF]		
Effects:		
(2-4) second increased duration of elemental effects (named CLASS_BASED_D_3)		
Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)		
Affix: DODGE2		
Prefix: [ITEM] of Blurring		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, BOOTS]		
Effects:		
(2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE4		
Prefix: Aetheric [ITEM]		
Minimum Level: 20		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [RING, WEAPON]		
Effects:		
(1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)		
(1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)		
(1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)		
Affix: CRIT_CHANCE5		
Prefix: [ITEM] of Calamity		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [NECKLACE, RING, WEAPON]		
Effects:		
(8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)		
Affix: BOOTS11		
Prefix: Spiked [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BOOTS]		
Effects:		
(1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 441/1398
	+(25-60) Strength (named BOOTS11) Affix: WEAPON_MAT3 Prefix: Velium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) ice damage (named WEAPON_MAT3) Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph) Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1) Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) Affix: PET_BUFF13 Prefix: Lord's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph) Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)	

Jan 03, 19 18:18	allafx.txt	Page 442/1398
	Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)) Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) +(0.5-1.3) Mana/s (named dual_elemred_bonus4) Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph) Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2) Affix: FAME1 Prefix: Acclaimed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 1.00, 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph) Affix: DMG_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 443/1398
	<p>Spawns On: [RING, WEAPON]</p> <p>Effects:</p> <p>(5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>(5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12</p> <p>Prefix: Commander's [ITEM]</p> <p>Minimum Level: 16</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, CANNON]</p> <p>Effects:</p> <p>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)</p> <p>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT2</p> <p>Prefix: Obsidian [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>+ (5.0-10.0) fire damage (named WEAPON_MAT2)</p> <p>(4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)</p> <p>+ (5.0-10.0) physical damage (named WEAPON_MAT2)</p> <p>Affix: CLASS_BASED_A_1</p> <p>Prefix: Magebane [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, FIST, PISTOL]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC1</p> <p>Prefix: Weighted [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]</p> <p>Effects:</p> <p>+ (10.0-20.0) physical damage (named DMG_BONUS_MISC1)</p> <p>Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2</p> <p>Prefix: [ITEM] of Desolation</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p>	

Jan 03, 19 18:18	allafx.txt	Page 444/1398
	<p>Effects:</p> <p>Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3</p> <p>Prefix: Honed [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>+ (10.0-16.0) physical damage (named DMG_BONUS_MISC3)</p> <p>(10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3</p> <p>Prefix: Headhunter's [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, FIST, PISTOL]</p> <p>Effects:</p> <p>(3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>(3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4</p> <p>Prefix: War-Mage's [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, STAFF]</p> <p>Effects:</p> <p>(15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES4</p> <p>Prefix: Turtle's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, PANTS, SHIELD]</p> <p>Effects:</p> <p>(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF10</p> <p>Prefix: Thaumaturgist's [ITEM]</p> <p>Minimum Level: 16</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, STAFF]</p> <p>Effects:</p> <p>(15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)</p> <p>(15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1</p>	

Jan 03, 19 18:18	allafx.txt	Page 445/1398
	Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) physical Armor (named ARMOR_STATS1) + (50-100) Dexterity (named ARMOR_STATS1)	
	Affix: FAME3 Prefix: Notorious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)	
	Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)	
	Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)	
	Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery Minimum Level: 17 Spawn Weight: 3 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 446/1398
	Spawns On: [GLOVES, WEAPON] Effects: (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)	
	Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)	
	Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) fire Armor (named ARMOR_MAT8) + (0.5-1.5) HP/Second (named ARMOR_MAT8)	
	Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)	
	Affix: HP_MP_STEAL_PERCENT3 Prefix: Consuming [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)	
	Affix: FAME2 Prefix: Famed [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 447/1398
<p>Affix: PET_BUFF11 Prefix: Officer's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT1 Prefix: Bone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1</p>		

Jan 03, 19 18:18	allafx.txt	Page 448/1398
<p>Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9 Prefix: Summoner's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald Minimum Level: 10 Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 449/1398
Occupies no slots Spawns On: [HELMET, RING] Effects: (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph) (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)		
Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS2 Prefix: Skymetal [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS3 Prefix: Fellwarped [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph) (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph) +(15.0-30.0) poison Armor (named dual_elemred_bonus3)		
Affix: RED_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)		
Affix: DMG_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 450/1398
Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)		
Affix: PET_BUFF14 Prefix: General's [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)		
Affix: ARMOR_STATS_MAG2 Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2) +(75-150) Focus (named ARMOR_STATS_MAG2)		
Affix: WEAPON_MAT4 Prefix: Crystalline [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT2) Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT4) +(4.0-8.0) ice damage (named WEAPON_MAT4)		
Affix: PET_BUFF8 Prefix: Major's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)		
Affix: CAST_SPEED2 Prefix: Battle-Mage's [ITEM] Minimum Level: 9 Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 451/1398
Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC5 Prefix: Gleaming [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)		
Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT6)		
Affix: GFME_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehuntest on kill (named treasurehuntest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES2 Prefix: Crab's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)		
Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 452/1398
(1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) +(25-60) Vitality (named BOOTS8)		
Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)		
Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)		
Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)		
Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 453/1398
<pre> (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)) Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)) Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrm Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph) Affix: RED_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph) Affix: FAME4 Prefix: Illustrious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 8.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph) Affix: BOOTS9 Prefix: Tracker's [ITEM]</pre>		

Jan 03, 19 18:18	allafx.txt	Page 454/1398
<pre> No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9) Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) +(50-100) Focus (named ARMOR_STATS_MAG1) Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, SWORD, FIST, POLEARM, STAFF] Effects: +(8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] Minimum Level: 15</pre>		

Jan 03, 19 18:18	allafx.txt	Page 455/1398
Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)		
Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)		
Affix: ATK_SPEED1 Prefix: Feral [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)		
Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: THORNS_ICE2 Prefix: Polar [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)		
Affix: PET_BUFF6 Prefix: Disciple's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)		
Affix: BOOTS4 Prefix: Forgeworked [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 456/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph) (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)		
Affix: HP_PERCENT1 Prefix: [ITEM] of the Beast No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY2 Prefix: Infused [ITEM] Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)		
Affix: RING_MAT3 Prefix: Astralite [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph) Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC1 Prefix: Ivory [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
Affix: ITEM_REQ1 Prefix: Guide's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF]		

Jan 03, 19 18:18	allafx.txt	Page 457/1398
<pre> Effects: +(2-5) item requirements (named ITEM_REQ1) Affix: DEX_VIT1 Prefix: Ranger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(50-100) Vitality (named DEX_VIT1) +(50-100) Dexterity (named DEX_VIT1) Affix: HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(15.0-20.0) Max HP (named HP3) Affix: PROC_MANACOST1 Prefix: Auger's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph) Affix: CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph) Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation </pre>		

Jan 03, 19 18:18	allafx.txt	Page 458/1398
<pre> Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph) Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph) Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph) Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph) Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1) Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 459/1398
<p>Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4 Prefix: [ITEM] of the Planes Minimum Level: 45 Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 460/1398
<p>Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)</p> <p>Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF1 Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: HP2 Prefix: Hearty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2 Prefix: Dire [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: STR_MAG1 Prefix: Reaver's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 461/1398
	+(50-100) Strength (named STR_MAG1) +(50-100) Focus (named STR_MAG1)	
	Affix: PROC_KILLHEAL1 Prefix: [ITEM] of Victory Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)	
	Affix: CHARGE_DECAY3 Prefix: [ITEM] of Resolve Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)	
	Affix: RING_MAT2 Prefix: Crysteel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph) No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph)	
	Affix: INTERRUPT1 Prefix: Distracting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)	
	Affix: BOOTS5 Prefix: Fur-Lined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph) (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 462/1398
	Affix: THORNS_ICE3 Prefix: Arctic [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3)	
	Affix: PET_BUFF7 Prefix: Captain's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)	
	Affix: DIVINE_WEAP_TOXX Prefix: Plagued [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)	
	Affix: ATK_SPEED2 Prefix: Fierce [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)	
	Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)	
	Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 463/1398
	(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)	
	Affix: THORNS_ICE1 Prefix: Frosted [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)	
	Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph))	
	Affix: EXECUTE4 Prefix: Executioner's [ITEM] Minimum Level: 9 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)	
	Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)	
	Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)	
	Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE,	

Jan 03, 19 18:18	allafx.txt	Page 464/1398
	STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)	
	Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(5-9) item requirements (named ITEM_REQ2)	
	Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)	
	Affix: ARMOR_BONUS_MAGIC2 Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)	
	Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)	
	Affix: DEX_VIT2	

Jan 03, 19 18:18	allafx.txt	Page 465/1398
	Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(75-150) Vitality (named DEX_VIT2) +(75-150) Dexterity (named DEX_VIT2)	
	Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] Minimum Level: 18 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses PERCENT graph)	
	Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)	
	Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)	
	Affix: SPLASH4 Prefix: [ITEM] of Onslaught Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)	
	Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] Minimum Level: 5 Spawn Weight: 1	

Jan 03, 19 18:18	allafx.txt	Page 466/1398
	Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)	
	Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(50-100) Dexterity (named DEX2)	
	Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)	
	Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)	
	Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)	
	Affix: DEX3 Prefix: Expert's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)	
	Affix: ARMOR_PERCENT_LOW7	

Jan 03, 19 18:18	allafx.txt	Page 467/1398
	<p>Prefix: Copper Ringed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1 Prefix: Engraved [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1 Prefix: [ITEM] of Revivication Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 468/1398
	<p>Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (duration 5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(75-150) Strength (named STR_MAG2) +(75-150) Focus (named STR_MAG2)</p> <p>Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM]</p>	

Jan 03, 19 18:18	allafxs.txt	Page 469/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)		
Affix: RING_MAT1 Prefix: Bloodeye [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)		
Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(9-15) item requirements (named ITEM_REQ3)		
Affix: PROC_KILLHEAL2 Prefix: [ITEM] of Triumph Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)		
Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph) (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)		
Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]		

Jan 03, 19 18:18	allafxs.txt	Page 470/1398
Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)		
Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)		
Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: PET_BUFF4 Prefix: Warlock's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph) (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)		
Affix: WEAPON_MAT8 Prefix: Nelumite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT8) +(4.0-8.0) physical damage (named WEAPON_MAT8)		
Affix: ATK_SPEED3 Prefix: Ferocious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)		
Affix: BOOTS2 Prefix: Fleet [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 471/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)		
Affix: EXECUTE1 Prefix: Killer's [ITEM] Minimum Level: 9 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)		
Affix: REFLECT_MAJ1 Prefix: Mirrored [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE1 Prefix: Frost-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY4 Prefix: [ITEM] of Willpower Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)		
Affix: RING_MAT5 Prefix: Mistchurn [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 472/1398
Affix: ARMOR_MAT5 Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) poison Armor (named ARMOR_MAT5) (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE2 Prefix: [ITEM] of Carnage Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)		
Affix: DMG_PROC_PHYS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)		
Affix: STR3 Prefix: Giant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(100-175) Strength (named STR3)		
Affix: SPLASH1 Prefix: Broad [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_4 Prefix: Celestial [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4)		

Jan 03, 19 18:18	allafx.txt	Page 473/1398
ED_P_4) (Uses PERCENT graph) (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)		
Affix: ALL_STATS3 Prefix: [ITEM] of the Zodiac Minimum Level: 35 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(75-175) Vitality (named ALL_STATS3) +(75-175) Focus (named ALL_STATS3) +(75-175) Strength (named ALL_STATS3) +(75-175) Dexterity (named ALL_STATS3)		
Affix: MANA_COST1 Prefix: Abstruse [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -1.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERCENT graph)		
Affix: STR_VIT2 Prefix: Avenger's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(75-150) Strength (named STR_VIT2) +(75-150) Vitality (named STR_VIT2)		
Affix: RAMPAGE2 Prefix: [ITEM] of Berserking Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW3 Prefix: Mithril Laced [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 474/1398
Affix: ARMOR_PERCENT_LOW2 Prefix: Steel Plated [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)		
Affix: RAMPAGE3 Prefix: [ITEM] of Aggression Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)		
Affix: ALL_STATS2 Prefix: [ITEM] of the Heavens Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(50-100) Vitality (named ALL_STATS2) +(50-100) Focus (named ALL_STATS2) +(50-100) Strength (named ALL_STATS2) +(50-100) Dexterity (named ALL_STATS2)		
Affix: DEX_MAG2 Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(75-150) Focus (named DEX_MAG2) +(75-150) Dexterity (named DEX_MAG2)		
Affix: STR2 Prefix: Brute's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(50-100) Strength (named STR2)		
Affix: CLASS_BASED4 Prefix: Artillerist's [ITEM] Minimum Level: 15		

Jan 03, 19 18:18	allafx.txt	Page 475/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED4) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4 Prefix: Raven Scale [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) ice Armor (named ARMOR_MAT4) +(0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3 Prefix: [ITEM] of Assassination Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1 Prefix: [ITEM] of Shielding Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1 Prefix: [ITEM] of Snaring Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4 Prefix: Vigorous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(20.0-30.0) Max HP (named HP4)</p> <p>Affix: DODGE_REFLECT1</p>		

Jan 03, 19 18:18	allafx.txt	Page 476/1398
<p>Prefix: Shade's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: RING_MAT4 Prefix: Bladeweave [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph) (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</p> <p>Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF1 Prefix: Hunter's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED4 Prefix: Savage [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 477/1398
<p>Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)</p> <p>Affix: EXECUTE2 Prefix: Slayer's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT6 Prefix: Dreadiron [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE2</p>		

Jan 03, 19 18:18	allafx.txt	Page 478/1398
<p>Prefix: Frost-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) PERCENT graph)</p> <p>Affix: PROC_WARD3 Prefix: [ITEM] of Negation Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3 Prefix: Entangling [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL]</p>		

Jan 03, 19 18:18	allafx.txt	Page 479/1398
<p>Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2 Prefix: Sweeping [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p>		

Jan 03, 19 18:18	allafx.txt	Page 480/1398
<p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3 Prefix: Enigmatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1 Prefix: [ITEM] of the Stars Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(25-50) Vitality (named ALL_STATS1) +(25-50) Focus (named ALL_STATS1) +(25-50) Strength (named ALL_STATS1) +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3 Prefix: [ITEM] of Assault Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1 Prefix: Thug's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 481/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: + (25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1 Prefix: Corsair's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: + (50-100) Focus (named DEX_MAG1) + (50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7 Prefix: Oiled [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-25.0) electric Armor (named ARMOR_MAT7) -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2 Prefix: [ITEM] of Tarring Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2 Prefix: [ITEM] of Warding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT2 Prefix: Ghost's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses</p>		

Jan 03, 19 18:18	allafx.txt	Page 482/1398
<p>PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3 Prefix: Frost-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5 Prefix: Astral [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3 Prefix: Butcher's [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED5 Prefix: Lupine [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: MP_STEAL_PERCENT1 Prefix: Thirsty [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, STAFF, WAND] Effects: (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2 Prefix: Packleader's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 483/1398
Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)		
Affix: GF2 Prefix: Lavish [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS4 Prefix: Venom-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)		
Affix: MELEE_BLOCK1 Prefix: [ITEM] of Deflecting Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: CLASS_BASED_S_3 Prefix: Riftward [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 5.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)		
Affix: FLURRY1 Prefix: Desperado's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 484/1398
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		
Affix: BLINDING1 Prefix: [ITEM] of the Black Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)		
Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)		
Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)		
Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)		
Affix: FREEZE3 Prefix: Soulfrost [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 485/1398
<p>Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3 Prefix: [ITEM] of Desire Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4 Prefix: [ITEM] of the Arcane No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1 Prefix: Lambent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1) +(50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2 Prefix: [ITEM] of Interception No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 486/1398
<p>Effects: (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2 Prefix: [ITEM] of Death Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4 Prefix: Mercurial [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4 Prefix: Pact-Speaker's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3 Prefix: [ITEM] of Doom Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving</p>		

Jan 03, 19 18:18	allafx.txt	Page 487/1398
	<p>Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2 Prefix: Brittlebite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 488/1398
	<p>ph)</p> <p>Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3 Prefix: Gilded [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: GF1 Prefix: Gaudy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 489/1398
<p>Affix: BLINDING2 Prefix: [ITEM] of Obscuring Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2 Prefix: Duelist's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1 Prefix: [ITEM] of Rot No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2 Prefix: Spined [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: FACTION_ARMOR5 Prefix: Kindathlan [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: BURN3 Prefix: Immolating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 490/1398
<p>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph) (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE5 Prefix: Bolted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5) (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2 Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2) +(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1 Prefix: [ITEM] of Redirection No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with p</p>		

Jan 03, 19 18:18	allafx.txt	Page 491/1398
eters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4)) (Uses PERCENT graph)		
Affix: POIS4 Prefix: Tainted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)		
Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE4 Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)		
Affix: BURN2 Prefix: Slag [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)		
Affix: FREEZE1 Prefix: Frigid [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 492/1398
Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)		
Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)		
Affix: BLINDING3 Prefix: [ITEM] of Searing Light Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)		
Affix: FLURRY3 Prefix: Armsmaster's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		
Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 493/1398
<p>Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph) (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 494/1398
<p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) PERCENT graph) (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: THORNS_ELEC1 Prefix: Static [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3 Prefix: Pulsing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: MP2 Prefix: [ITEM] of Conjuraton No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(10.0-15.0) Mana (named MP2)</p> <p>Affix: PROC_CRUSHBLOW3 Prefix: [ITEM] of Shattering Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 495/1398
Effects: (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: CHARGE_RATE5 Prefix: [ITEM] of Ascension Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR] Effects: (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_3 Prefix: Oath-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)		
Affix: DMG_ANGRY1 Prefix: [ITEM] of Fury Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)		
Affix: DUAL_WIELD2 Prefix: Nimble [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)		
Affix: PROC_DEATHSTRIKE4 Prefix: Vorpall [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 496/1398
ERCENT graph)		
Affix: REFLECT4 Prefix: [ITEM] of Reverberation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)		
Affix: DUAL_WIELD3 Prefix: Swift [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)		
Affix: POIS1 Prefix: Envenomed [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)		
Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 497/1398
Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: + (5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1) (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)		
Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: MP3 Prefix: [ITEM] of Evocation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: + (15.0-20.0) Mana (named MP3)		
Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)		
Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)		
Affix: FREEZE4 Prefix: Shattering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2.0 seconds (named Ice_explosion) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 498/1398
Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)		
Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1) (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)		
Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)		
Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 499/1398
	Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph) Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1) Affix: BLINDING4 Prefix: [ITEM] of Distortion Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph) Affix: FUMBLE_CHANCE1 Prefix: [ITEM] of Accuracy Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph) Affix: REGEN_MAX1 Prefix: [ITEM] of Replenishing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named REGEN_MAX1) (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph) (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph) +(0.5-1.0) Mana/s (named REGEN_MAX1) Affix: POTIONS5 Prefix: Philosopher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 500/1398
	Affix: FACTION_ARMOR3 Prefix: Tytherian [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph) Affix: THORNS_PHYS_THORNED4 Prefix: Jagged [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4) Affix: THORNS_FIRE3 Prefix: Red Hot [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% fire damage reflected (named THORNS_FIRE3) Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1) Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1) (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph) Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 501/1398
(20.0-30.0)% electric damage reflected (named THORNS_ELEC2)		
<p>Affix: MP1</p> <p>Prefix: Chanter's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]</p> <p>Effects:</p> <p>+ (5.0-10.0) Mana (named MP1)</p>		
<p>Affix: ARM_PHYSRED_TYPE3</p> <p>Prefix: Layered [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, HELMET, SHIELD]</p> <p>Effects:</p> <p>+ (10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3)</p> <p>(2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p>		
<p>Affix: POIS3</p> <p>Prefix: Rusted [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph)</p> <p>Inflict on Hit: + (5.0-9.0) physical damage (named POIS3)</p>		
<p>Affix: DUAL_WIELD1</p> <p>Prefix: Deft [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]</p> <p>Effects:</p> <p>(1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p>		
<p>Affix: DMG_ANGRY2</p> <p>Prefix: [ITEM] of Rage</p> <p>Minimum Level: 13</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>(15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 502/1398
<p>Affix: DMG_ANGRY3</p> <p>Prefix: [ITEM] of Frenzy</p> <p>Minimum Level: 13</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>(2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)</p>		
<p>Affix: CLASS_BASED_N_1</p> <p>Prefix: Shadow-Bound [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, HELMET, PANTS]</p> <p>Effects:</p> <p>+ (125.0-225.0) Life Stolen (named CLASS_BASED_N_1)</p> <p>(8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p>		
<p>Affix: POIS2</p> <p>Prefix: Festering [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph)</p> <p>(3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p>		
<p>Affix: PROC_CRUSHBLOW1</p> <p>Prefix: [ITEM] of Smashing</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]</p> <p>Effects:</p> <p>(5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p>		
<p>Affix: ARM_PHYSRED_TYPE2</p> <p>Prefix: Studded [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, HELMET, SHIELD]</p> <p>Effects:</p> <p>+ (5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2)</p> <p>(1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p>		
<p>Affix: DMG_PROC_POIS1</p>		

Jan 03, 19 18:18	allafx.txt	Page 503/1398
	<p>Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3 Prefix: Arcing [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution Level Range: 10-100 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4 Prefix: Detonating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 504/1398
	<p>Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2 Prefix: Calishite [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4 Prefix: Apothecary's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING] Effects: (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5 Prefix: [ITEM] of Confusion Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: SOCKET_OFTHEWINDS Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFTHEOWL5 Prefix: [ITEM] of Mystery Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: + (22.0-28.0) Mana (named OFTHEOWL MAX MANA)</p>	

Jan 03, 19 18:18	allafx.txt	Page 505/1398
<p>Affix: SOCKET_OFTHEMASTER5 Prefix: [ITEM] of Skill Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFTHESAGE3 Prefix: Sage [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHEBEAR Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: SOCKET_OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 506/1398
<p>Can't Spawn On: [WEAPON] Effects: (3.0-3.0)% less chance to fumble</p> <p>Affix: SOCKET_OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (6.0-6.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (50.0-50.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: SOCKET_OFTHEMULE Prefix: Intractable [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: SOCKET_OFTHESAGE2 Prefix: Sage [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_ATTRIB_DEFENSE3</p>		

Jan 03, 19 18:18	allafx.txt	Page 507/1398
	Prefix: Fortified [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(100-120) Vitality (named OFFLAME DAMAGE BONUS)	
	Affix: SOCKET_OFTHETURTLE5 Prefix: [ITEM] of the Castle Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)	
	Affix: SOCKET_OF_PERCENT_POISON5_WANDS Prefix: [ITEM] of Poison Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)	
	Affix: SOCKET_OFTHEVAMPIRE Prefix: Vampiric [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)	
	Affix: SOCKET_OF_ICEDEFENSE2 Prefix: Warming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)	
	Affix: SOCKET_OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 508/1398
	(10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)	
	Affix: SOCKET_OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)	
	Affix: SOCKET_OF_POISONDEFENSE2 Prefix: Restorative [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)	
	Affix: SOCKET_OFTHEOWL Prefix: Mystical [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)	
	Affix: SOCKET_OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: SOCKET_OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)	
	Affix: SOCKET_OF_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] Max Level: 9999	

Jan 03, 19 18:18	allafx.txt	Page 509/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: SOCKET_OF_TL2_EXECUTE Prefix: Paired [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (5.0-5.0)% more Execute Chance</p> <p>Affix: SOCKET_OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_POISONDEFENSE3 Prefix: Restorative [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 510/1398
<p>Affix: SOCKET_OF_ICEDDEFENSE3 Prefix: Warming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(27.0-36.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: SOCKET_OF_ATTRIB_DEFENSE2 Prefix: Fortified [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(65-80) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEOWL3 Prefix: Mystical [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: SOCKET_OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE3 Prefix: Silencing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: SOCKET_OFTHEMASTER3 Prefix: Skillful [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 511/1398
<p>Can't Spawn On: [WEAPON] Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFTHESAGE5 Prefix: [ITEM] of the Sage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFLIGHTNING Prefix: Charged [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: SOCKET_OFFLAME Prefix: Fiery [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHEMASTER2 Prefix: Skillful [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OF_TL2_SILENCE2 Prefix: Silencing [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 512/1398
<p>Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: SOCKET_OFTHEOWL2 Prefix: Mystical [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-11.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: SOCKET_OFTHETURTLE3 Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_ATTRIB_DEFENSE5 Prefix: [ITEM] of Fortification Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (8.0-8.0)% less charge bar decay rate</p> <p>Affix: SOCKET_OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 513/1398
<p>Affix: SOCKET_OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_POISONDEFENSE Prefix: Restorative [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-12.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: SOCKET_OF_ATTRIB_STRENGTH5 Prefix: [ITEM] of Might Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_FIREDEFENSE3 Prefix: Cooling [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(27.0-36.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: SOCKET_OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: SOCKET_OF_FIREDEFENSE2 Prefix: Cooling [ITEM] Max Level: 9999 Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 514/1398
<p>Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: SOCKET_OF_PERCENT_POISON3_WANDS Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_POISONDEFENSE5 Prefix: [ITEM] of Remedy Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(45.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: SOCKET_OF_ICEDDEFENSE5 Prefix: [ITEM] of Warming Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(45.0-60.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: SOCKET_OFTHETURTLE2 Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_FIREDEFENSE Prefix: Cooling [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-12.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 515/1398
<p>Affix: SOCKET_OFFLAME3 Prefix: Fiery [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS5 Prefix: [ITEM] of Deflection Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND3 Prefix: Silencing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC3 Prefix: Electric-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN Prefix: Stunning [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (5.0-5.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFRESISTANCE Prefix: [ITEM] of Resistance Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 516/1398
<p>Can't Spawn On: [ARMOR, TRINKET] 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: SOCKET_OFTHEBEAR3 Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEBEAR2 Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME5 Prefix: [ITEM] of Mortal Wounds Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC2 Prefix: Electric-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND2 Prefix: Silencing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p>		

Jan 03, 19 18:18	allafx.txt	Page 517/1398
<p>Affix: SOCKET_OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: SOCKET_OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFFLAME2 Prefix: Fiery [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_5 Prefix: Regenerating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] Max Level: 9999 Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 518/1398
<p>Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(27.0-36.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)</p> <p>Affix: SOCKET_OF_TL2_FEAR3 Prefix: Creepy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELECTRICDEFENSE MAX HP)</p> <p>Affix: SOCKET_OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (6.0-6.0)% less chance to fumble</p> <p>Affix: SOCKET_OFTHEDRAKE Prefix: [ITEM] of the Drake Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: SOCKET_OFTHESEEKER2 Prefix: Lucky [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: SOCKET_OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 519/1398
Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: SOCKET_OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)		
Affix: SOCKET_OFTHEMAGE5 Prefix: [ITEM] of the Invoker Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: SOCKET_OFTHEARCHER Prefix: Archer [ITEM] Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [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)		
Affix: SOCKET_OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)		
Affix: SOCKET_OFLIGHTNING3 Prefix: Charged [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		

Jan 03, 19 18:18	allafx.txt	Page 520/1398
Affix: SOCKET_OF_TL2_MISSILERANGEBONUS2 Prefix: Long Range [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK RANGE BONUS)		
Affix: SOCKET_OF_PERCENT_ALL Prefix: Prismatic [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFLIGHTNING2 Prefix: Charged [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_FEAR Prefix: Creepy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEEERIE FEAR) NT MAX HP)		
Affix: SOCKET_OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)		
Affix: SOCKET_OFHTERAM Prefix: Slamming [ITEM] Max Level: 9999		

Jan 03, 19 18:18	allafx.txt	Page 521/1398
	<p>Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: SOCKET_OFTHESEEKER3 Prefix: Lucky [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: SOCKET_OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: SOCKET_OFHTERAM5 Prefix: [ITEM] of the Ram Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 522/1398
	<p>Affix: SOCKET_OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (9.0-9.0)% less chance to fumble</p> <p>Affix: SOCKET_OF_TL2_FEAR2 Prefix: Creepy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHESEEKER FEAR) NT MAX HP)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ARMOR) NSE)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS3 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-6.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFFLAME5 Prefix: [ITEM] of Fire Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] Max Level: 9999</p>	

Jan 03, 19 18:18	allafx.txt	Page 523/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OFTHEBULL Prefix: Slamming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named drawman ax1)</p> <p>Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND5 Prefix: [ITEM] of Silence Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEA R DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 524/1398
<p>Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTHEBEA R DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHESTORMS Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFTHEBEAR5 Prefix: [ITEM] of Lethality Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHESEEKER Prefix: Lucky [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: SOCKET_OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 525/1398
	<p>Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OFTHEBATTLEMENTS2 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_FEAR5 Prefix: [ITEM] of Terror Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON]</p>	

Jan 03, 19 18:18	allafx.txt	Page 526/1398
	<p>Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR HANT MAX HP)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulation Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(45.0-60.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: SOCKET_OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealth)</p> <p>Affix: SOCKET_OF_ATTRIB_MAGIC Prefix: Adept [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(30-40) Focus (named OFFFLAME DAMAGE BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 527/1398
<p>Affix: SOCKET_OFHTERAM2 Prefix: Slamming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_PERCENT_POISON2 Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMAGE3 Prefix: Invoking [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawmanax3)</p> <p>Affix: SOCKET_OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] Max Level: 9999</p>		

Jan 03, 19 18:18	allafx.txt	Page 528/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD, ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more charge rate</p> <p>Affix: SOCKET_OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFLIGHTNING5 Prefix: [ITEM] of Lightning Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_MISSILERANGEBONUS4 Prefix: [ITEM] of Range Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)</p> <p>Affix: SOCKET_OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)</p> <p>Affix: SOCKET_OF_PROC_THUNDERSTROM_10 Prefix: [ITEM] of Thunder Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 529/1398
(10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)		
Affix: SOCKET_OFTHEMAGE2 Prefix: Invoking [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: SOCKET_OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: SOCKET_OFTHESEEKER5 Prefix: [ITEM] of the Lucky Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: SOCKET_OFTHESAVAGE Prefix: Demolishing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: SOCKET_OF_PERCENT_POISON3 Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFHTERAM3 Prefix: Slamming [ITEM] Max Level: 9999		

Jan 03, 19 18:18	allafx.txt	Page 530/1398
Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: SOCKET_OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (15.0-15.0)% less chance to fumble		
Affix: SOCKET_OF_PERCENT_POISON2_WANDS Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFTHEMISER5 Prefix: [ITEM] of Wealth Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: SOCKET_OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)		

Jan 03, 19 18:18	allafx.txt	Page 531/1398
<p>Affix: SOCKET_OFTHESTORMS2 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFICE Prefix: Icy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(4.0-6.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEARCHER5 Prefix: [ITEM] of the Archer Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [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: SOCKET_OF_TL2_SPLASH Prefix: Slashing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: SOCKET_OFTHESAVANT5 Prefix: [ITEM] of the Savant Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: SOCKET_OFTHESAVAGE5 Prefix: [ITEM] of Demolishing</p>		

Jan 03, 19 18:18	allafx.txt	Page 532/1398
<p>Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: SOCKET_OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named C_Stormclaw Proc) (Level 1)</p> <p>Affix: SOCKET_OFTHESTORMS3 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFTHEWIZARD Prefix: Draining [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: SOCKET_OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFICE5 Prefix: [ITEM] of Ice Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 533/1398
	+(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)	
	Affix: SOCKET_OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (18.0-22.0)% more Damage while Dual Wielding	
	Affix: SOCKET_OFRESISTANCE5 Prefix: [ITEM] of Resistance Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(20.0-20.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(20.0-20.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(20.0-20.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(20.0-20.0) electrical armor (named OFRESISTANCE POISON DEFENSE)	
	Affix: SOCKET_OFTHECHEETAH Prefix: Brisk [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)	
	Affix: SOCKET_OFVENOM3 Prefix: Venomous [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)	
	Affix: SOCKET_OF_TL2_SHORTSTUN2 Prefix: Stunning [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMAST ER CRITICAL CHANCE)	

Jan 03, 19 18:18	allafx.txt	Page 534/1398
	Affix: SOCKET_OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofb ngblinding)	
	Affix: SOCKET_OFTHEWIZARD3 Prefix: Draining [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)	
	Affix: SOCKET_OFVENOM Prefix: Venomous [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)	
	Affix: SOCKET_OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(0.9-0.9) HP/Second	
	Affix: SOCKET_OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(0.5-0.5) Mana/s	
	Affix: SOCKET_OFTHESAGE Prefix: Sage [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]	

Jan 03, 19 18:18	allafx.txt	Page 535/1398
<p>Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OFTHESOLDIER5 Prefix: [ITEM] of the Soldier Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn 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</p> <p>Affix: SOCKET_OFTHEELEPHANT5 Prefix: [ITEM] of Health Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_PERCENT_ICE5_WANDS Prefix: [ITEM] of Ice Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(0.6-0.6) HP/Second</p> <p>Affix: SOCKET_OFTHEWIZARD2 Prefix: Draining [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p>		

Jan 03, 19 18:18	allafx.txt	Page 536/1398
<p>Affix: SOCKET_OFTHEMASTER Prefix: Skillful [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OFVENOM2 Prefix: Venomous [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN3 Prefix: Stunning [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-12.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] Max Level: 9999</p>		

Jan 03, 19 18:18	allafxs.txt	Page 537/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: SOCKET_OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_POISON Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMISER3 Prefix: Wealthy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: SOCKET_OFICE2 Prefix: Icy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafxs.txt	Page 538/1398
<p>Affix: SOCKET_OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: SOCKET_OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(0.3-0.3) HP/Second</p> <p>Affix: SOCKET_OFTHESAVAGE3 Prefix: Demolishing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: SOCKET_OFTHESAVAGE2 Prefix: Demolishing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: SOCKET_OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn 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: SOCKET_OF_PERCENT_ELECTRIC2_WANDS Prefix: Electric-Surge [ITEM] Max Level: 9999</p>		

Jan 03, 19 18:18	allafx.txt	Page 539/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEMISER Prefix: Wealthy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: SOCKET_OF_TL2_SILENCE Prefix: Silencing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: SOCKET_OFTHESTORMS5 Prefix: [ITEM] of Deflection Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OFICE3 Prefix: Icy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 540/1398
<p>Affix: SOCKET_OFTHEMISER2 Prefix: Wealthy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-3.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: SOCKET_OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: SOCKET_OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PERCENT_ICE Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots</p>		

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(2.0-3.0)% more ice damage (named OFFLAME DAMAGE BONUS)

Affix: SOCKET_OFVENOM5

Prefix: [ITEM] of Venom

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

+ (21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)

Affix: SOCKET_OFTHEWIZARD5

Prefix: [ITEM] of Draining

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

+ (115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)

Affix: SOCKET_OF_TL2_BLINDING3

Prefix: Blinding [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindin

gblinding)

Affix: SOCKET_OF_TL2_HEALTH_REGEN5

Prefix: [ITEM] of Rejuvenation

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

+ (1.5-0.2) HP/Second

Affix: SOCKET_OF_TL2_SILENCE_STAFFANDWAND

Prefix: Silencing [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.

Affix: SOCKET_OF_TL2_CRITICALDAMAGE

Prefix: Brutal [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

(10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)

Affix: SOCKET_OFTHEELEPHANT2

Prefix: Healthy [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

+ (6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)

Affix: SOCKET_OFTHETHORN

Prefix: Avenging [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTIO

Affix: SOCKET_OF_PERCENT_ALL2_WANDS

Prefix: Prismatic [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [LEGENDARY SOCKETABLE, WEAPON]

Can't Spawn On: [WEAPON]

Effects:

(3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)

Affix: SOCKET_OFTHECHEETAH5

Prefix: [ITEM] of Speed

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Effects:

(6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)

Affix: SOCKET_OF_PERCENT_FLAME

Prefix: Fire-Surge [ITEM]

Max Level: 9999

Spawn Weight: 3

Occupies no slots

Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]

Can't Spawn On: [ARMOR, TRINKET]

Jan 03, 19 18:18	allafx.txt	Page 543/1398
<p>Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: SOCKET_OFTHEELEPHANT3 Prefix: Healthy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: SOCKET_OF_TL2_SHORTSTUN5 Prefix: [ITEM] of Stunning Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (25.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: SOCKET_OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 544/1398
<p>Affix: SOCKET_OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (24.0-24.0)% less charge bar decay rate</p> <p>Affix: SOCKET_OFTHEMAGE Prefix: Invoking [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: SOCKET_OF_ATTRIB_DEXTERITY Prefix: Agile [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: SOCKET_OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 545/1398
Can't Spawn On: [ARMOR, TRINKET] Effects: (15.0-15.0)% more charge rate		
Affix: SOCKET_OF_TL2_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: SOCKET_OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt hx2)		
Affix: SOCKET_OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_PERCENT_ELECTRIC5_WANDS Prefix: [ITEM] of Electric Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Exclus ive)		

Jan 03, 19 18:18	allafx.txt	Page 546/1398
Affix: SOCKET_OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)		
Affix: SOCKET_OFTHETHORN5 Prefix: [ITEM] of Vengeance Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)		
Affix: SOCKET_OF_PERCENT_ELECTRIC_WANDS Prefix: Electric-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFTHESOLDIER Prefix: Soldier [ITEM] Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn 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: SOCKET_OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw hx3)		
Affix: SOCKET_OF_TL2_SPLASH2 Prefix: Slashing [ITEM] Max Level: 9999 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 547/1398
	Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (30.0-30.0)% more Damage to Secondary Targets Affix: SOCKET_OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (16.0-16.0)% less charge bar decay rate Affix: SOCKET_OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) Affix: SOCKET_OF_TL2_BLINDING Prefix: Blinding [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindin ngblinding) Affix: SOCKET_OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) Affix: SOCKET_OFTHETIGER5 Prefix: [ITEM] of Haste Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)	

Jan 03, 19 18:18	allafx.txt	Page 548/1398
	Affix: SOCKET_OFTHEMULE5 Prefix: [ITEM] of the Mule Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) Affix: SOCKET_OFTHEWINDS2 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) Affix: SOCKET_OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(2.5-2.5) Mana/s Affix: SOCKET_OF_ATTRIB_MAGIC5 Prefix: [ITEM] of the Mage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(170-200) Focus (named OFFLAME DAMAGE BONUS) Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses CENT graph) Affix: SOCKET_OF_ICEDDEFENSE Prefix: Warming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]	

Jan 03, 19 18:18	allafx.txt	Page 549/1398
Can't Spawn On: [ARMOR, TRINKET] Effects: + (9.0-12.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: SOCKET_OFTHETURTLE Prefix: Superior [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: + (5.0-7.0) physical Armor (named OFTHETURTLE ARMOR BONUS)		
Affix: SOCKET_OFTHEBULL5 Prefix: [ITEM] of the Ram Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)		
Affix: SOCKET_OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_PETHEALTH		

Jan 03, 19 18:18	allafx.txt	Page 550/1398
Prefix: Salving [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: SOCKET_OFTHEWINDS3 Prefix: Deflecting [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: SOCKET_OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)		
Affix: SOCKET_OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (35.0-35.0)% less charge bar decay rate		
Affix: SOCKET_OF_PERCENT_ALL3 Prefix: Prismatic [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET]		

Jan 03, 19 18:18	allafx.txt	Page 551/1398
Effects: (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (75.0-75.0)% more Damage to Secondary Targets		
Affix: SOCKET_OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)		
Affix: SOCKET_OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (9.0-9.0)% more charge rate		
Affix: SOCKET_OF_ATTRIB_DEFENSE Prefix: Fortified [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(30-40) Vitality (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFTHETHORN2 Prefix: Avenging [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: SOCKET_OFTHETHORN3 Prefix: Avenging [ITEM] Max Level: 9999		

Jan 03, 19 18:18	allafx.txt	Page 552/1398
Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: SOCKET_OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)		
Affix: SOCKET_OFTHESAVANT Prefix: Savant [ITEM] Max Level: 9999 Spawn Weight: 6 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
Affix: SOCKET_OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (6.0-6.0)% more charge rate		
Affix: SOCKET_OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)		
Affix: SOCKET_OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 553/1398
(7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_EXECUTE3 Prefix: Paired [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)		
Affix: SOCKET_OFTHETIGER3 Prefix: Hasty [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: SOCKET_OFTHEMULE3 Prefix: Intractable [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: SOCKET_OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] Max Level: 9999		

Jan 03, 19 18:18	allafx.txt	Page 554/1398
Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: + (1.5-1.5) Mana/s		
Affix: SOCKET_OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: SOCKET_OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: SOCKET_OFTHETIGER Prefix: Hasty [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		

Jan 03, 19 18:18	allafx.txt	Page 555/1398
<p>Affix: SOCKET_OFTHEBULL2 Prefix: Slamming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEELEPHANT Prefix: Healthy [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: SOCKET_OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHEBULL3 Prefix: Slamming [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: SOCKET_OFTHEWINDS5 Prefix: [ITEM] of Deflection Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 556/1398
<p>Can't Spawn On: [ARMOR, TRINKET] Effects: (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SOCKET_OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: SOCKET_OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: +(1.0-1.0) Mana/s</p> <p>Affix: SOCKET_OF_PERCENT_FLAME2 Prefix: Fire-Surge [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: SOCKET_OFTHETIGER2 Prefix: Hasty [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: SOCKET_OFTHEMULE2 Prefix: Intractable [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: SOCKET_OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 557/1398
	<p>Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR, TRINKET, LEGENDARY SOCKETABLE] Can't Spawn On: [ARMOR, TRINKET] Effects: (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (Exclusive)</p> <p>Affix: SOCKET_OF_TL2_EXECUTE2 Prefix: Paired [ITEM] Max Level: 9999 Spawn Weight: 3 Occupies no slots Spawns On: [LEGENDARY SOCKETABLE, WEAPON] Can't Spawn On: [WEAPON] Effects: (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_REDMAGE Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF] Effects: (3.0-3.0)% more Cast Speed</p>	

Jan 03, 19 18:18	allafx.txt	Page 558/1398
	<p>+(1.0-1.0) Mana/s +(9.0-9.0) Mana</p> <p>Affix: REAT_OF_CURSED Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN Prefix: [ITEM] of Resistance Minimum Level: 23 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p>	

Jan 03, 19 18:18	allafx.txt	Page 559/1398
<p>Affix: REAT_OF_PROC_SUPERCHARGE_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_sup ercharge) (Level 1)</p> <p>Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBE AR DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH5 Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p>		

Jan 03, 19 18:18	allafx.txt	Page 560/1398
<p>Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fu al) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5 Prefix: [ITEM] of the Stone Golem No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-15.0)% less Movement Speed +(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawl hx5)</p> <p>Affix: OF_PROC_FIRESTORM_15 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named W eStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 561/1398
(3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)		
Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)		
Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON]		

Jan 03, 19 18:18	allafx.txt	Page 562/1398
Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OF_PROC_ACIDRAIN_15 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Level 1)		
Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_POISONDEFENSE Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)		
Affix: REAT_OF_NECROMANCERS Prefix: [ITEM] of the Necromancer Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill .5 seconds (named Weapon Zombie Proc)		
Affix: OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFTMR DAMAGE BONUS)		
Affix: OF_PROC_GLACIALSPIKE_15 Prefix: [ITEM] of the Glacier Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 563/1398
<p>Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OFTHEMASTER32H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(3.0-3.0) Mana/s</p> <p>Affix: REAT_OF_PAPER Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFTHEWIZARD Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OFTHEBULL5 Prefix: [ITEM] of the Ram Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 564/1398
<p>Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(1.0-1.0) Mana/s</p> <p>Affix: REAT_OF_DANCING2 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (2.0-2.0)% less chance to block</p> <p>Affix: HP_ADDER_2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_WONDERS5</p>		

Jan 03, 19 18:18	allafx.txt	Page 565/1398
	<p>Prefix: [ITEM] of Possiblity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (20.0-20.0)% more Mana</p> <p>Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROC_THUNDERSTROM_10 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: REAT_OF_BARD Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: HP_ADDER_3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)</p> <p>Affix: REAT_OF_DANCING3 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (3.0-3.0)% more Dodge Chance (named 3) (3.0-3.0)% less chance to block</p>	

Jan 03, 19 18:18	allafx.txt	Page 566/1398
	<p>Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_TURBINE Prefix: Generating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more charge rate</p> <p>Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET] Effects: (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate</p> <p>Affix: REAT_OF_REDMAGE5 Prefix: [ITEM] of the Red Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more charge rate +(13.0-17.0) Max HP +(25.0-35.0) Mana</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100 Prefix: Liberating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD]</p>	

Jan 03, 19 18:18	allafx.txt	Page 567/1398
Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.		
Affix: REAT_OF_EVIL3 Prefix: Evil [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS) (50.0-50.0)% less Effectiveness of Potions +(140.0-160.0) Mana stolen		
Affix: OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(2.0-2.0) Mana/s		
Affix: OF_PERCENT_ELECTRIC2_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 568/1398
Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Slow (named resist_slow)		
Affix: OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DAMAGEOVERTIME5 Prefix: [ITEM] of Mortal Wounds No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS)		
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)		
Affix: OF_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 569/1398
Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: REAT_OF_ALCHEMY5 Prefix: [ITEM] of the Alchemist Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OF_PROCKILL_FULLHEAL_5 Prefix: [ITEM] of Engulfing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_POLARITY Prefix: [ITEM] of Polarity Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OF_FIREDEFENSE2 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)		
Affix: OF_PERCENT_ELECTRIC		

Jan 03, 19 18:18	allafx.txt	Page 570/1398
Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named draw hx2)		
Affix: REAT_OF_DWARVEN3 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% less Movement Speed +(30.0-34.0) physical Armor		
Affix: REAT_OF_DWARVEN2 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (40.0-40.0)% less Mana (20.0-20.0)% more physical Armor		
Affix: OF_PROC_THUNDERSTROM_15 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)		
Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw		

Jan 03, 19 18:18	allafx.txt	Page 571/1398
hx3)		
Affix: OF_FIREDEFENSE3 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_ALCHEMY4 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 572/1398
(2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
Affix: OF_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OF_TL2_SILENCE2 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 573/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.		
Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(5.0-5.0) Mana/s		
Affix: OFTHEBULL3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-4.0)% less chance to fumble		
Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET] Effects: (4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: REAT_OF_WONDER3 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (12.0-12.0)% more Mana		
Affix: OFTHEMULE2 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 574/1398
Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)		
Affix: OFTHEMULE3 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: REAT_OF_WONDER2 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (8.0-8.0)% more Mana		
Affix: HP_ADDER_5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)		
Affix: REAT_OF_DANCING5 Prefix: [ITEM] of the Super Freak No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (5.0-5.0)% less chance to block		
Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 575/1398
	Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)	
	Affix: REAT_OF_EVIL Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (10.0-10.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds	
	Affix: REAT_OF_REDMAGE3 Prefix: [ITEM] of the Red Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (5.0-7.0)% more charge rate +(8.0-10.0) Max HP +(15.0-21.0) Mana	
	Affix: OFTHEBULL2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
	Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)	
	Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET] Effects: (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)	
	Affix: OF_PROC_ACIDRAIN_10	

Jan 03, 19 18:18	allafx.txt	Page 576/1398
	Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)	
	Affix: REAT_OF_EVIL5 Prefix: [ITEM] of Soul Reaping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS) (100.0-100.0)% less Effectiveness of Potions +(130.0-170.0) Mana stolen	
	Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.	
	Affix: REAT_OF_BLESSED Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (20.0-20.0)% less physical Armor	
	Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)	
	Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 577/1398
	(25.0-25.0)% more resistance to Immobilize (named resist_immobilize)	
	Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)	
	Affix: REAT_OF_TELEPORTONSTRUCK5 Prefix: [ITEM] of Phasing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)	
	Affix: OF_PERCENT_ELECTRIC_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)	
	Affix: OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)	
	Affix: REAT_OF_PROC_FROZENSOU_3 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)	
	Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE]	

Jan 03, 19 18:18	allafx.txt	Page 578/1398
	Effects: (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmana2)	
	Affix: REAT_OF_TELEPORTONSTRUCK Prefix: Phasing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)	
	Affix: REAT_OF_VILLAINNY3 Prefix: Delinquent [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (25.0-25.0)% more Critical Chance (25.0-25.0)% less all damage	
	Affix: OF_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: (90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	
	Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)	
	Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3) (Exclusive)	
	Affix: OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 579/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_RESIST_SLOW3 Prefix: Momentum [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Slow (named resist_slow)		
Affix: REAT_OF_WHITEMAGE5 Prefix: [ITEM] of the White Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (12.0-17.0)% more Effectiveness of Potions +(1.2-1.7) HP/Second +(12.0-17.0) Max HP		
Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_PAPER3 Prefix: Paper [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (5.0-5.0)% less all Armor		
Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		

Jan 03, 19 18:18	allafx.txt	Page 580/1398
Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: PETTAG_TL2_SHIELDBREAKER Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 30% exclusive)		
Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHETIGER5 Prefix: [ITEM] of Haste Minimum Level: 3 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DRAWMANA3		

Jan 03, 19 18:18	allafx.txt	Page 581/1398
	Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named drawman ax3)	
	Affix: REAT_OF_PROC_FROZENSoul_2 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)	
	Affix: OFTHESTORMS5 Prefix: [ITEM] of Reflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)	
	Affix: REAT_OF_DANCING Prefix: Dancing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (1.0-1.0)% less chance to block	
	Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)	
	Affix: REAT_OF_PROC_FEEDING_5 Prefix: [ITEM] of the Feeding Frenzy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)	

Jan 03, 19 18:18	allafx.txt	Page 582/1398
	Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 1 exclusive)	
	Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: OF_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)	
	Affix: REAT_OF_LICH5 Prefix: [ITEM] of the Lich Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: +(88.0-112.0) Mana +(36.0-48.0) Max HP (100.0-100.0)% less Effectiveness of Potions	
	Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)	
	Affix: OFTHEWIZARD5 Prefix: [ITEM] of Draining Minimum Level: 7 Spawn Weight: 5 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 583/1398
Spawns On: [NECKLACE, WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% less chance to fumble		
Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: REAT_OF_BLOODMAGIC5 Prefix: [ITEM] of Blood Magic No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(1.5-1.5) HP/Second +(10.0-10.0) Mana/s		
Affix: OFTHEMASTER22H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: REAT_ELEMEFFECT_DURATION_BONUS3 Prefix: Elemental [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI ONBONUS)		
Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 584/1398
Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more ice damage (named 2)		
Affix: REAT_OF_RESIST_IMMOB3 Prefix: Escaping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named W odWash) (Level 1)		
Affix: REAT_OF_PROC_SUPER_5 Prefix: [ITEM] of the Superman Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_p upercharge) (Level 1)		
Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_IMMOB5 Prefix: [ITEM] of Debilitation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named que_immobilize)		
Affix: REAT_OF_PROC_FROZENSOUL_1 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 585/1398
Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)		
Affix: REAT_OF_BLESSED5 Prefix: [ITEM] of Righteousness Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-5.0)% less all Damage Taken		
Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [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)		
Affix: REAT_OF_STEELTOE5 Prefix: [ITEM] of Cement No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (5.0-5.0)% less Dodge Chance		
Affix: OFTHEMAGE Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, HELMET] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: OF_PERCENT_ELECTRIC2		

Jan 03, 19 18:18	allafx.txt	Page 586/1398
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)		
Affix: REAT_OFMONK5 Prefix: [ITEM] of the Monk Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (20.0-20.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 20.00, 20.00, dur 0.00, type physical, level -1) (20.0-20.0)% less all damage		
Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: REAT_OF_PROC_FROZENSoul_5 Prefix: [ITEM] of the Frozen Soul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)		
Affix: OFTHESTORMS2 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: 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)		

Jan 03, 19 18:18	allafx.txt	Page 587/1398
<p>Affix: OF_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [PANTS] Effects: (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5 Prefix: [ITEM] of the Archer Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -50.0 knockback (named OFTHEARCHER KNOCK BACK) (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_SUPER_1 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: TRINKET_POISONDEFENSE5 Prefix: [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: REAT_OF_VILLAINNY5 Prefix: [ITEM] of Villainy Minimum Level: 10 Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 588/1398
<p>Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more Critical Chance (50.0-50.0)% less all damage</p> <p>Affix: OFTHESAVANT5 Prefix: [ITEM] of the Savant Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) + (75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OFTHEMASTER2H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: + (325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5 Prefix: [ITEM] of Demolishing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER5 Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (10.0-10.0)% less all Armor</p> <p>Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 589/1398
	<p>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_PROC_METEORSTRIKE_10 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OFTHESTORMS3 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 590/1398
	<p>Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmana5)</p> <p>Affix: OFTHETIGER3 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WONDER Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (4.0-4.0)% more Mana</p> <p>Affix: OFTHECHEETAH Prefix: Brisk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: 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>	

Jan 03, 19 18:18	allafx.txt	Page 591/1398
<p>Affix: REAT_OF_PROC_FEEDING_1 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: TRINKET_STAT_MAGIC5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100 Prefix: Momentous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-30.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_ELVEN5 Prefix: [ITEM] of the Will o' Wisp No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: +(50.0-50.0) electrical armor +(50.0-50.0) fire armor +(50.0-50.0) ice armor +(50.0-50.0) poison armor (10.0-10.0)% more physical Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_3 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_ICEDEFENSE3 Prefix: Warming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 592/1398
<p>Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC5_WANDS Prefix: [ITEM] of Electric Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_STEELTOE2 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (2.0-2.0)% less Dodge Chance</p> <p>Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB2 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 593/1398
	<p>Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OFTHESAVANT Prefix: Savant [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: REAT_OFLICH Prefix: Lich [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: +(52.0-68.0) Mana +(18.0-24.0) Max HP (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: REAT_OF_PROC_SUPER_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-5.0)% more Execute Chance</p> <p>Affix: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER</p>	

Jan 03, 19 18:18	allafx.txt	Page 594/1398
	<p>Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: OFTHETHORN2 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: TRINKET_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLOODMAGIC3 Prefix: Blood Tapping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(0.9-0.9) HP/Second +(6.0-6.0) Mana/s</p>	

Jan 03, 19 18:18	allafx.txt	Page 595/1398
<p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5 Prefix: [ITEM] of the Elements Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATI ONBONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chance to fumble</p> <p>Affix: REAT_OF_PROC_SUPER_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE NSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELECATTUN Prefix: [ITEM] of Electric Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 596/1398
<p>(20.0-20.0)% more electric damage +(100.0-100.0) electrical armor -(100.0-100.0) poison armor (20.0-20.0)% less poison damage</p> <p>Affix: OFTHETHORN Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTIO N)</p> <p>Affix: REAT_OF_IMMOB3 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named que_immobilize)</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: OFTHEWIZARD2 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named dra ax1)</p> <p>Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range</p>		

Spawn Weight: 3

Occupies no slots

Spawns On: [BOOTS]

Effects:

(3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)

(3.0-3.0)% less Dodge Chance

Affix: REAT_OF_RANGER

Prefix: [ITEM] of the Black Mage

No Level Range

Spawn Weight: 3

Occupies no slots

Spawns On: [POLEARM, STAFF]

Effects:

(3.0-3.0)% more Cast Speed

+(1.0-1.0) Mana/s

+(1.0-1.0) Mana

Affix: OF_ICEDEFENSE2

Prefix: Warming [ITEM]

No Level Range

Spawn Weight: 2

Occupies no slots

Spawns On: [RING, SHIELD]

Can't Spawn On: [COLLAR, STUD]

Effects:

+(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)

Affix: REAT_OF_BLESSED3

Prefix: Blessed [ITEM]

Minimum Level: 5

Spawn Weight: 3

Occupies no slots

Spawns On: [SHIELD]

Effects:

(3.0-3.0)% less all Damage Taken

Affix: REAT_OF_PROC_FEEDING_2

Prefix: Piranha [ITEM]

Minimum Level: 5

Spawn Weight: 2

Occupies no slots

Spawns On: [MELEE]

Effects:

(10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)

Affix: TRINKET_ELECTRIC_BONUS5

Prefix: [ITEM] of Jolting

No Level Range

Spawn Weight: 5

Occupies no slots

Spawns On: [ARMOR_ELEMENTAL, TRINKET]

Can't Spawn On: [COLLAR, STUD]

Effects:

+(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)

Affix: OF_TL2_CRITICALDAMAGE2H3

Prefix: Brutal [ITEM]

Minimum Level: 5

Spawn Weight: 3

Occupies no slots

Spawns On: [TWO HANDED]

Effects:

(45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)

Affix: REAT_OF_PROCGETHIT_AEGIS3

Prefix: Aegis [ITEM]

Minimum Level: 5

Spawn Weight: 3

Occupies no slots

Spawns On: [CHEST ARMOR, RING, SHIELD]

Effects:

(3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)

Affix: OF_TL2_CHARGERATEBONUS3

Prefix: Energizing [ITEM]

Minimum Level: 5

Spawn Weight: 3

Occupies no slots

Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]

Effects:

(9.0-9.0)% more charge rate

Affix: REAT_OF_DUELIST3

Prefix: Duelist [ITEM]

No Level Range

Spawn Weight: 3

Occupies no slots

Spawns On: [CHEST ARMOR]

Effects:

(5.0-5.0)% more Movement Speed

(2.0-2.0)% more Dodge Chance

(5.0-5.0)% more Attack Speed

(2.0-2.0)% less chance to block

Affix: OF_PROCKILL_ZOMBIE_10

Prefix: [ITEM] of Shadow

Minimum Level: 5

Spawn Weight: 4

Occupies no slots

Spawns On: [NECKLACE, WEAPON]

Effects:

(10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)

Affix: OF_PERCENT_FLAME

Prefix: Fire-Surge [ITEM]

Minimum Level: 11

Spawn Weight: 1

Occupies no slots

Jan 03, 19 18:18	allafx.txt	Page 599/1398
Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_PARRYING Prefix: Parrying [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)		
Affix: MANA_ADDER_2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)		
Affix: REAT_LIFEPERCENT5 Prefix: [ITEM] of the Blood Knight Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_PROC_POISONBURST_2 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: OFTHESOLDIER5 Prefix: [ITEM] of the Soldier Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
Affix: OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 600/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named oftbl2_blinding)		
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)		
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named oftbl2_blinding)		
Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_OF_BARD5 Prefix: [ITEM] of the Legend		

Jan 03, 19 18:18	allafx.txt	Page 601/1398
<p>Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 7.00, max 10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)</p>		
<p>Affix: OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p>		
<p>Affix: REAT_OF_PROC_POISONBURST_3 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</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: +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)</p>		
<p>Affix: OF_PROC_STORMCLAW15 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p>		
<p>Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (75.0-75.0)% more Damage to Secondary Targets</p>		

Jan 03, 19 18:18	allafx.txt	Page 602/1398
<p>Affix: OF_PERCENT_POISON3_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p>		
<p>Affix: OF_TL2_CRITICALDAMAGE2H2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p>		
<p>Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (6.0-6.0)% more charge rate</p>		
<p>Affix: REAT_OF_PROCGETHIT_AEGIS2 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p>		
<p>Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEHANT MAX HP)</p>		
<p>Affix: OF_PERCENT_ALL2_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 603/1398
<p>Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WHIRLWIND3 Prefix: Whirlwind [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Cast Speed (25.0-25.0)% less all damage (25.0-25.0)% more Attack Speed</p> <p>Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 604/1398
<p>Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.3-0.3) HP/Second</p> <p>Affix: OF_POISONDEFENSE2 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_PROC_POISONBURST_1 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: REAT_OF_HAPPINESS5 Prefix: [ITEM] of Happiness Minimum Level: 20 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more HP</p> <p>Affix: OFTHEMULE Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 605/1398
	<p>Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</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: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5 Prefix: [ITEM] of Lightning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: 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: OF_TL2_SPLASH Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5</p>	

Jan 03, 19 18:18	allafx.txt	Page 606/1398
	<p>Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(1.5-1.5) HP/Second</p> <p>Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RANGERS5 Prefix: [ITEM] of the Beast Master No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (10.0-15.0)% more Pet Speed (10.0-15.0)% more Minion/Pet Damage</p> <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> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)</p>	

Jan 03, 19 18:18	allafx.txt	Page 607/1398
<p>Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 608/1398
<p>Affix: OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5 Prefix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS1 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 609/1398
<p>Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_EARTHATTUN Prefix: [ITEM] of Earth Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more physical damage No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, ma x 25.00, dur 0.00, type physical, level -1) (100.0-100.0)% less charge rate</p> <p>Affix: REAT_OF_DUELIST5 Prefix: [ITEM] of the Wind Walker No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more Movement Speed (3.0-3.0)% more Dodge Chance (10.0-10.0)% more Attack Speed (3.0-3.0)% less chance to block</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS5 Prefix: [ITEM] of Safekeeping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (15.0-15.0)% more charge rate</p> <p>Affix: OF_TL2_SPLASH2</p>		

Jan 03, 19 18:18	allafx.txt	Page 610/1398
<p>Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POL STAFF] Effects: (30.0-30.0)% more Damage to Secondary Targets</p> <p>Affix: OFRESISTANCE Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: REAT_LIFEPERCENT3 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF] Effects: (10.0-10.0)% more Effectiveness of Potions +(1.0-1.0) HP/Second +(1.0-1.0) Max HP</p> <p>Affix: REAT_OF_BARD2 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET]</p>		

Jan 03, 19 18:18	allafx.txt	Page 611/1398
Effects: No effect details for effect FAME GAIN BONUS with parameters (min 3.00, max 5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: OF_PERCENT_POISON5_WANDS Prefix: [ITEM] of Poison Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: REAT_OF_PROC_POISONBURST_5 Prefix: [ITEM] of the Scourge Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility		

Jan 03, 19 18:18	allafx.txt	Page 612/1398
No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: (170-200) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: REAT_LIFEPERCENT2 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)		
Affix: REAT_OF_ELVEN3 Prefix: Elven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (30.0-30.0) electrical armor (30.0-30.0) fire armor (30.0-30.0) ice armor (30.0-30.0) poison armor (10.0-10.0)% more physical Damage Taken		
Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLYSTAFF] Effects: (50.0-50.0)% more Damage to Secondary Targets		
Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 613/1398
+(8.0-12.0) Mana (named OFTHEOWL MAX MANA) Affix: OF_PROC_BLINDCLOUD_15 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1) Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) Affix: OF_TL2_FEAR3 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)) Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 614/1398
Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named OFTHEOWL MAX MANA) Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_WHITEMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more Effectiveness of Potions +(0.7-1.3) HP/Second +(8.0-10.0) Max HP Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tornado Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Cast Speed (50.0-50.0)% less all damage (50.0-50.0)% more Attack Speed Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) Affix: REAT_OF_PARRYING2 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_HAPPINESS3		

Jan 03, 19 18:18	allafx.txt	Page 615/1398
Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (12.0-12.0)% more HP		
Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTRINKET_LIFESTEAL_MASTER2 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.6-0.6) HP/Second		
Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)		
Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: REAT_OF_IMMOB		

Jan 03, 19 18:18	allafx.txt	Page 616/1398
Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named OFLIGHTNING DAMAGE BONUS)		
Affix: OFICE5 Prefix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OFLIGHTNING2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.9-0.9) HP/Second		
Affix: 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)		
Affix: REAT_OF_RANGER3 Prefix: [ITEM] of the Ranger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (5.0-9.0)% more Minion/Pet Health (5.0-9.0)% more Pet Speed (5.0-9.0)% more Minion/Pet Damage		

Jan 03, 19 18:18	allafx.txt	Page 617/1398
<p>Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS2 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (8.0-8.0)% more HP</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)) (Level 1)</p> <p>Affix: REAT_OF_PARRYING3 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5 Prefix: [ITEM] of Remedy No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p>		

Jan 03, 19 18:18	allafx.txt	Page 618/1398
<p>Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE5_WANDS Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)</p>		

Jan 03, 19 18:18	allafx.txt	Page 619/1398
<p>Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_LIFEPERCENT Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE5 Prefix: [ITEM] of the Black Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (10.0-12.0)% more Cast Speed +(3.0-4.0) Mana/s +(30.0-40.0) Mana</p> <p>Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEMASTER3 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, ONE HANDED]</p>		

Jan 03, 19 18:18	allafx.txt	Page 620/1398
<p>Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 621/1398
<p>Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEWINDS Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 1 Occupies no slots Spawns On: [PANTS] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER Prefix: Archer [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -30.0 knockback (named OFTHEARCHER KNOCK BACK) (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (7.0-9.0)% more Damage while Dual Wielding</p> <p>Affix: OF_ICEDEFENSE Prefix: Warming [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 622/1398
<p>Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OFTHESAGE3 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHEMASTER2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 623/1398
<p>Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_5 Prefix: [ITEM] of Energy Blast Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON] Effects: (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_BATTERYPOWERED3 Prefix: Battery Powered [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 624/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(3.0-3.0) Mana/s +(26.0-34.0) electric damage</p> <p>Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Electricity)</p> <p>Affix: REAT_OF_FIREATTUN Prefix: [ITEM] of Fire Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more fire damage +(100.0-100.0) fire armor -(100.0-100.0) ice armor (20.0-20.0)% less ice damage</p> <p>Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (8.0-8.0)% less charge bar decay rate</p> <p>Affix: REAT_OF_GHOUL Prefix: [ITEM] of the Ghoul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEELEPHANT3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 625/1398
	<p>+ (9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_CURSED2 Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_CURSED3 Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (15.0-15.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3 Prefix: Bacteroid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: - (0.9-0.9) HP/Second + (26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 626/1398
	<p>Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: + (6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: + (21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (E ive)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: REAT_OF_POISONATTUN Prefix: [ITEM] of Poison Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more poison damage + (100.0-100.0) poison armor - (100.0-100.0) electrical armor (20.0-20.0)% less electric damage</p>	

Jan 03, 19 18:18	allafx.txt	Page 627/1398
<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_TL2_MISSILERANGEBOUS2 Prefix: Long Range [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP EED)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 628/1398
<p>Affix: REAT_OF_BLACKMAGE3 Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (6.0-8.0)% more Cast Speed +(2.0-2.5) Mana/s +(20.0-25.0) Mana</p> <p>Affix: OFHTERAM Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMASTER5 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding</p>		

Jan 03, 19 18:18	allafx.txt	Page 629/1398
<p>Affix: REAT_OF_ICEATTUN Prefix: [ITEM] of Ice Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more ice damage +(100.0-100.0) ice armor -(100.0-100.0) fire armor (20.0-20.0)% less fire damage</p> <p>Affix: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 0.5 seconds (named Weapon Zombie Proc)</p> <p>Affix: HP_ADDER Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-7.0) Max HP (named HP_ADDER MAX HP)</p> <p>Affix: 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> <p>Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 630/1398
<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: OFTHEELEPHANT Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_ATTRIB_MAGIC5 Prefix: [ITEM] of the Mage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OFFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 631/1398
Spawns On: [IHAXE, IHMACE, IHSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROC_FULLCHARGE_1 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)		
Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OFMONK Prefix: Monk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (10.0-10.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 10.00, dur 0.00, type physical, level -1) (10.0-10.0)% less all damage		
Affix: REAT_OF_PROC_FULLCHARGE_3 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)		
Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealthx1)		

Jan 03, 19 18:18	allafx.txt	Page 632/1398
Affix: PETTAG_TL2_SHIELDBREAKER2 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (20.0-20.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BATTERYPOWERED5 Prefix: [ITEM] of Powered Drain No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(5.0-5.0) Mana/s +(42.0-58.0) electric damage		
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)		
Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (24.0-24.0)% less charge bar decay rate		
Affix: OF_ATTRIB_DEXTERITY Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME2		

Jan 03, 19 18:18	allafx.txt	Page 633/1398
Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Exclusive)		
Affix: OF_TL2_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OFTHEELEPHANT5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: REAT_OF_TURBINE5 Prefix: [ITEM] of the Turbine Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (25.0-25.0)% more charge rate		
Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing		

Jan 03, 19 18:18	allafx.txt	Page 634/1398
Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: REAT_OF_HAPPINESS Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (4.0-4.0)% more HP		
Affix: REAT_OF_BACTEROID5 Prefix: [ITEM] of Bubonic Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(1.5-1.5) HP/Second +(42.0-58.0) poison damage		
Affix: REAT_OF_CURSED5 Prefix: [ITEM] of the Demon Pact Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS) (25.0-25.0)% more all Damage Taken Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds		
Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHESTORMS Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		

Jan 03, 19 18:18	allafx.txt	Page 635/1398
<p>Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (16.0-16.0)% less charge bar decay rate</p> <p>Affix: 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: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEBULL Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHILDBREAKER3 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 636/1398
<p>Affix: OF_TL2_MISSILERANGEBONUS4 Prefix: [ITEM] of Range No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)</p> <p>Affix: REAT_OF_GOLEM Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (Eventive)</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: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 637/1398
Spawns On: [NECKLACE, TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: REAT_OFWISDOM Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: ELEC2 Prefix: Resonant [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)		
Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)		
Affix: RED_DMG_MELEE_DMG1 Prefix: Strife-Sigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)		
Affix: MAG1 Prefix: Mage's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(25-50) Focus (named MAG1)		
Affix: PROC_OPENWOUND3 Prefix: [ITEM] of Wounding Minimum Level: 10		

Jan 03, 19 18:18	allafx.txt	Page 638/1398
Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: DEGRADE1 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (5-10) on hit (named Degrade1)		
Affix: CLASS_BASED_D_A Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)		
Affix: THORNS_POIS3 Prefix: Noxious [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% poison damage reflected (named THORNS_POIS3)		
Affix: DMG_PROC_ICE1 Prefix: Shard-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)		
Affix: DMG_PROC_ELEC1 Prefix: Jolt-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ELEC1)		

Jan 03, 19 18:18	allafx.txt	Page 639/1398
0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)		
Affix: WEAPON_MAT12 Prefix: Hexsteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) poison damage (named WEAPON_MAT12) Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12) + (5.0-10.0) physical damage (named WEAPON_MAT12)		
Affix: CLASS_BASED_B_1 Prefix: Totemic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)		
Affix: XP2 Prefix: Wanderer's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_FIRE1 Prefix: Flame-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 640/1398
Affix: DMG_PERCENT_BONUS4 Prefix: Grim [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS5 Prefix: Cruel [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC1 Prefix: Volt-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
Affix: VIT4 Prefix: Guardian's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: + (175-250) Vitality (named VIT4)		
Affix: MF1 Prefix: Vintage [ITEM]		


```
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]
Effects:
    (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)

Affix: STR_DEX1
Prefix: Bandit's [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [1HSWORD, BELT, FIST]
Effects:
    +(50-100) Strength (named STR_DEX1)
    +(50-100) Dexterity (named STR_DEX1)

Affix: XP3
Prefix: Explorer's [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, CHEST ARMOR, PANTS]
Effects:
    (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)

Affix: FACTION_ARMOR14
Prefix: Shadivari [ITEM]
Minimum Level: 12
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR]
Effects:
    (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph)
    (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)

Affix: WEAPON_MAT13
Prefix: Saronite [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
    +(5.0-10.0) ice damage (named WEAPON_MAT13)
    (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph)
    +(5.0-10.0) poison damage (named WEAPON_MAT13)

Affix: DMG_PROC_FIRE1
Prefix: Flare-Barb [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 2
0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)
```

```
Affix: THORNS_POIS2
Prefix: Despoiled [ITEM]
Minimum Level: 8
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_PHYSICAL, SHIELD]
Effects:
    (20.0-30.0)% poison damage reflected (named THORNS_POIS2)

Affix: PROC_OPENWOUND2
Prefix: [ITEM] of Bloodletting
Minimum Level: 10
Spawn Weight: 3
Occupies no slots
Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
Effects:
    (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses
PERCENT graph)

Affix: DMG_ELEMENTAL_RANGE1
Prefix: Elemental [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [RING, WEAPON]
Effects:
    (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT
graph)
    (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)
    (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)

Affix: ELEC3
Prefix: Thundering [ITEM]
Minimum Level: 20
Spawn Weight: 3
Occupies no slots
Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]
Effects:
    Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3)
    -25.0 knockback (named ELEC3)

Affix: CRIT_CHANCE2
Prefix: [ITEM] of Menace
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, RING, WEAPON]
Effects:
    (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)

Affix: ELEC1
Prefix: Shocking [ITEM]
Minimum Level: 20
Spawn Weight: 3
```

Jan 03, 19 18:18	allafx.txt	Page 643/1398
Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)		
Affix: RED_DMG_MELEE_DMG2 Prefix: Battle-Rune [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
Affix: MAG2 Prefix: Wizard's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(50-100) Focus (named MAG2)		
Affix: DEGRADE2 Prefix: Shattering [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (10-15) on hit (named Degrade2)		
Affix: DODGE5 Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 644/1398
(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)		
Affix: CLASS_BASED_D_4 Prefix: Ebonwood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: -25.0 knockback (named CLASS_BASED_D_4) (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)		
Affix: DMG_PROC_ELEC2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 20.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)		
Affix: DMG_PROC_ICE2 Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)		
Affix: CLASS_BASED_D_B Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT graph)		
Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 645/1398
	<p>+ (5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1 Prefix: Seeker's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3 Prefix: Antique [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4 Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (20.0-40.0) electric Armor (named ARM_ILLUM4) (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2 Prefix: Flame-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3 Prefix: Volt-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 646/1398
	<p>Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6 Prefix: Merciless [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC2 Prefix: Volt-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: + (75-150) Strength (named STR_DEX2) + (75-150) Dexterity (named STR_DEX2)</p>	

Jan 03, 19 18:18	allafx.txt	Page 647/1398
<p>Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10) +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1 Prefix: Foul [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 648/1398
<p>Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3 Prefix: Sundering [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1 Prefix: [ITEM] of Cutting Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 649/1398
h)		
Affix: RED_DMG_MELEE_DMG3		
Prefix: War-Glyph [ITEM]		
Minimum Level: 20		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [SHIELD, STAFF]		
Effects:		
(10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)		
h)		
(7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)		
Affix: CRIT_CHANCE3		
Prefix: [ITEM] of Havoc		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING, WEAPON]		
Effects:		
(3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)		
Affix: GFME_PROC_LOOTERS1		
Prefix: Looter's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, NECKLACE, PANTS]		
Effects:		
(3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)		
(1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)		
(1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)		
Affix: ELEC4		
Prefix: Over-Charged [ITEM]		
Minimum Level: 20		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]		
Effects:		
Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)		
Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses PERCENT graph)		
Affix: WEAPON_MAT14		
Prefix: Titansteel [ITEM]		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
+(5.0-10.0) ice damage (named WEAPON_MAT14)		
(4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph)		
+(5.0-10.0) electric damage (named WEAPON_MAT14)		

Jan 03, 19 18:18	allafx.txt	Page 650/1398
Affix: FACTION_ARMOR9		
Prefix: Greenmist [ITEM]		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES, HELMET]		
Effects:		
(5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph)		
(5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)		
Affix: XP4		
Prefix: Adventurer's [ITEM]		
Minimum Level: 5		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [BELT, CHEST ARMOR, PANTS]		
Effects:		
(8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)		
Affix: BLOCK3		
Prefix: [ITEM] of the Bastion		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE]		
Effects:		
(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)		
(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR13		
Prefix: Battle Scarred [ITEM]		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]		
Effects:		
(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)		
(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)		
(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)		
Affix: VIT3		
Prefix: Sentinel's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [CANNON, HELMET, RING, SHIELD]		
Effects:		
+(100-175) Vitality (named VIT3)		
Affix: ARM_ILLUM1		
Prefix: Duskweave [ITEM]		
No Level Range		
Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 651/1398
	<p>Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) poison Armor (named ARM_ILLUM1) (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2 Prefix: Wicked [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1 Prefix: Shaman's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(50-100) Vitality (named VIT_MAG1) +(50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1 Prefix: Rebounding [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 652/1398
	<p>Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS3 Prefix: Vicious [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2 Prefix: Defender's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(50-100) Vitality (named VIT2)</p> <p>Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2 Prefix: Defiant [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR8 Prefix: Aesir [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 653/1398
<p>Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) + (5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) + (25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 654/1398
<p>Effects: + (175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4 Prefix: Sieging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degradе enemy armor by (20-30) on hit (named Degrade4)</p> <p>Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) + (5.0-10.0) electric damage (named WEAPON_MAT14)</p>		

Jan 03, 19 18:18	allafx.txt	Page 655/1398
<p>Affix: GFME_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)</p> <p>Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 656/1398
<p>Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)</p> <p>Affix: REFLECT_LITE2 Prefix: Ricochet [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC4 Prefix: Volt-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM3 Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) ice Armor (named ARM_ILLUM3) (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: VIT1 Prefix: Sentry's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(25-50) Vitality (named VIT1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 657/1398
<p>Affix: MF4 Prefix: Ancient [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11 Prefix: Muursat [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1 Prefix: Vigilant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph) (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16 Prefix: Pyrite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT16) (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3 Prefix: Cairnstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2 Prefix: [ITEM] of Blurring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS]</p>		

Jan 03, 19 18:18	allafx.txt	Page 658/1398
<p>Effects: (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE5 Prefix: [ITEM] of Calamity No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> <p>Affix: BOOTS11 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph) +(25-60) Strength (named BOOTS11)</p> <p>Affix: WEAPON_MAT3 Prefix: Velium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) ice damage (named WEAPON_MAT3) Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 659/1398
<p>Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF13 Prefix: Lord's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)</p> <p>Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) +(0.5-1.3) Mana/s (named dual_elemred_bonus4)</p>		

Jan 03, 19 18:18	allafx.txt	Page 660/1398
<p>Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DAMAGE2)</p> <p>Affix: FAME1 Prefix: Acclaimed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF12 Prefix: Commander's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT2 Prefix: Obsidian [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 661/1398
Effects: + (5.0-10.0) fire damage (named WEAPON_MAT2) (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph) + (5.0-10.0) physical damage (named WEAPON_MAT2)		
Affix: CLASS_BASED_A_1 Prefix: Magebane [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC1 Prefix: Weighted [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF] Effects: + (10.0-20.0) physical damage (named DMG_BONUS_MISC1) Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)		
Affix: ICE_DOT2 Prefix: [ITEM] of Desolation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)		
Affix: DMG_BONUS_MISC3 Prefix: Honed [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (10.0-16.0) physical damage (named DMG_BONUS_MISC3) (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_3 Prefix: Headhunter's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph) (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 662/1398
Affix: CAST_SPEED4 Prefix: War-Mage's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, STAFF] Effects: (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES4 Prefix: Turtle's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)		
Affix: PET_BUFF10 Prefix: Thaumaturgist's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)		
Affix: ARMOR_STATS1 Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) physical Armor (named ARMOR_STATS1) + (50-100) Dexterity (named ARMOR_STATS1)		
Affix: FAME3 Prefix: Notorious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 5.00, 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)		
Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] Minimum Level: 25 Spawn Weight: 4		

Jan 03, 19 18:18	allafx.txt	Page 663/1398
	Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph) Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph) Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1) Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT8) +(0.5-1.5) HP/Second (named ARMOR_MAT8)	

Jan 03, 19 18:18	allafx.txt	Page 664/1398
	Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) Affix: HP_MP_STEAL_PERCENT3 Prefix: Consuming [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) Affix: FAME2 Prefix: Famed [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 2.00, 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph) Affix: PET_BUFF11 Prefix: Officer's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph) Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 665/1398
<p>Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: Inflct on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT1 Prefix: Bone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED1 Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF9 Prefix: Summoner's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 666/1398
<p>Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflct on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, RING] Effects: (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph) (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT1 Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 667/1398
	<p>(2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>(1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS2</p> <p>Prefix: Skymetal [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>(3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3</p> <p>Prefix: Fellwarped [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph)</p> <p>(5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph)</p> <p>+ (15.0-30.0) poison Armor (named dual_elemred_bonus3)</p> <p>Affix: RED_PHYS_POIS_RANGE1</p> <p>Prefix: Flowstone [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>(1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3</p> <p>Prefix: Crawling [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [RING, WEAPON]</p> <p>Effects:</p> <p>(1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>(1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14</p> <p>Prefix: General's [ITEM]</p> <p>Minimum Level: 30</p> <p>Spawn Weight: 4</p>	

Jan 03, 19 18:18	allafx.txt	Page 668/1398
	<p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, RING]</p> <p>Effects:</p> <p>(10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph)</p> <p>(10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph)</p> <p>(10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph)</p> <p>(10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG2</p> <p>Prefix: Etherbrand [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+ (18.0-30.0) physical Armor (named ARMOR_STATS_MAG2)</p> <p>+ (75-150) Focus (named ARMOR_STATS_MAG2)</p> <p>Affix: WEAPON_MAT4</p> <p>Prefix: Crystalline [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>+ (4.0-8.0) fire damage (named WEAPON_MAT2)</p> <p>Inflct on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT2)</p> <p>AT4) (Uses PERCENT graph)</p> <p>+ (4.0-8.0) electric damage (named WEAPON_MAT4)</p> <p>+ (4.0-8.0) ice damage (named WEAPON_MAT4)</p> <p>Affix: PET_BUFF8</p> <p>Prefix: Major's [ITEM]</p> <p>Minimum Level: 16</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, RIFLE]</p> <p>Effects:</p> <p>(15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph)</p> <p>(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED2</p> <p>Prefix: Battle-Mage's [ITEM]</p> <p>Minimum Level: 9</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [GLOVES, NECKLACE, PANTS, STAFF]</p> <p>Effects:</p> <p>(5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5</p> <p>Prefix: Gleaming [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 669/1398
	+(10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)	
	Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT6)	
	Affix: GFMF_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)	
	Affix: ARM_BONUS_STUNRES2 Prefix: Crab's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)	
	Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) +(25-60) Vitality (named BOOTS8)	
	Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 670/1398
	(1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)	
	Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)	
	Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)	
	Affix: ARMOR_WEIGHT2 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2) (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)	
	Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 671/1398
<p>Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3 Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3) (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph) (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrn Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME4 Prefix: Illustrious [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 672/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 8.00, 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)</p> <p>Affix: BOOTS9 Prefix: Tracker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW,</p>		

Jan 03, 19 18:18	allafx.txt	Page 673/1398
SBOW, FIST, POLEARM, STAFF] Effects: +(8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)		
Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)		
Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)		
Affix: ATK_SPEED1 Prefix: Feral [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)		
Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: THORNS_ICE2 Prefix: Polar [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)		
Affix: PET_BUFF6 Prefix: Disciple's [ITEM] Minimum Level: 16		

Jan 03, 19 18:18	allafx.txt	Page 674/1398
Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)		
Affix: BOOTS4 Prefix: Forgeworked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph) (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)		
Affix: HP_PERCENT1 Prefix: [ITEM] of the Beast No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY2 Prefix: Infused [ITEM] Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)		
Affix: RING_MAT3 Prefix: Astralite [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph) Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC1 Prefix: Ivory [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 675/1398
	<pre> (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) Affix: ITEM_REQ1 Prefix: Guide's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(2-5) item requirements (named ITEM_REQ1) Affix: DEX_VIT1 Prefix: Ranger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(50-100) Vitality (named DEX_VIT1) +(50-100) Dexterity (named DEX_VIT1) Affix: HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(15.0-20.0) Max HP (named HP3) Affix: PROC_MANACOST1 Prefix: Auger's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph) Affix: CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range </pre>	

Jan 03, 19 18:18	allafx.txt	Page 676/1398
	<pre> Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph) Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph) Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph) Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph) Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph) Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1) </pre>	

Jan 03, 19 18:18	allafx.txt	Page 677/1398
<p>Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 678/1398
<p>(0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1.5 meters) (Uses PERCENT graph) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4 Prefix: [ITEM] of the Planes Minimum Level: 45 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)</p> <p>Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF1 Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: HP2 Prefix: Hearty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2 Prefix: Dire [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 679/1398
<pre>) Affix: STR_MAG1 Prefix: Reaver's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(50-100) Strength (named STR_MAG1) +(50-100) Focus (named STR_MAG1) Affix: PROC_KILLHEAL1 Prefix: [ITEM] of Victory Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph) Affix: CHARGE_DECAY3 Prefix: [ITEM] of Resolve Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph) Affix: RING_MAT2 Prefix: Crysteel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph) No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph) Affix: INTERRUPT1 Prefix: Distracting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph) Affix: BOOTS5 </pre>		

Jan 03, 19 18:18	allafx.txt	Page 680/1398
<pre> Prefix: Fur-Lined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph) (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph) Affix: THORNS_ICE3 Prefix: Arctic [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3) Affix: PET_BUFF7 Prefix: Captain's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph) Affix: DIVINE_WEAP_TOXX Prefix: Plagued [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX) Affix: ATK_SPEED2 Prefix: Fierce [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph) Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 681/1398
AT7) (Uses PERCENT graph)		
Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)		
Affix: THORNS_ICE1 Prefix: Frosted [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)		
Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: EXECUTE4 Prefix: Executioner's [ITEM] Minimum Level: 9 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)		
Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)		
Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 682/1398
(1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)		
Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)		
Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(5-9) item requirements (named ITEM_REQ2)		
Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC2 Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)		
Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 683/1398
<p>Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(75-150) Vitality (named DEX_VIT2) +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] Minimum Level: 18 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: SPLASH4 Prefix: [ITEM] of Onslaught Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM,</p>		

Jan 03, 19 18:18	allafx.txt	Page 684/1398
<p>STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(50-100) Dexterity (named DEX2)</p> <p>Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 2 0.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 2 0.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3</p>		

Jan 03, 19 18:18	allafx.txt	Page 685/1398
	<p>Prefix: Expert's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7 Prefix: Copper Ringed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1 Prefix: Engraved [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1 Prefix: [ITEM] of Revivication Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)</p>	

Jan 03, 19 18:18	allafx.txt	Page 686/1398
	<p>Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)</p> <p>Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses PERCENT graph)</p> <p>Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range</p>	

Jan 03, 19 18:18	allafx.txt	Page 687/1398
Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(75-150) Strength (named STR_MAG2) +(75-150) Focus (named STR_MAG2)		
Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)		
Affix: RING_MAT1 Prefix: Bloodeye [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)		
Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(9-15) item requirements (named ITEM_REQ3)		
Affix: PROC_KILLHEAL2 Prefix: [ITEM] of Triumph Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)		
Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 688/1398
(2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)		
Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)		
Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)		
Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: PET_BUFF4 Prefix: Warlock's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph) (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)		
Affix: WEAPON_MAT8 Prefix: Nelumite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT8) +(4.0-8.0) physical damage (named WEAPON_MAT8)		
Affix: ATK_SPEED3 Prefix: Ferocious [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 689/1398
<p>Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)</p> <p>Affix: BOOTS2 Prefix: Fleet [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)</p> <p>Affix: EXECUTE1 Prefix: Killer's [ITEM] Minimum Level: 9 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)</p> <p>Affix: REFLECT_MAJ1 Prefix: Mirrored [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE1 Prefix: Frost-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY4 Prefix: [ITEM] of Willpower Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)</p> <p>Affix: RING_MAT5</p>		

Jan 03, 19 18:18	allafx.txt	Page 690/1398
<p>Prefix: Mistchurn [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5 Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) poison Armor (named ARMOR_MAT5) (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE2 Prefix: [ITEM] of Carnage Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)</p> <p>Affix: STR3 Prefix: Giant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1 Prefix: Broad [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p>		

Affix: CLASS_BASED_P_4
Prefix: Celestial [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]
Effects:
(0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BAS
ED_P_4) (Uses PERCENT graph)
(5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT
graph)

Affix: ALL_STATS3
Prefix: [ITEM] of the Zodiac
Minimum Level: 35
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, HELMET, NECKLACE, RING]
Effects:
+(75-175) Vitality (named ALL_STATS3)
+(75-175) Focus (named ALL_STATS3)
+(75-175) Strength (named ALL_STATS3)
+(75-175) Dexterity (named ALL_STATS3)

Affix: MANA_COST1
Prefix: Abstruse [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, RING, WAND]
Effects:
No effect details for effect PERCENT MANA COST BONUS with parameters (min -1
.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERC
ENT graph)

Affix: STR_VIT2
Prefix: Avenger's [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [1HMACE, BELT, POLEARM]
Effects:
+(75-150) Strength (named STR_VIT2)
+(75-150) Vitality (named STR_VIT2)

Affix: RAMPAGE2
Prefix: [ITEM] of Berserking
Minimum Level: 20
Spawn Weight: 3
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
Effects:
(3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)
(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
graph)

Affix: ARMOR_PERCENT_LOW3
Prefix: Mithril Laced [ITEM]
Minimum Level: 15
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_PHYSICAL]
Effects:
(10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT
graph)

Affix: ARMOR_PERCENT_LOW2
Prefix: Steel Plated [ITEM]
Minimum Level: 5
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_PHYSICAL]
Effects:
(5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT
graph)

Affix: RAMPAGE3
Prefix: [ITEM] of Aggression
Minimum Level: 20
Spawn Weight: 4
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]
Effects:
(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)
(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT
graph)

Affix: ALL_STATS2
Prefix: [ITEM] of the Heavens
Minimum Level: 25
Spawn Weight: 3
Occupies no slots
Spawns On: [BELT, HELMET, NECKLACE, RING]
Effects:
+(50-100) Vitality (named ALL_STATS2)
+(50-100) Focus (named ALL_STATS2)
+(50-100) Strength (named ALL_STATS2)
+(50-100) Dexterity (named ALL_STATS2)

Affix: DEX_MAG2
Prefix: Dervish's [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [1HAXE, BELT, PISTOL]
Effects:
+(75-150) Focus (named DEX_MAG2)
+(75-150) Dexterity (named DEX_MAG2)

Affix: STR2
Prefix: Brute's [ITEM]
No Level Range

Jan 03, 19 18:18	allafx.txt	Page 693/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4 Prefix: Artillerist's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED4) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4 Prefix: Raven Scale [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) ice Armor (named ARMOR_MAT4) +(0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3 Prefix: [ITEM] of Assassination Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1 Prefix: [ITEM] of Shielding Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1 Prefix: [ITEM] of Snaring Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4</p>		

Jan 03, 19 18:18	allafx.txt	Page 694/1398
<p>Prefix: Vigorous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(20.0-30.0) Max HP (named HP4)</p> <p>Affix: DODGE_REFLECT1 Prefix: Shade's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: RING_MAT4 Prefix: Bladeweave [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph) (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</p> <p>Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF1 Prefix: Hunter's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 695/1398
	(10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)	
	Affix: ATK_SPEED4 Prefix: Savage [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)	
	Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)	
	Affix: EXECUTE2 Prefix: Slayer's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)	
	Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)	
	Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)	
	Affix: RING_MAT6 Prefix: Dreadiron [ITEM] Minimum Level: 10	

Jan 03, 19 18:18	allafx.txt	Page 696/1398
	Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ICE2 Prefix: Frost-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)	
	Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses PERCENT graph)	
	Affix: PROC_WARD3 Prefix: [ITEM] of Negation Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)	
	Affix: SLOW3 Prefix: Entangling [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)	
	Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 697/1398
<p>Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2 Prefix: Sweeping [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 698/1398
<p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3 Prefix: Enigmatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS1 Prefix: [ITEM] of the Stars Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(25-50) Vitality (named ALL_STATS1) +(25-50) Focus (named ALL_STATS1) +(25-50) Strength (named ALL_STATS1) +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: SPLASH3 Prefix: [ITEM] of Assault Minimum Level: 15 Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 699/1398
	<p>Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1 Prefix: Thug's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1 Prefix: Corsair's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(50-100) Focus (named DEX_MAG1) +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_MAT7 Prefix: Oiled [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) electric Armor (named ARMOR_MAT7) -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2 Prefix: [ITEM] of Tarring Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD2 Prefix: [ITEM] of Warding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 700/1398
	<p>Affix: DODGE_REFLECT2 Prefix: Ghost's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3 Prefix: Frost-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5 Prefix: Astral [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3 Prefix: Butcher's [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED5 Prefix: Lupine [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: MP_STEAL_PERCENT1 Prefix: Thirsty [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, STAFF, WAND]</p>	

Jan 03, 19 18:18	allafx.txt	Page 701/1398
	<p>Effects: (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF2 Prefix: Packleader's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)</p> <p>Affix: GF2 Prefix: Lavish [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS4 Prefix: Venom-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK1 Prefix: [ITEM] of Deflecting Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_3 Prefix: Riftward [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 702/1398
	<p>No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)</p> <p>Affix: FLURRY1 Prefix: Desperado's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: BLINDING1 Prefix: [ITEM] of the Black Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 703/1398
<p>Affix: FREEZE3 Prefix: Soulfrost [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflct on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: (20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3 Prefix: [ITEM] of Desire Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4 Prefix: [ITEM] of the Arcane No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: (20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1 Prefix: Lambent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 704/1398
<p>(10.0-20.0) physical Armor (named ARMOR_STATS_STR1) (50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2 Prefix: [ITEM] of Interception No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2 Prefix: [ITEM] of Death Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4 Prefix: Mercurial [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4 Prefix: Pact-Speaker's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3 Prefix: [ITEM] of Doom Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 705/1398
	<p>Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2 Prefix: Brittlebite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 706/1398
	<p>Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3 Prefix: Gilded [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)</p> <p>Affix: GF1 Prefix: Gaudy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)</p> <p>Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying Minimum Level: 10 Spawn Weight: 3 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 707/1398
	<p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]</p> <p>Effects:</p> <p>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: BLINDING2</p> <p>Prefix: [ITEM] of Obscuring</p> <p>Minimum Level: 13</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)</p> <p>Affix: FLURRY2</p> <p>Prefix: Duelist's [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph)</p> <p>(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: POIS_DOT1</p> <p>Prefix: [ITEM] of Rot</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)</p> <p>Affix: THORNS_PHYS_THORNED2</p> <p>Prefix: Spined [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> <p>Effects:</p> <p>(15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)</p> <p>Affix: FACTION_ARMOR5</p> <p>Prefix: Kindathlan [ITEM]</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, GLOVES, HELMET]</p> <p>Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 708/1398
	<p>(5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)</p> <p>Affix: BURN3</p> <p>Prefix: Immolating [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>(5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE5</p> <p>Prefix: Bolted [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, HELMET, SHIELD]</p> <p>Effects:</p> <p>+(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5)</p> <p>(3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2</p> <p>Prefix: Pit Forged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+(18.0-30.0) physical Armor (named ARMOR_STATS_STR2)</p> <p>+(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1</p> <p>Prefix: [ITEM] of Killing</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1</p> <p>Prefix: [ITEM] of Redirection</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 709/1398
<p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4)) (Uses PERCENT graph)</p> <p>Affix: POIS4 Prefix: Tainted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4 Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: BURN2 Prefix: Slag [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)</p> <p>Affix: FREEZE1</p>		

Jan 03, 19 18:18	allafx.txt	Page 710/1398
<p>Prefix: Frigid [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1)) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p> <p>Affix: BLINDING3 Prefix: [ITEM] of Searing Light Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> <p>Affix: FLURRY3 Prefix: Armsmaster's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 711/1398
	<p>(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>(5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph) (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p>	

Jan 03, 19 18:18	allafx.txt	Page 712/1398
	<p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) PERCENT graph) (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: THORNS_ELEC1 Prefix: Static [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3 Prefix: Pulsing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: MP2 Prefix: [ITEM] of Conjuration No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]</p>	

Jan 03, 19 18:18	allafx.txt	Page 713/1398
Effects: +(10.0-15.0) Mana (named MP2)		
Affix: PROC_CRUSHBLOW3 Prefix: [ITEM] of Shattering Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: CHARGE_RATE5 Prefix: [ITEM] of Ascension Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR] Effects: (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_3 Prefix: Oath-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)		
Affix: DMG_ANGRY1 Prefix: [ITEM] of Fury Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)		
Affix: DUAL_WIELD2 Prefix: Nimble [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 714/1398
Affix: PROC_DEATHSTRIKE4 Prefix: Vorpall [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)		
Affix: REFLECT4 Prefix: [ITEM] of Reverberation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)		
Affix: DUAL_WIELD3 Prefix: Swift [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)		
Affix: POIS1 Prefix: Envenomed [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)		
Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening Minimum Level: 17 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 715/1398
	Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)	
	Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1) (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)	
	Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)	
	Affix: MP3 Prefix: [ITEM] of Evocation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(15.0-20.0) Mana (named MP3)	
	Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)	
	Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)	
	Affix: FREEZE4	

Jan 03, 19 18:18	allafx.txt	Page 716/1398
	Prefix: Shattering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)	
	Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)	
	Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1) (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)	
	Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 717/1398
Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)		
Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)		
Affix: BLINDING4 Prefix: [ITEM] of Distortion Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)		
Affix: FUMBLE_CHANCE1 Prefix: [ITEM] of Accuracy Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)		
Affix: REGEN_MAX1 Prefix: [ITEM] of Replenishing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named REGEN_MAX1) (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph) (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph) +(0.5-1.0) Mana/s (named REGEN_MAX1)		

Jan 03, 19 18:18	allafx.txt	Page 718/1398
Affix: POTIONS5 Prefix: Philosopher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)		
Affix: FACTION_ARMOR3 Prefix: Tytherian [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)		
Affix: THORNS_PHYS_THORNED4 Prefix: Jagged [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)		
Affix: THORNS_FIRE3 Prefix: Red Hot [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)		
Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)		
Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1)		

Jan 03, 19 18:18	allafx.txt	Page 719/1398
	(5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)	
	Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)	
	Affix: MP1 Prefix: Chanter's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(5.0-10.0) Mana (named MP1)	
	Affix: ARM_PHYSRED_TYPE3 Prefix: Layered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3) (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)	
	Affix: POIS3 Prefix: Rusted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph) Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)	
	Affix: DUAL_WIELD1 Prefix: Deft [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)	
	Affix: DMG_ANGRY2 Prefix: [ITEM] of Rage Minimum Level: 13 Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 720/1398
	Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with physical weapons (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)	
	Affix: DMG_ANGRY3 Prefix: [ITEM] of Frenzy Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with physical weapons (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)	
	Affix: CLASS_BASED_N_1 Prefix: Shadow-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)	
	Affix: POIS2 Prefix: Festering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph) (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)	
	Affix: PROC_CRUSHBLOW1 Prefix: [ITEM] of Smashing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)	
	Affix: ARM_PHYSRED_TYPE2 Prefix: Studded [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 721/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: + (5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2) (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1 Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3 Prefix: Arcing [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution Level Range: 10-100 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 722/1398
<p>Affix: BURN4 Prefix: Detonating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2 Prefix: Calishite [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4 Prefix: Apothecary's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING] Effects: (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5 Prefix: [ITEM] of Confusion Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 723/1398
<p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_REDMAGE Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(9.0-9.0) Mana</p> <p>Affix: REAT_OF_CURSED Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN Prefix: [ITEM] of Resistance Minimum Level: 23 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 724/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 725/1398
<p>Affix: OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH5 Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5 Prefix: [ITEM] of the Stone Golem No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-15.0)% less Movement Speed +(48.0-52.0) physical Armor</p>		

Jan 03, 19 18:18	allafx.txt	Page 726/1398
<p>Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)</p> <p>Affix: OF_PROC_FIRESTORM_15 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 727/1398
<p>Effects: + (90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: + (21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OF_PROC_ACIDRAIN_15 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET]</p>		

Jan 03, 19 18:18	allafx.txt	Page 728/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: + (150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_NECROMANCERS5 Prefix: [ITEM] of the Necromancer Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill : .5 seconds (named Weapon Zombie Proc)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT R DAMAGE BONUS)</p> <p>Affix: OF_PROC_GLACIALSPIKE_15 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (name _Glacial Spike) (Level 1)</p> <p>Affix: OFTHEMASTER32H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 729/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(3.0-3.0) Mana/s</p> <p>Affix: REAT_OF_PAPER Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OFTHEWIZARD Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OFTHEBULL5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 730/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(1.0-1.0) Mana/s</p> <p>Affix: REAT_OF_DANCING2 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (2.0-2.0)% less chance to block</p> <p>Affix: HP_ADDER_2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_WONDERS5 Prefix: [ITEM] of Possibility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (20.0-20.0)% more Mana</p> <p>Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROCTHUNDERSTROM_10 Prefix: [ITEM] of Thunder</p>		

Jan 03, 19 18:18	allafx.txt	Page 731/1398
<p>Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)</p> <p>Affix: REAT_OF_BARD Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: HP_ADDER_3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)</p> <p>Affix: REAT_OF_DANCING3 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (3.0-3.0)% more Dodge Chance (named 3) (3.0-3.0)% less chance to block</p> <p>Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_TURBINE Prefix: Generating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more charge rate</p>		

Jan 03, 19 18:18	allafx.txt	Page 732/1398
<p>Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET] Effects: (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate</p> <p>Affix: REAT_OF_REDMAGE5 Prefix: [ITEM] of the Red Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more charge rate +(13.0-17.0) Max HP +(25.0-35.0) Mana</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100 Prefix: Liberating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 733/1398
Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.		
Affix: REAT_OF_EVIL3 Prefix: Evil [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS) (50.0-50.0)% less Effectiveness of Potions +(140.0-160.0) Mana stolen		
Affix: OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(2.0-2.0) Mana/s		
Affix: OF_PERCENT_ELECTRIC2_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Slow (named resist_slow)		
Affix: OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE]		

Jan 03, 19 18:18	allafx.txt	Page 734/1398
Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DAMAGEOVERTIME5 Prefix: [ITEM] of Mortal Wounds No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFFLAME DAMAGE BONUS)		
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)		
Affix: OF_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: REAT_OF_ALCHEMY5 Prefix: [ITEM] of the Alchemist Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE AL)		
Affix: OF_PROCKILL_FULLHEAL_5 Prefix: [ITEM] of Engulfing Minimum Level: 5 Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 735/1398
Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_POLARITY Prefix: [ITEM] of Polarity Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: + (10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS) + (10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE) + (10.0-15.0) Mana stolen		
Affix: OF_FIREDEFENSE2 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)		
Affix: OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt hx2)		

Jan 03, 19 18:18	allafx.txt	Page 736/1398
Affix: REAT_OF_DWARVEN3 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% less Movement Speed + (30.0-34.0) physical Armor		
Affix: REAT_OF_DWARVEN2 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (40.0-40.0)% less Mana (20.0-20.0)% more physical Armor		
Affix: OF_PROC_THUNDERSTROM_15 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)		
Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw hx3)		
Affix: OF_FIREDEFENSE3 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 737/1398
(9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_ALCHEMY4 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
Affix: OF_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 738/1398
Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OF_TL2_SILENCE2 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.		
Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(5.0-5.0) Mana/s		
Affix: OFTHEBULL3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 739/1398
	Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT) Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-4.0)% less chance to fumble Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET] Effects: (4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) Affix: REAT_OF_WONDER3 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (12.0-12.0)% more Mana Affix: OFTHEMULE2 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1) Affix: OFTHEMULE3 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 740/1398
	Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) Affix: REAT_OF_WONDER2 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (8.0-8.0)% more Mana Affix: HP_ADDER_5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP) Affix: REAT_OF_DANCING5 Prefix: [ITEM] of the Super Freak No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (5.0-5.0)% less chance to block Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_EVIL Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (10.0-10.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds Affix: REAT_OF_REDMAGE3 Prefix: [ITEM] of the Red Mage	

Jan 03, 19 18:18	allafx.txt	Page 741/1398
No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (5.0-7.0)% more charge rate +(8.0-10.0) Max HP +(15.0-21.0) Mana		
Affix: OFTHEBULL2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET] Effects: (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)		
Affix: REAT_OF_EVIL5 Prefix: [ITEM] of Soul Reaping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS) (100.0-100.0)% less Effectiveness of Potions +(130.0-170.0) Mana stolen		

Jan 03, 19 18:18	allafx.txt	Page 742/1398
Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.		
Affix: REAT_OF_BLESSED Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (20.0-20.0)% less physical Armor		
Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)		
Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)		
Affix: REAT_OF_TELEPORTONSTRUCK5 Prefix: [ITEM] of Phasing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 743/1398
(25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)		
Affix: OF_PERCENT_ELECTRIC_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_PROC_FROZENSOU3 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)		
Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)		
Affix: REAT_OF_TELEPORTONSTRUCK Prefix: Phasing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)		
Affix: REAT_OF_VILLAINNY3 Prefix: Delinquent [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 744/1398
Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (25.0-25.0)% more Critical Chance (25.0-25.0)% less all damage		
Affix: OF_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)		
Affix: OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTORTURE DAMAGE BONUS)		
Affix: REAT_OF_RESIST_SLOW3 Prefix: Momentum [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Slow (named resist_slow)		
Affix: REAT_OF_WHITEMAGE5 Prefix: [ITEM] of the White Wizard		

Jan 03, 19 18:18	allafx.txt	Page 745/1398
No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (12.0-17.0)% more Effectiveness of Potions +(1.2-1.7) HP/Second +(12.0-17.0) Max HP		
Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_PAPER3 Prefix: Paper [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (5.0-5.0)% less all Armor		
Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: PETTAG_TL2_SHIELDBREAKER		

Jan 03, 19 18:18	allafx.txt	Page 746/1398
Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) (named OF_TL2_DRAWARMOR_PHYSICAL3)		
Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHETIGER5 Prefix: [ITEM] of Haste Minimum Level: 3 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named OF_TL2_DRAWMANA3)		
Affix: REAT_OF_PROC_FROZENSOUL_2 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named REAT_OF_PROC_FROZENSOUL_2) (Level 1)		

Jan 03, 19 18:18	allafx.txt	Page 747/1398
<p>Affix: OFTHESTORMS5 Prefix: [ITEM] of Reflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: REAT_OF_DANCING Prefix: Dancing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (1.0-1.0)% less chance to block</p> <p>Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_5 Prefix: [ITEM] of the Feeding Frenzy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p>		

Jan 03, 19 18:18	allafx.txt	Page 748/1398
<p>Affix: OF_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_LICH5 Prefix: [ITEM] of the Lich Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: +(88.0-112.0) Mana +(36.0-48.0) Max HP (100.0-100.0)% less Effectiveness of Potions</p> <p>Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5 Prefix: [ITEM] of Draining Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% less chance to fumble</p> <p>Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 749/1398
<p>Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_BLOODMAGIC5 Prefix: [ITEM] of Blood Magic No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(1.5-1.5) HP/Second +(10.0-10.0) Mana/s</p> <p>Affix: OFTHEMASTER22H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3 Prefix: Elemental [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI ONBONUS)</p> <p>Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: REAT_OF_RESIST_IMMOB3 Prefix: Escaping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED]</p>		

Jan 03, 19 18:18	allafx.txt	Page 750/1398
<p>Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named W odWash) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5 Prefix: [ITEM] of the Superman Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_p upercharge) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5 Prefix: [ITEM] of Debilitation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named que_immobilize)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_1 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named _frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BLESSED5 Prefix: [ITEM] of Righteousness Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-5.0)% less all Damage Taken</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [ITEM] of Cooling Minimum Level: 25 Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 751/1398
	<p>Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_STEELTOE5 Prefix: [ITEM] of Cement No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (5.0-5.0)% less Dodge Chance</p> <p>Affix: OFTHEMAGE Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, HELMET] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_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: REAT_OFMONK5 Prefix: [ITEM] of the Monk Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (20.0-20.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max 20.00, dur 0.00, type physical, level -1) (20.0-20.0)% less all damage</p>	

Jan 03, 19 18:18	allafx.txt	Page 752/1398
	<p>Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_5 Prefix: [ITEM] of the Frozen Soul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS2 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</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_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [PANTS] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 753/1398
(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEARCHER5		
Prefix: [ITEM] of the Archer		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [RANGED WEAPON]		
Effects:		
(5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE)		
-50.0 knockback (named OFTHEARCHER KNOCK BACK)		
(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)		
Affix: REAT_OF_PROC_SUPER_1		
Prefix: Super [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [MELEE]		
Effects:		
(1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s		
upercharge) (Level 1)		
Affix: TRINKET_POISONDEFENSE5		
Prefix: [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)		
Affix: REAT_OF_VILLAINNY5		
Prefix: [ITEM] of Villainy		
Minimum Level: 10		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON, CHEST ARMOR]		
Effects:		
(50.0-50.0)% more Critical Chance		
(50.0-50.0)% less all damage		
Affix: OFTHESAVANT5		
Prefix: [ITEM] of the Savant		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [HELMET]		
Effects:		
(3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)		
+(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
Affix: OFTHEMASTER2H		
Prefix: Skillful [ITEM]		
No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 754/1398
Spawn Weight: 1		
Occupies no slots		
Spawns On: [TWO HANDED]		
Effects:		
(1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEVAMPIRE5		
Prefix: [ITEM] of the Vampire		
Minimum Level: 7		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
+(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE5		
Prefix: [ITEM] of Demolishing		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_PAPERS5		
Prefix: [ITEM] of the Trade Winds		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [BOOTS]		
Effects:		
(20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
(10.0-10.0)% less all Armor		
Affix: OF_TL2_DUALWIELDBONUS		
Prefix: Bifold [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
(3.0-5.0)% more Damage while Dual Wielding		
Affix: OF_PROC_METEORSTRIKE_10		
Prefix: [ITEM] of the Meteor		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [TWO HANDED]		
Effects:		
(10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)		
Affix: OF_ELECTRICDEFENSE2		
Prefix: Grounded [ITEM]		
No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 755/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OFTHESTORMS3 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)</p> <p>Affix: OFTHETIGER3 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p>		

Jan 03, 19 18:18	allafx.txt	Page 756/1398
<p>Affix: OF_ATTRIB_MAGIC Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WONDER Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (4.0-4.0)% more Mana</p> <p>Affix: OFTHECHEETAH Prefix: Brisk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_PERCENT_ELECTRIC3 Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_1 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding) (Level 1)</p> <p>Affix: TRINKET_STAT_MAGIC5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 757/1398
<p>Affix: PETTAG_TL2_RESIST_SLOW100 Prefix: Momentous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-30.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_ELVEN5 Prefix: [ITEM] of the Will o' Wisp No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: +(50.0-50.0) electrical armor +(50.0-50.0) fire armor +(50.0-50.0) ice armor +(50.0-50.0) poison armor (10.0-10.0)% more physical Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_3 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_ICEDEFENSE3 Prefix: Warming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: OF_PERCENT_ELECTRIC5_WANDS Prefix: [ITEM] of Electric Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_STEELTOE2 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 758/1398
<p>Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (2.0-2.0)% less Dodge Chance</p> <p>Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB2 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named reat_immobilize)</p> <p>Affix: OFTHESAVANT Prefix: Savant [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: REAT_OFLICH Prefix: Lich [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 759/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: + (52.0-68.0) Mana + (18.0-24.0) Max HP (50.0-50.0)% less Effectiveness of Potions</p> <p>Affix: REAT_OF_PROC_SUPER_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-5.0)% more Execute Chance</p> <p>Affix: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 760/1398
<p>Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: OFTHETHORN2 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: TRINKET_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLOODMAGIC3 Prefix: Blood Tapping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: - (0.9-0.9) HP/Second + (6.0-6.0) Mana/s</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5 Prefix: [ITEM] of the Elements Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chance to fumble</p>		

Jan 03, 19 18:18	allafx.txt	Page 761/1398
<p>Affix: REAT_OF_PROC_SUPER_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE NSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELECATTUN Prefix: [ITEM] of Electric Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more electric damage +(100.0-100.0) electrical armor -(100.0-100.0) poison armor (20.0-20.0)% less poison damage</p> <p>Affix: OFTHETHORN Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_IMMOB3 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 762/1398
<p>Spawns On: [MELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named que_immobilize)</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: OFTHEWIZARD2 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named dra ax1)</p> <p>Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (3.0-3.0)% less Dodge Chance</p> <p>Affix: REAT_OF_RANGER Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(1.0-1.0) Mana</p> <p>Affix: OF_ICEDDEFENSE2</p>		

Jan 03, 19 18:18	allafx.txt	Page 763/1398
	Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) Affix: REAT_OF_BLESSED3 Prefix: Blessed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (3.0-3.0)% less all Damage Taken Affix: REAT_OF_PROC_FEEDING_2 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1) Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) Affix: OF_TL2_CRITICALDAMAGE2H3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) Affix: REAT_OF_PROCGETHIT_AEGIS3 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)	

Jan 03, 19 18:18	allafx.txt	Page 764/1398
	Affix: OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (9.0-9.0)% more charge rate Affix: REAT_OF_DUELIST3 Prefix: Duelist [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-5.0)% more Movement Speed (2.0-2.0)% more Dodge Chance (5.0-5.0)% more Attack Speed (2.0-2.0)% less chance to block Affix: OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1) 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) Affix: REAT_OF_PARRYING Prefix: Parrying [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) Affix: MANA_ADDER_2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 765/1398
Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)		
Affix: REAT_LIFEPERCENT5 Prefix: [ITEM] of the Blood Knight Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_PROC_POISONBURST_2 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: OFTHESOLDIERS Prefix: [ITEM] of the Soldier Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
Affix: OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 766/1398
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 ofblinding)		
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)		
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		
Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_OF_BARD5 Prefix: [ITEM] of the Legend Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 7.00, 10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_PROC_POISONBURST_3 Prefix: Miasma [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 767/1398
<p>Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</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: +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: OF_PROC_STORMCLAW15 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PERCENT_POISON3_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 768/1398
<p>Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (6.0-6.0)% more charge rate</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS2 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR HANT MAX HP)</p> <p>Affix: OF_PERCENT_ALL2_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 769/1398
	+(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)	
	Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)	
	Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)	
	Affix: REAT_OF_WHIRLWIND3 Prefix: Whirlwind [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Cast Speed (25.0-25.0)% less all damage (25.0-25.0)% more Attack Speed	
	Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.3-0.3) HP/Second	
	Affix: OF_POISONDEFENSE2 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)	
	Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 770/1398
	Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)	
	Affix: REAT_OF_PROC_POISONBURST_1 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)	
	Affix: REAT_OF_HAPPINESS5 Prefix: [ITEM] of Happiness Minimum Level: 20 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more HP	
	Affix: OFTHEMULE Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)	
	Affix: OF_PERCENT_POISON2 Prefix: Poison-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)	
	Affix: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 771/1398
Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: OFLIGHTNING5 Prefix: [ITEM] of Lightning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: 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)		
Affix: OF_TL2_SPLASH Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (15.0-15.0)% more Damage to Secondary Targets		
Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(1.5-1.5) HP/Second		
Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OFICE2 Prefix: Icy [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 772/1398
Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)		
Affix: REAT_OF_RANGERS5 Prefix: [ITEM] of the Beast Master No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (10.0-15.0)% more Pet Speed (10.0-15.0)% more Minion/Pet Damage		
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)		
Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)		
Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)		

Jan 03, 19 18:18	allafx.txt	Page 773/1398
<p>Affix: REAT_OF_PARRYING5 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5 Prefix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 774/1398
<p>+(44.0-56.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS1 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_EARTHATTUN Prefix: [ITEM] of Earth Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more physical damage No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, max 25.00, dur 0.00, type physical, level -1) (100.0-100.0)% less charge rate</p> <p>Affix: REAT_OF_DUELIST5 Prefix: [ITEM] of the Wind Walker No Level Range Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 775/1398
Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more Movement Speed (3.0-3.0)% more Dodge Chance (10.0-10.0)% more Attack Speed (3.0-3.0)% less chance to block		
Affix: OF_TL2_CRITICALDAMAGE2H5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROCGETHIT_AEGIS5 Prefix: [ITEM] of Safekeeping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)		
Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (15.0-15.0)% more charge rate		
Affix: OF_TL2_SPLASH2 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (30.0-30.0)% more Damage to Secondary Targets		
Affix: OFRESISTANCE Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE)		

Jan 03, 19 18:18	allafx.txt	Page 776/1398
+(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: REAT_LIFEPERCENT3 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BLACKMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF] Effects: (10.0-10.0)% more Effectiveness of Potions +(1.0-1.0) HP/Second +(1.0-1.0) Max HP		
Affix: REAT_OF_BARD2 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 3.00, 5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL)		
Affix: OF_PERCENT_POISON5_WANDS Prefix: [ITEM] of Poison Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding Minimum Level: 5 Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 777/1398
Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: REAT_OF_PROC_POISONBURST_5 Prefix: [ITEM] of the Scourge Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: REAT_LIFEPERCENT2 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 778/1398
Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)		
Affix: REAT_OF_ELVEN3 Prefix: Elven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: +(30.0-30.0) electrical armor +(30.0-30.0) fire armor +(30.0-30.0) ice armor +(30.0-30.0) poison armor (10.0-10.0)% more physical Damage Taken		
Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF] Effects: (50.0-50.0)% more Damage to Secondary Targets		
Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OF_PROC_BLINDCLOUD_15 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)		
Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 779/1398
(50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_FEAR3 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)		
Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_WHITEMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 780/1398
Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more Effectiveness of Potions +(0.7-1.3) HP/Second +(8.0-10.0) Max HP		
Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tornado Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Cast Speed (50.0-50.0)% less all damage (50.0-50.0)% more Attack Speed		
Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: REAT_OF_PARRYING2 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_HAPPINESS3 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (12.0-12.0)% more HP		
Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTRINKET_LIFESTEAL_MASTER2 Prefix: Synergistic [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 781/1398
<p>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: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: + (0.6-0.6) HP/Second</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: + (13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OFFICE5 Prefix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: + (21.0-29.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING2</p>		

Jan 03, 19 18:18	allafx.txt	Page 782/1398
<p>Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: + (9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: + (0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_RANGER3 Prefix: [ITEM] of the Ranger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (5.0-9.0)% more Minion/Pet Health (5.0-9.0)% more Pet Speed (5.0-9.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS2 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (8.0-8.0)% more HP</p>		

Jan 03, 19 18:18	allafx.txt	Page 783/1398
<p>Affix: REAT_OF_PROCGETHIT_AEGIS_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: REAT_OF_PARRYING3 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5 Prefix: [ITEM] of Remedy No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE5_WANDS Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 784/1398
<p>Affix: OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)</p> <p>Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_LIFEPERCENT Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p>		

Jan 03, 19 18:18	allafx.txt	Page 785/1398
<p>Affix: REAT_OF_BLACKMAGE5 Prefix: [ITEM] of the Black Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (10.0-12.0)% more Cast Speed +(3.0-4.0) Mana/s +(30.0-40.0) Mana</p> <p>Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEMASTER3 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 786/1398
<p>-60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE CRITICAL DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 787/1398
Can't Spawn On: [CANNON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHEWINDS Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 1 Occupies no slots Spawns On: [PANTS] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEARCHER Prefix: Archer [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -30.0 knockback (named OFTHEARCHER KNOCK BACK) (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (7.0-9.0)% more Damage while Dual Wielding		
Affix: OF_ICEDEFENSE Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OFTHESAGE3 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 788/1398
Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)		
Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMASTER2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)		
Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		
Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROC_FULLCHARGE_5 Prefix: [ITEM] of Energy Blast		

Jan 03, 19 18:18	allafx.txt	Page 789/1398
	<p>Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON] Effects: (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_BATTERYPOWERED3 Prefix: Battery Powered [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(3.0-3.0) Mana/s +(26.0-34.0) electric damage</p> <p>Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_FIREATTUN</p>	

Jan 03, 19 18:18	allafx.txt	Page 790/1398
	<p>Prefix: [ITEM] of Fire Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more fire damage +(100.0-100.0) fire armor -(100.0-100.0) ice armor (20.0-20.0)% less ice damage</p> <p>Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (8.0-8.0)% less charge bar decay rate</p> <p>Affix: REAT_OF_GHOUL Prefix: [ITEM] of the Ghoul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEELEPHANT3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of Swiftness No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 791/1398
+(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE) Affix: REAT_OF_CURSED2 Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_CURSED3 Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (15.0-15.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds Affix: REAT_OF_BACTEROID3 Prefix: Bacteroid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(0.9-0.9) HP/Second +(26.0-34.0) poison damage 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: OFTHEELEPHANT2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP) Affix: OFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 792/1398
Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS) Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (EED) Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) Affix: REAT_OF_POISONATTUN Prefix: [ITEM] of Poison Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more poison damage +(100.0-100.0) poison armor -(100.0-100.0) electrical armor (20.0-20.0)% less electric damage Affix: 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) Affix: OF_TL2_MISSILERANGEBONUS2 Prefix: Long Range [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTUNEMENT) (EED)		

Jan 03, 19 18:18	allafx.txt	Page 793/1398
<p>Affix: PETTAG_TL2_SHIELDBREAKER5 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_BLACKMAGE3 Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (6.0-8.0)% more Cast Speed +(2.0-2.5) Mana/s +(20.0-25.0) Mana</p> <p>Affix: OFHTERAM Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 794/1398
<p>Affix: OFTHEMASTER5 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: REAT_OF_ICEATTUN Prefix: [ITEM] of Ice Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more ice damage +(100.0-100.0) ice armor -(100.0-100.0) fire armor (20.0-20.0)% less fire damage</p> <p>Affix: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 795/1398
<p>Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 0.5 seconds (named Weapon Zombie Proc)</p> <p>Affix: HP_ADDER Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-7.0) Max HP (named HP_ADDER MAX HP)</p> <p>Affix: 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> <p>Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEELEPHANT Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_ATTRIB_MAGIC5 Prefix: [ITEM] of the Mage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE]</p>		

Jan 03, 19 18:18	allafx.txt	Page 796/1398
<p>Effects: +(170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OFFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_1 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 797/1398
Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OFMONK Prefix: Monk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (10.0-10.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 10.00, dur 0.00, type physical, level -1) (10.0-10.0)% less all damage		
Affix: REAT_OF_PROC_FULLCHARGE_3 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)		
Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealthx1)		
Affix: PETTAG_TL2_SHIELDBREAKER2 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (20.0-20.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BATTERYPOWERED5		

Jan 03, 19 18:18	allafx.txt	Page 798/1398
Prefix: [ITEM] of Powered Drain No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(5.0-5.0) Mana/s +(42.0-58.0) electric damage		
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)		
Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (24.0-24.0)% less charge bar decay rate		
Affix: OF_ATTRIB_DEXTERITY Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME2 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (Eve)		
Affix: OF_TL2_SHIELDBREAK5		

Jan 03, 19 18:18	allafx.txt	Page 799/1398
Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OFTHEELEPHANT5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: REAT_OF_TURBINE5 Prefix: [ITEM] of the Turbine Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (25.0-25.0)% more charge rate		
Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: REAT_OF_HAPPINESS Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (4.0-4.0)% more HP		
Affix: REAT_OF_BACTEROID5		

Jan 03, 19 18:18	allafx.txt	Page 800/1398
Prefix: [ITEM] of Bubonic Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(1.5-1.5) HP/Second +(42.0-58.0) poison damage		
Affix: REAT_OF_CURSED5 Prefix: [ITEM] of the Demon Pact Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS) (25.0-25.0)% more all Damage Taken Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds		
Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHESTORMS Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (16.0-16.0)% less charge bar decay rate		
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)		

Jan 03, 19 18:18	allafx.txt	Page 801/1398
<p>Affix: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEBULL Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4 Prefix: [ITEM] of Range No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_GOLEM Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 802/1398
<p>+(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (named OF_TL2_DRAWARMOR)</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: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OFWISDOM Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 803/1398
Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance		
Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: REAT_OF_REDMAGE Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(9.0-9.0) Mana		
Affix: REAT_OF_CURSED Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_ELVEN Prefix: [ITEM] of Resistance Minimum Level: 23 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		

Jan 03, 19 18:18	allafx.txt	Page 804/1398
Affix: REAT_OF_PROC_SUPERCHARGE_5 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)		
Affix: REAT_OF_PROC_SUPERCHARGE_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_PROC_SUPERCHARGE_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)		
Affix: REAT_OF_PROC_SUPERCHARGE_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)		
Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON]		

Jan 03, 19 18:18	allafx.txt	Page 805/1398
<p>Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH5 Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5 Prefix: [ITEM] of the Stone Golem No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-15.0)% less Movement Speed +(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 806/1398
<p>Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)</p> <p>Affix: OF_PROC_FIRESTORM_15 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 807/1398
<p>Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OF_PROC_ACIDRAIN_15 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE</p>		

Jan 03, 19 18:18	allafx.txt	Page 808/1398
<p>Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_NECROMANCER5 Prefix: [ITEM] of the Necromancer Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill : .5 seconds (named Weapon Zombie Proc)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT R DAMAGE BONUS)</p> <p>Affix: OF_PROC_GLACIALSPIKE_15 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (name _Glacial Spike) (Level 1)</p> <p>Affix: OFTHEMASTER32H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p>		

Affix: OF_TL2_MANA_REGEN3
Prefix: Focusing [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [GLOVES, HELMET, NECKLACE]
Effects:
 +(3.0-3.0) Mana/s

Affix: REAT_OF_PAPER
Prefix: [ITEM] of Speed
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [BOOTS]
Effects:
 (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)

Affix: OFTHEWIZARD
Prefix: Draining [ITEM]
Minimum Level: 7
Spawn Weight: 2
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
 +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)

Affix: OFTHEBULL5
Prefix: [ITEM] of the Ram
Minimum Level: 5
Spawn Weight: 5
Occupies no slots
Spawns On: [MELEE]
Effects:
 -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)

Affix: TRINKET_FIREDEFENSE5
Prefix: [ITEM] of Cooling
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [ARMOR_ELEMENTAL, TRINKET]
Can't Spawn On: [COLLAR, STUD]
Effects:
 +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)

Affix: OF_TL2_MANA_REGEN
Prefix: Focusing [ITEM]
Minimum Level: 5
Spawn Weight: 1
Occupies no slots
Spawns On: [GLOVES, HELMET, NECKLACE]
Effects:
 +(1.0-1.0) Mana/s

Affix: REAT_OF_DANCING2
Prefix: Dancing [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [BOOTS, PANTS]
Effects:
 (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)
 (2.0-2.0)% less chance to block

Affix: HP_ADDER_2
Prefix: Healthy [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_ELEMENTAL, RING]
Can't Spawn On: [COLLAR, STUD]
Effects:
 +(8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)

Affix: OF_PROCGETHIT_FULLHEAL_1
Prefix: Regenerating [ITEM]
Minimum Level: 5
Spawn Weight: 1
Occupies no slots
Spawns On: [CHEST ARMOR, RING, SHIELD]
Effects:
 (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal)
al) (Level 1)

Affix: REAT_OF_WONDERS5
Prefix: [ITEM] of Possibility
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [HELMET, STAFF]
Effects:
 (20.0-20.0)% more Mana

Affix: OFTHEMULE5
Prefix: [ITEM] of the Mule
Minimum Level: 5
Spawn Weight: 5
Occupies no slots
Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]
Effects:
 -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)

Affix: OF_PROC_THUNDERSTROM_10
Prefix: [ITEM] of Thunder
Minimum Level: 5
Spawn Weight: 4
Occupies no slots
Spawns On: [NECKLACE, ONE HANDED]
Effects:
 (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm)

Jan 03, 19 18:18	allafx.txt	Page 811/1398
ThunderStorm) (Level 1)		
Affix: REAT_OF_BARD Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP))		
Affix: HP_ADDER_3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)		
Affix: REAT_OF_DANCING3 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (3.0-3.0)% more Dodge Chance (named 3) (3.0-3.0)% less chance to block		
Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)		
Affix: REAT_OF_TURBINE Prefix: Generating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more charge rate		
Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 812/1398
Occupies no slots Spawns On: [BELT, HELMET] Effects: (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate		
Affix: REAT_OF_REDMAGE5 Prefix: [ITEM] of the Red Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more charge rate +(13.0-17.0) Max HP +(25.0-35.0) Mana		
Affix: PETTAG_TL2_RESIST_IMMOB100 Prefix: Liberating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.		
Affix: REAT_OF_EVIL3 Prefix: Evil [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 813/1398
<p>Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS) (50.0-50.0)% less Effectiveness of Potions +(140.0-160.0) Mana stolen</p> <p>Affix: OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(2.0-2.0) Mana/s</p> <p>Affix: OF_PERCENT_ELECTRIC2_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME5 Prefix: [ITEM] of Mortal Wounds</p>		

Jan 03, 19 18:18	allafx.txt	Page 814/1398
<p>No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named 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_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: REAT_OF_ALCHEMY5 Prefix: [ITEM] of the Alchemist Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ALL)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5 Prefix: [ITEM] of Engulfing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 815/1398
<p>Affix: REAT_OF_POLARITY Prefix: [ITEM] of Polarity Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OF_FIREDEFENSE2 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_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_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt hx2)</p> <p>Affix: REAT_OF_DWARVEN3 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 816/1398
<p>Effects: (10.0-10.0)% less Movement Speed +(30.0-34.0) physical Armor</p> <p>Affix: REAT_OF_DWARVEN2 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (40.0-40.0)% less Mana (20.0-20.0)% more physical Armor</p> <p>Affix: OF_PROC_THUNDERSTROM_15 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw hx3)</p> <p>Affix: OF_FIREDEFENSE3 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 817/1398
<p>Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY4 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS</p>		

Jan 03, 19 18:18	allafx.txt	Page 818/1398
<p>Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: 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, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(5.0-5.0) Mana/s</p> <p>Affix: OFTHEBULL3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 819/1398
<p>Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-4.0)% less chance to fumble</p> <p>Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET] Effects: (4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: REAT_OF_WONDER3 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (12.0-12.0)% more Mana</p> <p>Affix: OFTHEMULE2 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OFTHEMULE3 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: REAT_OF_WONDER2</p>		

Jan 03, 19 18:18	allafx.txt	Page 820/1398
<p>Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (8.0-8.0)% more Mana</p> <p>Affix: HP_ADDER_5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)</p> <p>Affix: REAT_OF_DANCING5 Prefix: [ITEM] of the Super Freak No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (5.0-5.0)% less chance to block</p> <p>Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_EVIL Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (10.0-10.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_REDMAGE3 Prefix: [ITEM] of the Red Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (5.0-7.0)% more charge rate</p>		

Jan 03, 19 18:18	allafx.txt	Page 821/1398
	+(8.0-10.0) Max HP +(15.0-21.0) Mana Affix: OFTHEBULL2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT) Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET] Effects: (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) Affix: OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1) Affix: REAT_OF_EVIL5 Prefix: [ITEM] of Soul Reaping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS) (100.0-100.0)% less Effectiveness of Potions +(130.0-170.0) Mana stolen Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 822/1398
	Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds. Affix: REAT_OF_BLESSED Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (20.0-20.0)% less physical Armor Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1) Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Immobilize (named resist_immobilize) Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP) Affix: REAT_OF_TELEPORTONSTRUCK5 Prefix: [ITEM] of Phasing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1) Affix: OF_PERCENT_ELECTRIC_WANDS Prefix: Electric-Surge [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 823/1398
	<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_3 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK Prefix: Phasing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: REAT_OF_VILLAINNY3 Prefix: Delinquent [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (25.0-25.0)% more Critical Chance (25.0-25.0)% less all damage</p>	

Jan 03, 19 18:18	allafx.txt	Page 824/1398
	<p>Affix: OF_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTORTURE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RESIST_SLOW3 Prefix: Momentum [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_WHITEMAGE5 Prefix: [ITEM] of the White Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (12.0-17.0)% more Effectiveness of Potions</p>	

Jan 03, 19 18:18	allafx.txt	Page 825/1398
+(1.2-1.7) HP/Second +(12.0-17.0) Max HP		
Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_PAPER3 Prefix: Paper [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (5.0-5.0)% less all Armor		
Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: PETTAG_TL2_SHIELDBREAKER Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 826/1398
(10.0-10.0)% more chance to break shields (named unique_shieldbreak)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less physical damage taken/monster within 5.0 meters (Up to 3) exclusive)		
Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHETIGER5 Prefix: [ITEM] of Haste Minimum Level: 3 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named dragon_ax3)		
Affix: REAT_OF_PROC_FROZENSOUL_2 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)		
Affix: OFTHESTORMS5 Prefix: [ITEM] of Reflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD]		

Jan 03, 19 18:18	allafx.txt	Page 827/1398
Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: REAT_OF_DANCING Prefix: Dancing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (1.0-1.0)% less chance to block		
Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_PROC_FEEDING_5 Prefix: [ITEM] of the Feeding Frenzy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)		
Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 828/1398
Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: REAT_OF_LICH5 Prefix: [ITEM] of the Lich Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: +(88.0-112.0) Mana +(36.0-48.0) Max HP (100.0-100.0)% less Effectiveness of Potions		
Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHEWIZARD5 Prefix: [ITEM] of Draining Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% less chance to fumble		
Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)		
Affix: REAT_OF_BLOODMAGIC5 Prefix: [ITEM] of Blood Magic		

Jan 03, 19 18:18	allafx.txt	Page 829/1398
<p>No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: - (1.5-1.5) HP/Second + (10.0-10.0) Mana/s</p> <p>Affix: OFTHEMASTER22H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS3 Prefix: Elemental [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)</p> <p>Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more ice damage (named 2)</p> <p>Affix: REAT_OF_RESIST_IMMOB3 Prefix: Escaping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPER_5</p>		

Jan 03, 19 18:18	allafx.txt	Page 830/1398
<p>Prefix: [ITEM] of the Superman Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB5 Prefix: [ITEM] of Debilitation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (named reat_of_immobilize)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_1 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_of_frozensoul_proc) (Level 1)</p> <p>Affix: REAT_OF_BLESSED5 Prefix: [ITEM] of Righteousness Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-5.0)% less all Damage Taken</p> <p>Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [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 ELECTRIC DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 831/1398
<p>Affix: REAT_OF_STEELTOE5 Prefix: [ITEM] of Cement No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (5.0-5.0)% less Dodge Chance</p> <p>Affix: OFTHEMAGE Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, HELMET] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_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: REAT_OFMONK5 Prefix: [ITEM] of the Monk Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (20.0-20.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max 20.00, dur 0.00, type physical, level -1) (20.0-20.0)% less all damage</p> <p>Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 832/1398
<p>Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_5 Prefix: [ITEM] of the Frozen Soul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named OFTHETIGER at_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS2 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</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_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [PANTS] Effects: (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5 Prefix: [ITEM] of the Archer Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 833/1398
<p>Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -50.0 knockback (named OFTHEARCHER KNOCK BACK) (5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_PROC_SUPER_1 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)</p> <p>Affix: TRINKET_POISONDEFENSE5 Prefix: [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: REAT_OF_VILLAINNY5 Prefix: [ITEM] of Villainy Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more Critical Chance (50.0-50.0)% less all damage</p> <p>Affix: OFTHESAVANT5 Prefix: [ITEM] of the Savant Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OFTHEMASTER2H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 834/1398
<p>Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE5 Prefix: [ITEM] of Demolishing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER5 Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (10.0-10.0)% less all Armor</p> <p>Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (3.0-5.0)% more Damage while Dual Wielding</p> <p>Affix: OF_PROC_METEORSTRIKE_10 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (name _Meteor Strike) (Level 1)</p> <p>Affix: OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL</p>		

Jan 03, 19 18:18	allafx.txt	Page 835/1398
NSE)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL5		
Prefix: [ITEM] of the Citadel		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [SHIELD, SHOULDER ARMOR]		
Effects:		
(7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)		
Affix: OF_PROC_BLOODWASH_15		
Prefix: [ITEM] of Blood		
Minimum Level: 5		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [TWO HANDED]		
Effects:		
(15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)		
Affix: OFTHESTORMS3		
Prefix: Mirrored [ITEM]		
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: OF_TL2_DRAWMANA5		
Prefix: [ITEM] of the Usurper		
Minimum Level: 5		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [HELMET, NECKLACE]		
Effects:		
(7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)		
Affix: OFTHETIGER3		
Prefix: Hasty [ITEM]		
Minimum Level: 3		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [GLOVES, WEAPON]		
Effects:		
(7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Affix: OF_ATTRIB_MAGIC		
Prefix: Adept [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [GLOVES, HELMET, NECKLACE]		

Jan 03, 19 18:18	allafx.txt	Page 836/1398
Effects:		
+(30-40) Focus (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_WONDER		
Prefix: Wondrous [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [HELMET, STAFF]		
Effects:		
(4.0-4.0)% more Mana		
Affix: OFTHECHEETAH		
Prefix: Brisk [ITEM]		
Minimum Level: 5		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BOOTS, PANTS]		
Effects:		
(5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
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)		
Affix: REAT_OF_PROC_FEEDING_1		
Prefix: Piranha [ITEM]		
Minimum Level: 5		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [MELEE]		
Effects:		
(5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)		
Affix: TRINKET_STAT_MAGIC5		
Prefix: [ITEM] of Focus		
No Level Range		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [ARMOR_ELEMENTAL, TRINKET]		
Can't Spawn On: [COLLAR, STUD]		
Effects:		
+(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)		
Affix: PETTAG_TL2_RESIST_SLOW100		
Prefix: Momentous [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		

```

Spawns On: [COLLAR, STUD]
Effects:
    (30.0-30.0)% more resistance to Slow (named resist_slow)

Affix: REAT_OF_ELVEN5
Prefix: [ITEM] of the Will o' Wisp
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [CHEST ARMOR, SHIELD]
Effects:
    +(50.0-50.0) electrical armor
    +(50.0-50.0) fire armor
    +(50.0-50.0) ice armor
    +(50.0-50.0) poison armor
    (10.0-10.0)% more physical Damage Taken

Affix: REAT_OF_PROC_FEEDING_3
Prefix: Piranha [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [MELEE]
Effects:
    (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_pr
oc) (Level 1)

Affix: OF_ICEDDEFENSE3
Prefix: Warming [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [RING, SHIELD]
Can't Spawn On: [COLLAR, STUD]
Effects:
    +(56.0-72.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)

Affix: OF_PERCENT_ELECTRIC5_WANDS
Prefix: [ITEM] of Electric Rage
No Level Range
Spawn Weight: 5
Occupies no slots
Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
Effects:
    (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)

Affix: REAT_OF_STEELTOE2
Prefix: Steel Toe [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [BOOTS]
Effects:
    (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)
    (2.0-2.0)% less Dodge Chance
    
```

```

Affix: OFTHEWIZARD3
Prefix: Draining [ITEM]
Minimum Level: 7
Spawn Weight: 4
Occupies no slots
Spawns On: [NECKLACE, WEAPON]
Effects:
    +(70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)

Affix: 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: OFFLAME
Prefix: Fiery [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [GLOVES, STAFF, WAND]
Effects:
    +(4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)

Affix: REAT_OF_IMMOB2
Prefix: Debilitating [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [MELEE]
Effects:
    Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named
que_immobilize)

Affix: OFTHESAVANT
Prefix: Savant [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [HELMET]
Effects:
    (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE)
    +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)

Affix: REAT_OF_LICH
Prefix: Lich [ITEM]
Minimum Level: 5
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, HELMET]
Effects:
    +(52.0-68.0) Mana
    +(18.0-24.0) Max HP
    
```

Jan 03, 19 18:18	allafx.txt	Page 839/1398
(50.0-50.0)% less Effectiveness of Potions		
Affix: REAT_OF_PROC_SUPER_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)		
Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-5.0)% more Execute Chance		
Affix: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (12.0-12.0)% less chance to fumble		
Affix: MANA_ADDER Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named MANA_ADDER MAX MANA)		
Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR]		

Jan 03, 19 18:18	allafx.txt	Page 840/1398
Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)		
Affix: OFTHETHORN2 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)		
Affix: TRINKET_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: REAT_OF_BLOODMAGIC3 Prefix: Blood Tapping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(0.9-0.9) HP/Second +(6.0-6.0) Mana/s		
Affix: REAT_ELEMEFFECT_DURATION_BONUS5 Prefix: [ITEM] of the Elements Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (2-2) second increased duration of elemental effects (named ELEMEFFECTDURATIONBONUS)		
Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chance to fumble		
Affix: REAT_OF_PROC_SUPER_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 841/1398
Spawns On: [MELEE] Effects: (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)		
Affix: OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFE NSE)		
Affix: OF_TL2_CRITICALDAMAGE2H Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_ELECATTUN Prefix: [ITEM] of Electric Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more electric damage +(100.0-100.0) electrical armor -(100.0-100.0) poison armor (20.0-20.0)% less poison damage		
Affix: OFTHETHORN Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: REAT_OF_IMMOB3 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named uni que_immobilize)		

Jan 03, 19 18:18	allafx.txt	Page 842/1398
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)		
Affix: OFTHEWIZARD2 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named dra ax1)		
Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (3.0-3.0)% less Dodge Chance		
Affix: REAT_OF_RANGER Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(1.0-1.0) Mana		
Affix: OF_ICEDDEFENSE2 Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD]		

Jan 03, 19 18:18	allafx.txt	Page 843/1398
Effects: +(36.0-48.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: REAT_OF_BLESSED3 Prefix: Blessed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (3.0-3.0)% less all Damage Taken		
Affix: REAT_OF_PROC_FEEDING_2 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)		
Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OF_TL2_CRITICALDAMAGE2H3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROCGETHIT_AEGIS3 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)		
Affix: OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 844/1398
Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (9.0-9.0)% more charge rate		
Affix: REAT_OF_DUELIST3 Prefix: Duelist [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-5.0)% more Movement Speed (2.0-2.0)% more Dodge Chance (5.0-5.0)% more Attack Speed (2.0-2.0)% less chance to block		
Affix: OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named OF_Zombie Proc Skill) (Level 1)		
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)		
Affix: REAT_OF_PARRYING Prefix: Parrying [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)		
Affix: MANA_ADDER_2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)		

Jan 03, 19 18:18	allafx.txt	Page 845/1398
<p>Affix: REAT_LIFEPERCENT5 Prefix: [ITEM] of the Blood Knight Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_PROC_POISONBURST_2 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OFTHESOLDIER5 Prefix: [ITEM] of the Soldier Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p>		

Jan 03, 19 18:18	allafx.txt	Page 846/1398
<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: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)</p> <p>Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD5 Prefix: [ITEM] of the Legend Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 7.00, 10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_POISONBURST_3 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc)</p>		

Jan 03, 19 18:18	allafx.txt	Page 847/1398
burst_proc) (Level 1)		
Affix: MANA_ADDER_3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)		
Affix: OF_PROC_STORMCLAW15 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W C_Stormclaw Proc) (Level 1)		
Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (75.0-75.0)% more Damage to Secondary Targets		
Affix: OF_PERCENT_POISON3_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_CRITICALDAMAGE2H2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR]		

Jan 03, 19 18:18	allafx.txt	Page 848/1398
Effects: (6.0-6.0)% more charge rate		
Affix: REAT_OF_PROCGETHIT_AEGIS2 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis2) (Level 1)		
Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTH HANT MAX HP)		
Affix: OF_PERCENT_ALL2_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM]		

Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [GLOVES, NECKLACE, WEAPON]
 Effects:
 (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)

Affix: OF_PERCENT_ICE3
 Prefix: Ice-Surge [ITEM]
 Minimum Level: 11
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [ARMOR]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
 (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)

Affix: REAT_OF_WHIRLWIND3
 Prefix: Whirlwind [ITEM]
 Minimum Level: 10
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [CHEST ARMOR, NECKLACE, WEAPON]
 Effects:
 (25.0-25.0)% more Cast Speed
 (25.0-25.0)% less all damage
 (25.0-25.0)% more Attack Speed

Affix: OF_TL2_HEALTH_REGEN
 Prefix: Rejuvenating [ITEM]
 No Level Range
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD]
 Effects:
 +(0.3-0.3) HP/Second

Affix: OF_POISONDEFENSE2
 Prefix: Restorative [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [RING, SHIELD]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
 +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)

Affix: OF_TL2_PETDAMAGE3
 Prefix: Commanding [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, NECKLACE, WEAPON]
 Effects:
 (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)

Affix: REAT_OF_PROC_POISONBURST_1
 Prefix: Miasma [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [NECKLACE, WEAPON]
 Effects:
 (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)

Affix: REAT_OF_HAPPINESS5
 Prefix: [ITEM] of Happiness
 Minimum Level: 20
 Spawn Weight: 5
 Occupies no slots
 Spawns On: [CHEST ARMOR, SHIELD]
 Effects:
 (20.0-20.0)% more HP

Affix: OFTHEMULE
 Prefix: Intractable [ITEM]
 Minimum Level: 5
 Spawn Weight: 1
 Occupies no slots
 Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR]
 Effects:
 -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)

Affix: OF_PERCENT_ICE3_WANDS
 Prefix: Ice-Surge [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, NECKLACE, STAFF, WAND]
 Effects:
 (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)

Affix: OF_PERCENT_POISON2
 Prefix: Poison-Surge [ITEM]
 Minimum Level: 11
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [ARMOR_ELEMENTAL]
 Can't Spawn On: [COLLAR, STUD]
 Effects:
 (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)

Affix: OFICE3
 Prefix: Icy [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, WEAPON]
 Effects:
 +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)

Jan 03, 19 18:18	allafx.txt	Page 851/1398
<p>Affix: OFLIGHTNING5 Prefix: [ITEM] of Lightning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: 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: OF_TL2_SPLASH Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(1.5-1.5) HP/Second</p> <p>Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 852/1398
<p>Affix: REAT_OF_RANGERS5 Prefix: [ITEM] of the Beast Master No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (10.0-15.0)% more Pet Speed (10.0-15.0)% more Minion/Pet Damage</p> <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> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 853/1398
	Spawns On: [2HMELEE] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) 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_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE_HANDED] Effects: (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1) Affix: OFTHEOWL5 Prefix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named OFTHEOWL MAX MANA) Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Minimum Level: 5	

Jan 03, 19 18:18	allafx.txt	Page 854/1398
	Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) Affix: REAT_OF_PROCGETHIT_AEGIS1 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST_ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1) Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) Affix: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS) Affix: REAT_OF_EARTHATTUN Prefix: [ITEM] of Earth Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST_ARMOR, SHIELD] Effects: (20.0-20.0)% more physical damage No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, max 25.00, dur 0.00, type physical, level -1) (100.0-100.0)% less charge rate Affix: REAT_OF_DUELIST5 Prefix: [ITEM] of the Wind Walker No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST_ARMOR] Effects: (10.0-10.0)% more Movement Speed (3.0-3.0)% more Dodge Chance (10.0-10.0)% more Attack Speed	

Jan 03, 19 18:18	allafx.txt	Page 855/1398
(3.0-3.0)% less chance to block		
Affix: OF_TL2_CRITICALDAMAGE2H5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROCGETHIT_AEGIS5 Prefix: [ITEM] of Safekeeping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)		
Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (15.0-15.0)% more charge rate		
Affix: OF_TL2_SPLASH2 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (30.0-30.0)% more Damage to Secondary Targets		
Affix: OFRESISTANCE Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 856/1398
Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: REAT_LIFEPERCENT3 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BLACKMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF] Effects: (10.0-10.0)% more Effectiveness of Potions +(1.0-1.0) HP/Second +(1.0-1.0) Max HP		
Affix: REAT_OF_BARD2 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 3.00, 5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL)		
Affix: OF_PERCENT_POISON5_WANDS Prefix: [ITEM] of Poison Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		

Jan 03, 19 18:18	allafx.txt	Page 857/1398
<p>Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5 Prefix: [ITEM] of the Scourge Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_LIFEPERCENT2 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p>		

Jan 03, 19 18:18	allafx.txt	Page 858/1398
<p>Affix: REAT_OF_ELVEN3 Prefix: Elven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: +(30.0-30.0) electrical armor +(30.0-30.0) fire armor +(30.0-30.0) ice armor +(30.0-30.0) poison armor (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF] Effects: (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PROC_BLINDCLOUD_15 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] Minimum Level: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 859/1398
Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_FEAR3 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)		
Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_WHITEMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more Effectiveness of Potions +(0.7-1.3) HP/Second +(8.0-10.0) Max HP		

Jan 03, 19 18:18	allafx.txt	Page 860/1398
Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tornado Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Cast Speed (50.0-50.0)% less all damage (50.0-50.0)% more Attack Speed		
Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: REAT_OF_PARRYING2 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_HAPPINESS3 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (12.0-12.0)% more HP		
Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTRINKET_LIFESTEAL_MASTER2 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		

Jan 03, 19 18:18	allafx.txt	Page 861/1398
<p>Affix: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.6-0.6) HP/Second</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: REAT_OF_IMMOB Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OFICE5 Prefix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 862/1398
<p>+(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.9-0.9) HP/Second</p> <p>Affix: PETTRINKET_LIFESTEAL_MASTER3 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_RANGER3 Prefix: [ITEM] of the Ranger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (5.0-9.0)% more Minion/Pet Health (5.0-9.0)% more Pet Speed (5.0-9.0)% more Minion/Pet Damage</p> <p>Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS2 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (8.0-8.0)% more HP</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 863/1398
<p>Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: REAT_OF_PARRYING3 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_POISONDEFENSE5 Prefix: [ITEM] of Remedy No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_PERCENT_ICE5_WANDS Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 864/1398
<p>Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</p> <p>Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)</p> <p>Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_LIFEPERCENT Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BLACKMAGE5 Prefix: [ITEM] of the Black Wizard No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 865/1398
Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (10.0-12.0)% more Cast Speed +(3.0-4.0) Mana/s +(30.0-40.0) Mana		
Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.		
Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)		
Affix: OFTHEMASTER3 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)		
Affix: OFHTERAM5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 866/1398
Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (11.0-13.0)% more Damage while Dual Wielding		
Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMAGE FEAR) NT MAX HP		
Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE 10% RICAL DEFENSE)		
Affix: OF_PERCENT_POISON2_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHEWINDS		

Jan 03, 19 18:18	allafx.txt	Page 867/1398
Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 1 Occupies no slots Spawns On: [PANTS] Effects: (3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEARCHER Prefix: Archer [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -30.0 knockback (named OFTHEARCHER KNOCK BACK) (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (7.0-9.0)% more Damage while Dual Wielding		
Affix: OF_ICEDEFENSE Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OFTHESAGE3 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)		

Jan 03, 19 18:18	allafx.txt	Page 868/1398
Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMASTER2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)		
Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		
Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROC_FULLCHARGE_5 Prefix: [ITEM] of Energy Blast Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge)		

Jan 03, 19 18:18	allafx.txt	Page 869/1398
e_proc) (Level 1)		
Affix: OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON] Effects: (35.0-35.0)% less charge bar decay rate		
Affix: OF_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_BATTERYPOWERED3 Prefix: Battery Powered [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(3.0-3.0) Mana/s +(26.0-34.0) electric damage		
Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)		
Affix: REAT_OF_FIREATTUN Prefix: [ITEM] of Fire Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 870/1398
(20.0-20.0)% more fire damage +(100.0-100.0) fire armor -(100.0-100.0) ice armor (20.0-20.0)% less ice damage		
Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (8.0-8.0)% less charge bar decay rate		
Affix: REAT_OF_GHOUL Prefix: [ITEM] of the GhouL Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OFTHEELEPHANT3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)		
Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of 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)		
Affix: REAT_OF_CURSED2 Prefix: Prismatic [ITEM] Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 871/1398
<p>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: REAT_OF_CURSED3 Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (15.0-15.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3 Prefix: Bacteroid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(0.9-0.9) HP/Second +(26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR2</p>		

Jan 03, 19 18:18	allafx.txt	Page 872/1398
<p>Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (EED)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: REAT_OF_POISONATTUN Prefix: [ITEM] of Poison Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more poison damage +(100.0-100.0) poison armor -(100.0-100.0) electrical armor (20.0-20.0)% less electric damage</p> <p>Affix: 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_TL2_MISSILERANGEPLUS2 Prefix: Long Range [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTUNEMENT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 873/1398
	Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more chance to break shields (named unique_shieldbreak) Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS) Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) Affix: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) Affix: REAT_OF_BLACKMAGE3 Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (6.0-8.0)% more Cast Speed +(2.0-2.5) Mana/s +(20.0-25.0) Mana Affix: OFHTERAM Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT) Affix: OFTHEMASTER5 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5	

Jan 03, 19 18:18	allafx.txt	Page 874/1398
	Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR) Affix: OFHTERAM3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT) Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding Affix: REAT_OF_ICEATTUN Prefix: [ITEM] of Ice Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more ice damage +(100.0-100.0) ice armor -(100.0-100.0) fire armor (20.0-20.0)% less fire damage Affix: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 4 seconds (named Weapon Zombie Proc) Affix: HP_ADDER Prefix: Healthy [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 875/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (4.0-7.0) Max HP (named HP_ADDER MAX HP)</p> <p>Affix: 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> <p>Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEELEPHANT Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: + (3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_ATTRIB_MAGIC5 Prefix: [ITEM] of the Mage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: + (170-200) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM2 Prefix: Slamming [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 876/1398
<p>Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OFFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: + (4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)</p> <p>Affix: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_1 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</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>		

Jan 03, 19 18:18	allafx.txt	Page 877/1398
<p>Affix: REAT_OFMONK Prefix: Monk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (10.0-10.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 10.00, dur 0.00, type physical, level -1) (10.0-10.0)% less all damage</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_3 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealthx1)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER2 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BATTERYPOWERED5 Prefix: [ITEM] of Powered Drain No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 878/1398
<p>-(5.0-5.0) Mana/s +(42.0-58.0) electric damage</p> <p>Affix: OF_ATTRIB_DEFENSE3 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEXTERITY Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 879/1398
(50.0-50.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OFTHEELEPHANT5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: REAT_OF_TURBINE5 Prefix: [ITEM] of the Turbine Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (25.0-25.0)% more charge rate		
Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: REAT_OF_HAPPINESS Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (4.0-4.0)% more HP		
Affix: REAT_OF_BACTEROID5 Prefix: [ITEM] of Bubonic Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 880/1398
- (1.5-1.5) HP/Second + (42.0-58.0) poison damage		
Affix: REAT_OF_CURSED5 Prefix: [ITEM] of the Demon Pact Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS) (25.0-25.0)% more all Damage Taken Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds		
Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHESTORMS Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (16.0-16.0)% less charge bar decay rate		
Affix: OF_ATTRIB_DEFENSE2 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Vitality (named OFFLAME DAMAGE BONUS)		
Affix: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET]		

Jan 03, 19 18:18	allafx.txt	Page 881/1398
	<p>Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEBULL Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHILDBREAKER3 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4 Prefix: [ITEM] of Range No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: REAT_OF_GOLEM Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2 Prefix: Bursting [ITEM] Minimum Level: 5</p>	

Jan 03, 19 18:18	allafx.txt	Page 882/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (named OF_TL2_DRAWARMOR)</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: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OFWISDOM Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 883/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-1.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_REDMAGE Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(9.0-9.0) Mana</p> <p>Affix: REAT_OF_CURSED Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELVEN Prefix: [ITEM] of Resistance Minimum Level: 23 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_5 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 884/1398
<p>Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_2 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: REAT_OF_PROC_SUPERCHARGE_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on kill (named reat_proc_supercharge) (Level 1)</p> <p>Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (8-10) physical damage over 5.00 seconds (named OF_TL2_DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH5</p>		

Jan 03, 19 18:18	allafx.txt	Page 885/1398
	<p>Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(170-200) Strength (named OFFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_ALCHEMY3 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (12.0-12.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: REAT_OF_DWARVEN5 Prefix: [ITEM] of the Stone Golem No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-15.0)% less Movement Speed +(48.0-52.0) physical Armor</p> <p>Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more fire damage (named OFFFLAME DAMAGE BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 886/1398
	<p>Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% more HP/5.0s/monster within 5.0 meters (Up to 3) (named drawhealth5)</p> <p>Affix: OF_PROC_FIRESTORM_15 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHESAGE Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: REAT_OF_ALCHEMY Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (4.0-4.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p>	

Jan 03, 19 18:18	allafx.txt	Page 887/1398
<p>Affix: REAT_OF_ALCHEMY2 Prefix: Herbalist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (8.0-8.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OF_PROC_ACIDRAIN_15 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_POISONDEFENSE Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 888/1398
<p>Effects: +(18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_NECROMANCER5 Prefix: [ITEM] of the Necromancer Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (10.0-10.0)% chance to cast Weapon Zombie Proc on kill : .5 seconds (named Weapon Zombie Proc)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (5-7) physical damage over 5.00 seconds (named OFT R DAMAGE BONUS)</p> <p>Affix: OF_PROC_GLACIALSPIKE_15 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named _Glacial Spike) (Level 1)</p> <p>Affix: OFTHEMASTER32H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (5.0-7.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_STEELTOE Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (1.0-1.0)% less Dodge Chance</p> <p>Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 889/1398
	Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: + (3.0-3.0) Mana/s	
	Affix: REAT_OF_PAPER Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)	
	Affix: OFTHEWIZARD Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: + (22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)	
	Affix: OFTHEBULL5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)	
	Affix: TRINKET_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)	
	Affix: OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: + (1.0-1.0) Mana/s	
	Affix: REAT_OF_DANCING2 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 890/1398
	Spawns On: [BOOTS, PANTS] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (2.0-2.0)% less chance to block	
	Affix: HP_ADDER_2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (8.0-11.0) Max HP (named HP_ADDER_2 MAX HP)	
	Affix: OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)	
	Affix: REAT_OF_WONDERS5 Prefix: [ITEM] of Possibility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (20.0-20.0)% more Mana	
	Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)	
	Affix: OF_PROG_THUNDERSTROM_10 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Level 1)	
	Affix: REAT_OF_BARD Prefix: Bard's [ITEM] Minimum Level: 5	

Jan 03, 19 18:18	allafx.txt	Page 891/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)</p>		
<p>Affix: HP_ADDER_3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(12.0-15.0) Max HP (named HP_ADDER_3 MAX HP)</p>		
<p>Affix: REAT_OF_DANCING3 Prefix: Dancing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (3.0-3.0)% more Dodge Chance (named 3) (3.0-3.0)% less chance to block</p>		
<p>Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p>		
<p>Affix: REAT_OF_TURBINE Prefix: Generating [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more charge rate</p>		
<p>Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET] Effects: (10.0-10.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p>		

Jan 03, 19 18:18	allafx.txt	Page 892/1398
<p>Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate</p>		
<p>Affix: REAT_OF_REDMAGE5 Prefix: [ITEM] of the Red Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more charge rate +(13.0-17.0) Max HP +(25.0-35.0) Mana</p>		
<p>Affix: PETTAG_TL2_RESIST_IMMOB100 Prefix: Liberating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)</p>		
<p>Affix: OF_PERCENT_FLAME_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p>		
<p>Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence Minimum Level: 6 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p>		
<p>Affix: REAT_OF_EVIL3 Prefix: Evil [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(400.0-500.0) Life Stolen (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 893/1398
(50.0-50.0)% less Effectiveness of Potions +(140.0-160.0) Mana stolen		
Affix: OF_PERCENT_ALL_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (1.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(2.0-2.0) Mana/s		
Affix: OF_PERCENT_ELECTRIC2_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Slow (named resist_slow)		
Affix: OF_ATTRIB_STRENGTH Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(30-40) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DAMAGEOVERTIME5 Prefix: [ITEM] of Mortal Wounds No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (13-17) physical damage over 5.00 seconds (named OFTHEB		

Jan 03, 19 18:18	allafx.txt	Page 894/1398
EAR DAMAGE BONUS)		
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)		
Affix: OF_ATTRIB_STRENGTH3 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(100-120) Strength (named OFFLAME DAMAGE BONUS)		
Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: REAT_OF_ALCHEMY5 Prefix: [ITEM] of the Alchemist Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (20.0-20.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE AL		
Affix: OF_PROCKILL_FULLHEAL_5 Prefix: [ITEM] of Engulfing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullhe (Level 1)		
Affix: REAT_OF_POLARITY Prefix: [ITEM] of Polarity Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES]		

Jan 03, 19 18:18	allafx.txt	Page 895/1398
Effects: +(10.0-15.0) electric damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) electrical armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen		
Affix: OF_FIREDEFENSE2 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)		
Affix: OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (2.0-2.0)% more HP/5.0s/monster within 2.0 meters (Up to 3) (named drawhealt hx2)		
Affix: REAT_OF_DWARVEN3 Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% less Movement Speed +(30.0-34.0) physical Armor		
Affix: REAT_OF_DWARVEN2		

Jan 03, 19 18:18	allafx.txt	Page 896/1398
Prefix: Dwarven [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (40.0-40.0)% less Mana (20.0-20.0)% more physical Armor		
Affix: OF_PROC_THUNDERSTROM_15 Prefix: [ITEM] of Thunder Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)		
Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% more HP/5.0s/monster within 3.0 meters (Up to 3) (named draw hx3)		
Affix: OF_FIREDEFENSE3 Prefix: Cooling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_f al) (Level 1)		

Jan 03, 19 18:18	allafx.txt	Page 897/1398
<p>Affix: REAT_OF_ALCHEMY4 Prefix: Herbalist's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, SHIELD] Effects: (5.0-5.0)% more Effectiveness of Potions (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHESOLDIER Prefix: Soldier [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-2.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (4.0-6.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (7-9) on hit (named OFTHESOLDIER DEGRADE ARMOR)</p> <p>Affix: OF_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 898/1398
<p>(12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_YETI Prefix: [ITEM] of the Yeti Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: 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, KLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(5.0-5.0) Mana/s</p> <p>Affix: OFTHEBULL3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 899/1398
Effects: (4.0-4.0)% less chance to fumble		
Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET] Effects: (4.0-4.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: REAT_OF_WONDER3 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (12.0-12.0)% more Mana		
Affix: OFTHEMULE2 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -20.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Level 1)		
Affix: OFTHEMULE3 Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: REAT_OF_WONDER2 Prefix: Wondrous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, STAFF] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 900/1398
(8.0-8.0)% more Mana		
Affix: HP_ADDER_5 Prefix: [ITEM] of Health No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(20.0-25.0) Max HP (named HP_ADDER_3 MAX HP)		
Affix: REAT_OF_DANCING5 Prefix: [ITEM] of the Super Freak No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (5.0-5.0)% less chance to block		
Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_EVIL Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (10.0-10.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds		
Affix: REAT_OF_REDMAGE3 Prefix: [ITEM] of the Red Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, CHEST ARMOR] Effects: (5.0-7.0)% more charge rate +(8.0-10.0) Max HP +(15.0-21.0) Mana		
Affix: OFTHEBULL2 Prefix: Slamming [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 901/1398
<p>Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OFTHETIGER Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET] Effects: (6.0-6.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Level 1)</p> <p>Affix: REAT_OF_EVIL5 Prefix: [ITEM] of Soul Reaping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE, BOW, CANNON, CROSSBOW, RIFLE] Effects: +(650.0-850.0) Life Stolen (named OFFLAME DAMAGE BONUS) (100.0-100.0)% less Effectiveness of Potions +(130.0-170.0) Mana stolen</p> <p>Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p>		

Jan 03, 19 18:18	allafx.txt	Page 902/1398
<p>Affix: REAT_OF_BLESSED Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (24.0-32.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (20.0-20.0)% less physical Armor</p> <p>Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (25.0-25.0)% more resistance to Immobilize (named resist_immobilize)</p> <p>Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK5 Prefix: [ITEM] of Phasing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (25.0-25.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: OF_PERCENT_ELECTRIC_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 903/1398
<p>Affix: OF_PERCENT_FLAME2_WANDS Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FROZENSOU_3 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_frozensoul_proc on kill at target (named reat_frozensoul_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWMANA2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (3.0-3.0)% more Mana/5.0s/monster within 3.0 meters (Up to 3) (named drawmanax2)</p> <p>Affix: REAT_OF_TELEPORTONSTRUCK Prefix: Phasing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (15.0-15.0)% chance to cast Random Teleport when struck (named Random Teleport) (Level 1)</p> <p>Affix: REAT_OF_VILLAINNY3 Prefix: Delinquent [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (25.0-25.0)% more Critical Chance (25.0-25.0)% less all damage</p> <p>Affix: OF_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 904/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less physical damage taken/monster within 3.0 meters (Up to 3 exclusive)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHOULDER ARMOR, WEAPON] Effects: Inflict on Hit: Does (2-4) physical damage over 5.00 seconds (named OFTHER DAMAGE BONUS)</p> <p>Affix: REAT_OF_RESIST_SLOW3 Prefix: Momentum [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_WHITEMAGE5 Prefix: [ITEM] of the White Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (12.0-17.0)% more Effectiveness of Potions +(1.2-1.7) HP/Second +(12.0-17.0) Max HP</p> <p>Affix: OFTHESAVAGE3 Prefix: Demolishing [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 905/1398
	<p>Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: REAT_OF_PAPER3 Prefix: Paper [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (5.0-5.0)% less all Armor</p> <p>Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-10.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] Minimum Level: 5</p>	

Jan 03, 19 18:18	allafx.txt	Page 906/1398
	<p>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) (named OFTHESAVAGE DEGRADE ARMOR) xclusive)</p> <p>Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHETIGER5 Prefix: [ITEM] of Haste Minimum Level: 3 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (5.0-5.0)% more Mana/5.0s/monster within 5.0 meters (Up to 3) (named OFTHETURTLE ARMOR BONUS) ax3)</p> <p>Affix: REAT_OF_PROC_FROZENSOUL_2 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_frozensoul_proc on kill at target (named OFTHETURTLE ARMOR BONUS) at_frozensoul_proc) (Level 1)</p> <p>Affix: OFTHESTORMS5 Prefix: [ITEM] of Reflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: REAT_OF_DANCING Prefix: Dancing [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 907/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS) (1.0-1.0)% less chance to block</p> <p>Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_5 Prefix: [ITEM] of the Feeding Frenzy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: (25.0-25.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (5.0-5.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-120.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 908/1398
<p>Affix: REAT_OF_LICH5 Prefix: [ITEM] of the Lich Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: +(88.0-112.0) Mana +(36.0-48.0) Max HP (100.0-100.0)% less Effectiveness of Potions</p> <p>Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD5 Prefix: [ITEM] of Draining Minimum Level: 7 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_FUMBLECHANCE5 Prefix: [ITEM] of Precision Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% less chance to fumble</p> <p>Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: REAT_OF_BLOODMAGIC5 Prefix: [ITEM] of Blood Magic No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(1.5-1.5) HP/Second</p>		

Jan 03, 19 18:18	allafx.txt	Page 909/1398
+(10.0-10.0) Mana/s Affix: OFTHEMASTER22H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (3.0-3.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) Affix: REAT_ELEMEFFECT_DURATION_BONUS3 Prefix: Elemental [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (1-1) second increased duration of elemental effects (named ELEMEFFECTDURATI ONBONUS) Affix: OF_PERCENT_ICE_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (2.0-3.0)% more ice damage (named 2) Affix: REAT_OF_RESIST_IMMOB3 Prefix: Escaping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (15.0-15.0)% more resistance to Immobilize (named resist_immobilize) Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WC_Blo odWash) (Level 1) Affix: REAT_OF_PROC_SUPER_5 Prefix: [ITEM] of the Superman Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 910/1398
(5.0-5.0)% chance to cast reat_proc_supercharge on strike (named reat_p upercharge) (Level 1) Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_IMMOB5 Prefix: [ITEM] of Debilitation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (25.0-25.0)% chance to Immobilize for 2.0 seconds (name que_immobilize) Affix: REAT_OF_PROC_FROZENSOU_1 Prefix: Numbing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_frozensoul_proc on kill at target (named _frozensoul_proc) (Level 1) Affix: REAT_OF_BLESSED5 Prefix: [ITEM] of Righteousness Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (5.0-5.0)% less all Damage Taken Affix: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [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 ELEC L DEFENSE) Affix: REAT_OF_STEELTOE5 Prefix: [ITEM] of Cement No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 911/1398
	Occupies no slots Spawns On: [BOOTS] Effects: (5.0-5.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (5.0-5.0)% less Dodge Chance Affix: OFTHEMAGE Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (2.0-4.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, HELMET] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) 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) Affix: REAT_OFMONK5 Prefix: [ITEM] of the Monk Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: (20.0-20.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 20.00, max 20.00, dur 0.00, type physical, level -1) (20.0-20.0)% less all damage Affix: OFTHETIGER2 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)	

Jan 03, 19 18:18	allafx.txt	Page 912/1398
	Affix: REAT_OF_PROC_FROZENSOU5 Prefix: [ITEM] of the Frozen Soul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_frozensoul_proc on kill at target (named at_frozensoul_proc) (Level 1) Affix: OFTHESTORMS2 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (12.0-12.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) Affix: OF_ATTRIB_DEFENSE Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(30-40) Vitality (named OFFLAME DAMAGE BONUS) Affix: OF_ELECTRICDEFENSE3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE) Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection Minimum Level: 13 Spawn Weight: 5 Occupies no slots Spawns On: [PANTS] Effects: (15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) Affix: OFTHEARCHER5 Prefix: [ITEM] of the Archer Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (5.0-5.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -50.0 knockback (named OFTHEARCHER KNOCK BACK)	

Jan 03, 19 18:18	allafx.txt	Page 913/1398
(5.0-5.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)		
Affix: REAT_OF_PROC_SUPER_1 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (1.0-1.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)		
Affix: TRINKET_POISONDEFENSE5 Prefix: [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)		
Affix: REAT_OF_VILLAINNY5 Prefix: [ITEM] of Villainy Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more Critical Chance (50.0-50.0)% less all damage		
Affix: OFTHESAVANT5 Prefix: [ITEM] of the Savant Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
Affix: OFTHEMASTER2H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (1.5-1.5)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire Minimum Level: 7 Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 914/1398
Spawns On: [NECKLACE, WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE5 Prefix: [ITEM] of Demolishing Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: REAT_OF_PAPERS5 Prefix: [ITEM] of the Trade Winds Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS] Effects: (20.0-20.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (10.0-10.0)% less all Armor		
Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (3.0-5.0)% more Damage while Dual Wielding		
Affix: OF_PROC_METEORSTRIKE_10 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on strike from target (name _Meteor Strike) (Level 1)		
Affix: OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 915/1398
<p>Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (7.0-7.0)% less physical damage taken/monster within 7.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLOODWASH_15 Prefix: [ITEM] of Blood Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Level 1)</p> <p>Affix: OFTHESTORMS3 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (7.0-7.0)% more Mana/5.0s/monster within 7.0 meters (Up to 3) (named drawmanax5)</p> <p>Affix: OFTHETIGER3 Prefix: Hasty [ITEM] Minimum Level: 3 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(30-40) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WONDER Prefix: Wondrous [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 916/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, STAFF] Effects: (4.0-4.0)% more Mana</p> <p>Affix: OFTHECHEETAH Prefix: Brisk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (5.0-5.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_PERCENT_ELECTRIC3 Prefix: Electric-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more electric damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROC_FEEDING_1 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: (5.0-5.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_1) (Level 1)</p> <p>Affix: TRINKET_STAT_MAGIC5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: PETTAG_TL2_RESIST_SLOW100 Prefix: Momentous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-30.0)% more resistance to Slow (named resist_slow)</p> <p>Affix: REAT_OF_ELVEN5</p>		

Jan 03, 19 18:18	allafx.txt	Page 917/1398
Prefix: [ITEM] of the Will o' Wisp No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: + (50.0-50.0) electrical armor + (50.0-50.0) fire armor + (50.0-50.0) ice armor + (50.0-50.0) poison armor (10.0-10.0)% more physical Damage Taken		
Affix: REAT_OF_PROC_FEEDING_3 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (15.0-15.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)		
Affix: OF_ICEDEFENSE3 Prefix: Warming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (56.0-72.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OF_PERCENT_ELECTRIC5_WANDS Prefix: [ITEM] of Electric Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_STEELTOE2 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (2.0-2.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (2.0-2.0)% less Dodge Chance		
Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON]		

Jan 03, 19 18:18	allafx.txt	Page 918/1398
Effects: + (70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OFFLAME Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: + (4.0-6.0) fire damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_IMMOB2 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Immobilize for 2.0 seconds (named reat_of_immobilize)		
Affix: OFTHESAVANT Prefix: Savant [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) + (15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
Affix: REAT_OF_LICH Prefix: Lich [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET] Effects: + (52.0-68.0) Mana + (18.0-24.0) Max HP (50.0-50.0)% less Effectiveness of Potions		
Affix: REAT_OF_PROC_SUPER_2 Prefix: Super [ITEM] Minimum Level: 5		

Jan 03, 19 18:18	allafx.txt	Page 919/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (2.0-2.0)% chance to cast reat_proc_supercharge on strike (named reat_proc_s upercharge) (Level 1)</p> <p>Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-5.0)% more Execute Chance</p> <p>Affix: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (12.0-12.0)% less chance to fumble</p> <p>Affix: MANA_ADDER Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named MANA_ADDER MAX MANA)</p> <p>Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHETHORN3 Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: OFTHETHORN2 Prefix: Avenging [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 920/1
<p>Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTI</p> <p>Affix: TRINKET_ICEDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLOODMAGIC3 Prefix: Blood Tapping [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE] Effects: -(0.9-0.9) HP/Second +(6.0-6.0) Mana/s</p> <p>Affix: REAT_ELEMEFFECT_DURATION_BONUS5 Prefix: [ITEM] of the Elements Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, STAFF, WAND] Effects: (2-2) second increased duration of elemental effects (named ELEMEFFECTD ONBONUS)</p> <p>Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-8.0)% less chance to fumble</p> <p>Affix: REAT_OF_PROC_SUPER_3 Prefix: Super [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: (3.0-3.0)% chance to cast reat_proc_supercharge on strike (named reat_p upercharge) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 921/1398
<p>Affix: OF_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_ELECATTUN Prefix: [ITEM] of Electric Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more electric damage +(100.0-100.0) electrical armor -(100.0-100.0) poison armor (20.0-20.0)% less poison damage</p> <p>Affix: OFTHETHORN Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: REAT_OF_IMMOB3 Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize)</p> <p>Affix: OF_PERCENT_FLAME2 Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL]</p>		

Jan 03, 19 18:18	allafx.txt	Page 922/1398
<p>Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHEWIZARD2 Prefix: Draining [ITEM] Minimum Level: 7 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)</p> <p>Affix: OF_TL2_DRAWMANA Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (1.5-1.5)% more Mana/5.0s/monster within 1.5 meters (Up to 3) (named draw_ax1)</p> <p>Affix: REAT_OF_STEELTOE3 Prefix: Steel Toe [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (3.0-3.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (3.0-3.0)% less Dodge Chance</p> <p>Affix: REAT_OF_RANGER Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF] Effects: (3.0-3.0)% more Cast Speed +(1.0-1.0) Mana/s +(1.0-1.0) Mana</p> <p>Affix: OF_ICEDDEFENSE2 Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: REAT_OF_BLESSED3 Prefix: Blessed [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 923/1398
	<p>Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD] Effects: (3.0-3.0)% less all Damage Taken</p> <p>Affix: REAT_OF_PROC_FEEDING_2 Prefix: Piranha [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: (10.0-10.0)% chance to cast reat_feeding_proc on kill (named reat_feeding_proc) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED] Effects: (45.0-45.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS3 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (3.0-3.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (9.0-9.0)% more charge rate</p>	

Jan 03, 19 18:18	allafx.txt	Page 924/1398
	<p>Affix: REAT_OF_DUELIST3 Prefix: Duelist [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-5.0)% more Movement Speed (2.0-2.0)% more Dodge Chance (5.0-5.0)% more Attack Speed (2.0-2.0)% less chance to block</p> <p>Affix: OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [ITEM] Minimum Level: 11 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_PARRYING Prefix: Parrying [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HMELEE] Effects: (1.0-1.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: MANA_ADDER_2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named MANA_ADDER_2 MAX MANA)</p> <p>Affix: REAT_LIFEPERCENT5 Prefix: [ITEM] of the Blood Knight Minimum Level: 10 Spawn Weight: 5 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 925/1398
Effects: (15.0-15.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_PROC_POISONBURST_2 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: OFTHESOLDIER5 Prefix: [ITEM] of the Soldier Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-5.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (7.0-9.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) Degrade enemy armor by (10-14) on hit (named OFTHESOLDIER DEGRADE ARMOR)		
Affix: OF_ATTRIB_DEXTERITY2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(65-80) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_PETHEALTH2 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (10.0-10.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: PETTRINKET_LIFESTEAL_MASTER7 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 926/1398
Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(145.0-167.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (15.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_OF_BARD5 Prefix: [ITEM] of the Legend Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 7.00, 10.00, dur 0.00, type physical, level -1) (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ATTRIB_DEXTERITY3 Prefix: Agile [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(100-120) Dexterity (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OF_PROC_POISONBURST_3 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-15.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)		
Affix: MANA_ADDER_3 Prefix: Mystical [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 927/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (26.0-34.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: OF_PROC_STORMCLAW15 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named W C_Stormclaw Proc) (Level 1)</p> <p>Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (75.0-75.0)% more Damage to Secondary Targets</p> <p>Affix: OF_PERCENT_POISON3_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (7.0-9.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (6.0-6.0)% more charge rate</p> <p>Affix: REAT_OF_PROCGETHIT_AEGIS2 Prefix: Aegis [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 928/1398
<p>Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds (named OFTHEBEAR HANT MAX HP)</p> <p>Affix: OF_PERCENT_ALL2_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (3.0-3.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: + (40.0-40.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) + (40.0-40.0) ice armor (named OFRESISTANCE FIRE DEFENSE) + (40.0-40.0) fire armor (named OFRESISTANCE ICE DEFENSE) + (40.0-40.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p> <p>Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 929/1398
<p>Affix: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WHIRLWIND3 Prefix: Whirlwind [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Cast Speed (25.0-25.0)% less all damage (25.0-25.0)% more Attack Speed</p> <p>Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.3-0.3) HP/Second</p> <p>Affix: OF_POISONDEFENSE2 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(36.0-48.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (15.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_PROC_POISONBURST_1 Prefix: Miasma [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 930/1398
<p>Effects: (5.0-5.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: REAT_OF_HAPPINESS5 Prefix: [ITEM] of Happiness Minimum Level: 20 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more HP</p> <p>Affix: OFTHEMULE Prefix: Intractable [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OF_PERCENT_ICE3_WANDS Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: 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: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5 Prefix: [ITEM] of Lightning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 931/1398
<p>Effects: +(21.0-29.0) electric damage (named OFLIGHTNING DAMAGE BONUS)</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: OF_TL2_SPLASH Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (15.0-15.0)% more Damage to Secondary Targets</p> <p>Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(1.5-1.5) HP/Second</p> <p>Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFICE2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: REAT_OF_RANGERS5 Prefix: [ITEM] of the Beast Master No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 932/1398
<p>Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (10.0-15.0)% more Pet Speed (10.0-15.0)% more Minion/Pet Damage</p> <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> <p>Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE RICAL DEFENSE)</p> <p>Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (10.0-10.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(56.0-72.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: REAT_OF_PARRYING5 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HMELEE] Effects: (5.0-5.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: TRINKET_FIRE_BONUS5</p>		

Jan 03, 19 18:18	allafx.txt	Page 933/1398
	<p>Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky Minimum Level: 8 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OFTHEOWL5 Prefix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 934/1398
	<p>Affix: REAT_OF_PROCGETHIT_AEGIS1 Prefix: Aegis [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (1.0-1.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis) (Level 1)</p> <p>Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_EARTHATTUN Prefix: [ITEM] of Earth Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more physical damage No effect details for effect PHYSICAL DEFENSE with parameters (min 25.00, dur 0.00, type physical, level -1) (100.0-100.0)% less charge rate</p> <p>Affix: REAT_OF_DUELIST5 Prefix: [ITEM] of the Wind Walker No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more Movement Speed (3.0-3.0)% more Dodge Chance (10.0-10.0)% more Attack Speed (3.0-3.0)% less chance to block</p> <p>Affix: OF_TL2_CRITICALDAMAGE2H5 Prefix: [ITEM] of Violence Minimum Level: 5</p>	

Jan 03, 19 18:18	allafx.txt	Page 935/1398
Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (75.0-75.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROGGETHIT_AEGIS5 Prefix: [ITEM] of Safekeeping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (5.0-5.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)) (Level 1)		
Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (15.0-15.0)% more charge rate		
Affix: OF_TL2_SPLASH2 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLEARM, STAFF] Effects: (30.0-30.0)% more Damage to Secondary Targets		
Affix: OFRESISTANCE Prefix: [ITEM] of Resistance Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(14.0-14.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(14.0-14.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(14.0-14.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(14.0-14.0) electrical armor (named OFRESISTANCE POISON DEFENSE)		
Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, PANTS] Effects: (10.0-10.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		

Jan 03, 19 18:18	allafx.txt	Page 936/1398
Affix: REAT_LIFEPERCENT3 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (10.0-10.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BLACKMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF] Effects: (10.0-10.0)% more Effectiveness of Potions +(1.0-1.0) HP/Second +(1.0-1.0) Max HP		
Affix: REAT_OF_BARD2 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 3.00, 5.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL))		
Affix: OF_PERCENT_POISON5_WANDS Prefix: [ITEM] of Poison Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING]		

Jan 03, 19 18:18	allafx.txt	Page 937/1398
<p>Effects: (25.0-25.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: REAT_OF_BARD3 Prefix: Bard's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 7.00, dur 0.00, type physical, level -1) (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PROC_POISONBURST_5 Prefix: [ITEM] of the Scourge Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (25.0-25.0)% chance to cast reat_poisonburst_proc on kill (named reat_poisonburst_proc) (Level 1)</p> <p>Affix: OF_ATTRIB_DEXTERITY5 Prefix: [ITEM] of Agility No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(170-200) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_LIFEPERCENT2 Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-5.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(44.0-56.0) Mana (named MANA_ADDER_3 MAX MANA)</p> <p>Affix: REAT_OF_ELVEN3 Prefix: Elven [ITEM] No Level Range Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 938/1398
<p>Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: +(30.0-30.0) electrical armor +(30.0-30.0) fire armor +(30.0-30.0) ice armor +(30.0-30.0) poison armor (10.0-10.0)% more physical Damage Taken</p> <p>Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, NECKLACE, POLY STAFF] Effects: (50.0-50.0)% more Damage to Secondary Targets</p> <p>Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(8.0-12.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PROC_BLINDCLOUD_15 Prefix: [ITEM] of Clouded Vision Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [TWO HANDED] Effects: (15.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (5.0-7.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p>		

Jan 03, 19 18:18	allafx.txt	Page 939/1398
<p>Affix: OF_TL2_FEAR3 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (6.0-6.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP)</p> <p>Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHEOWL2 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-22.0) Mana (named OFTHEOWL MAX MANA)</p> <p>Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_WHITEMAGE Prefix: [ITEM] of the White Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMACE, STAFF, CHEST ARMOR] Effects: (8.0-12.0)% more Effectiveness of Potions +(0.7-1.3) HP/Second +(8.0-10.0) Max HP</p> <p>Affix: REAT_OF_WHIRLWIND5 Prefix: [ITEM] of the Tornado Minimum Level: 10 Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 940/1398
<p>Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, WEAPON] Effects: (50.0-50.0)% more Cast Speed (50.0-50.0)% less all damage (50.0-50.0)% more Attack Speed</p> <p>Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: REAT_OF_PARRYING2 Prefix: Parrying [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HMELEE] Effects: (2.0-2.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_HAPPINESS3 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (12.0-12.0)% more HP</p> <p>Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, WEAPON] Effects: (25.0-25.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: 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: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 941/1398
	Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.6-0.6) HP/Second Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) Affix: OFLIGHTNING3 Prefix: Charged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) electric damage (named OFLIGHTNING DAMAGE BONUS) Affix: REAT_OF_IMMOB Prefix: Debilitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: Inflict on Hit: (5.0-5.0)% chance to Immobilize for 2.0 seconds (named unique_immobilize) Affix: OFICE5 Prefix: [ITEM] of Ice No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) ice damage (named OFICE DAMAGE BONUS) Affix: OFLIGHTNING2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) electric damage (named OFLIGHTNING DAMAGE BONUS) Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 942/1398
	Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(0.9-0.9) HP/Second 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) Affix: REAT_OF_RANGER3 Prefix: [ITEM] of the Ranger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, POLEARM, RIFLE, CHEST ARMOR] Effects: (5.0-9.0)% more Minion/Pet Health (5.0-9.0)% more Pet Speed (5.0-9.0)% more Minion/Pet Damage Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) Affix: REAT_OF_HAPPINESS2 Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (8.0-8.0)% more HP Affix: REAT_OF_PROCGETHIT_AEGIS_2 Prefix: Regenerating [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, RING, SHIELD] Effects: (2.0-2.0)% chance to cast reat_proc_aegis when struck (named reat_proc_aegis)) (Level 1) Affix: REAT_OF_PARRYING3	

Jan 03, 19 18:18	allafx.txt	Page 943/1398
Prefix: Parrying [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: (3.0-3.0)% more Dodge Chance (named OFFLAME DAMAGE BONUS)		
Affix: OF_POISONDEFENSE5 Prefix: [ITEM] of Remedy No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(90.0-60.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)		
Affix: OFTHESEEKER3 Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (10.0-10.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)		
Affix: OF_PERCENT_ICE5_WANDS Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_PERCENT_POISON_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (2.0-3.0)% more poison damage (named OFFLAME DAMAGE BONUS)		
Affix: OFLIGHTNING		

Jan 03, 19 18:18	allafx.txt	Page 944/1398
Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: +(26.0-34.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEOWL MAX HP)		
Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: REAT_LIFEPERCENT Prefix: Bloody [ITEM] Minimum Level: 10 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (2.5-2.5)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: REAT_OF_BLACKMAGE5 Prefix: [ITEM] of the Black Wizard No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (10.0-12.0)% more Cast Speed +(3.0-4.0) Mana/s +(30.0-40.0) Mana		

Jan 03, 19 18:18	allafx.txt	Page 945/1398
<p>Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] Minimum Level: 6 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, NECKLACE, POLEARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (5.0-5.0)% chance to cast WC_Meteor Strike on strike from target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: OFTHEMASTER3 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (3.0-5.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5 Prefix: [ITEM] of the Ram Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHESAGE2 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (4.0-4.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p>		

Jan 03, 19 18:18	allafx.txt	Page 946/1398
<p>Affix: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (11.0-13.0)% more Damage while Dual Wielding</p> <p>Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (2.0-2.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)</p> <p>Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE PERCENT DEFENSE)</p> <p>Affix: OF_PERCENT_POISON2_WANDS Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, RANGED WEAPON] Effects: (4.0-6.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFVENOM Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON, SHOULDER ARMOR, STAFF] Can't Spawn On: [CANNON] Effects: +(4.0-6.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEWINDS Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 1 Occupies no slots Spawns On: [PANTS] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 947/1398
(3.0-3.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHEARCHER Prefix: Archer [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: (3.0-3.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) -30.0 knockback (named OFTHEARCHER KNOCK BACK) (3.0-3.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED)		
Affix: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (7.0-9.0)% more Damage while Dual Wielding		
Affix: OF_ICEDEFENSE Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHIELD] Can't Spawn On: [COLLAR, STUD] Effects: +(18.0-24.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)		
Affix: OFTHESAGE3 Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (6.0-6.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_ATTRIB_MAGIC3 Prefix: Adept [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(100-120) Focus (named OFFLAME DAMAGE BONUS)		
Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET]		

Jan 03, 19 18:18	allafx.txt	Page 948/1398
Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMASTER2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL NSE)		
Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblinding)		
Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (25.0-25.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROC_FULLCHARGE_5 Prefix: [ITEM] of Energy Blast Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-5.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)		
Affix: OF_PERCENT_ICE2_WANDS Prefix: Ice-Surge [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 949/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR, WEAPON] Effects: (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OF_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: REAT_OF_BATTERYPOWERED3 Prefix: Battery Powered [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(3.0-3.0) Mana/s +(26.0-34.0) electric damage</p> <p>Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (3.0-3.0)% less all damage taken/monster within 3.0 meters (Up to 3) (Exclusive)</p> <p>Affix: REAT_OF_FIREATTUN Prefix: [ITEM] of Fire Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more fire damage +(100.0-100.0) fire armor -(100.0-100.0) ice armor (20.0-20.0)% less ice damage</p>		

Jan 03, 19 18:18	allafx.txt	Page 950/1398
<p>Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (8.0-8.0)% less charge bar decay rate</p> <p>Affix: REAT_OF_GHOUL Prefix: [ITEM] of the Ghoul Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) poison damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) poison armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: OFTHEELEPHANT3 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OF_CURSED2 Prefix: Prismatic [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 951/1398
<p>Affix: REAT_OF_CURSED3 Prefix: Cursed [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (30.0-30.0)% more all damage (named OFFLAME DAMAGE BONUS) (15.0-15.0)% more all Damage Taken Inflict on Hit: (5.0-5.0)% chance to Fear for 3.0 seconds</p> <p>Affix: REAT_OF_BACTEROID3 Prefix: Bacteroid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(0.9-0.9) HP/Second +(26.0-34.0) poison damage</p> <p>Affix: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT2 Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(6.0-8.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: OFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 952/1398
<p>(2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Eve)</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE)</p> <p>Affix: REAT_OF_POISONATTUN Prefix: [ITEM] of Poison Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more poison damage +(100.0-100.0) poison armor -(100.0-100.0) electrical armor (20.0-20.0)% less electric damage</p> <p>Affix: 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_TL2_MISSILERANGEBONUS2 Prefix: Long Range [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(1.0-1.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (50.0-50.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5</p>		

Jan 03, 19 18:18	allafx.txt	Page 953/1398
	<p>Prefix: [ITEM] of the Spectrum Minimum Level: 11 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING] Effects: (5.0-5.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-10.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: REAT_OF_BLACKMAGE3 Prefix: [ITEM] of the Black Mage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HSWORD, STAFF, CHEST ARMOR] Effects: (6.0-8.0)% more Cast Speed +(2.0-2.5) Mana/s +(20.0-25.0) Mana</p> <p>Affix: OFHTERAM Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMASTERS5 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, ONE HANDED] Effects: (6.0-8.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p>	

Jan 03, 19 18:18	allafx.txt	Page 954/1398
	<p>Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: REAT_OF_ICEATTUN Prefix: [ITEM] of Ice Attunement Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (20.0-20.0)% more ice damage +(100.0-100.0) ice armor -(100.0-100.0) fire armor (20.0-20.0)% less fire damage</p> <p>Affix: REAT_OF_NECROMANCER Prefix: Voodoo [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [TWO HANDED, CHEST ARMOR] Effects: Inflict on Hit: (5.0-5.0)% chance to cast Weapon Zombie Proc on kill for 10 seconds (named Weapon Zombie Proc)</p> <p>Affix: HP_ADDER Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, RING] Can't Spawn On: [COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 955/1398
+(4.0-7.0) Max HP (named HP_ADDER MAX HP)		
Affix: PETTRINKET_LIFESTEAL_MASTER Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)		
Affix: OFTHEELEPHANT Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(3.0-5.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: OF_ATTRIB_MAGIC5 Prefix: [ITEM] of the Mage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET, NECKLACE] Effects: +(170-200) Focus (named OFFLAME DAMAGE BONUS)		
Affix: OFHTERAM2 Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		

Jan 03, 19 18:18	allafx.txt	Page 956/1398
Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)		
Affix: OFFICE Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(4.0-6.0) ice damage (named OFFICE DAMAGE BONUS)		
Affix: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: REAT_OF_PROC_FULLCHARGE_1 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-1.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharge_proc) (Level 1)		
Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-2.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: REAT_OFMONK Prefix: Monk [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET]		

Jan 03, 19 18:18	allafx.txt	Page 957/1398
<p>Effects: (10.0-10.0)% more XP gained No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 10.00, dur 0.00, type physical, level -1) (10.0-10.0)% less all damage</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_3 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (3.0-3.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg e_proc) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 3) (named drawhealt hx1)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER2 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (20.0-20.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] Minimum Level: 7 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: +(65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: REAT_OF_BATTERYPOWERED5 Prefix: [ITEM] of Powered Drain No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(5.0-5.0) Mana/s +(42.0-58.0) electric damage</p> <p>Affix: OF_ATTRIB_DEFENSE3 Prefix: Fortified [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 958/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (24.0-24.0)% less charge bar decay rate</p> <p>Affix: OF_ATTRIB_DEXTERITY Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, GLOVES, NECKLACE] Effects: +(30-40) Dexterity (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFFLAME2 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, STAFF, WAND] Effects: +(9.0-11.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (5.0-5.0)% less all damage taken/monster within 5.0 meters (Up to 3) (E ive)</p> <p>Affix: OF_TL2_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFTHEELEPHANT5 Prefix: [ITEM] of Health No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 959/1398
	<p>Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS, RING, SHIELD] Effects: +(18.0-24.0) Max HP (named OFTHEELEPHANT MAX HP)</p> <p>Affix: REAT_OF_TURBINE5 Prefix: [ITEM] of the Turbine Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [TWO HANDED] Effects: (25.0-25.0)% more charge rate</p> <p>Affix: OFTHESEEKER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: REAT_OF_HAPPINESS Prefix: Joyful [ITEM] Minimum Level: 20 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, SHIELD] Effects: (4.0-4.0)% more HP</p> <p>Affix: REAT_OF_BACTEROID5 Prefix: [ITEM] of Bubonic Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: -(1.5-1.5) HP/Second +(42.0-58.0) poison damage</p> <p>Affix: REAT_OF_CURSED5 Prefix: [ITEM] of the Demon Pact</p>	

Jan 03, 19 18:18	allafx.txt	Page 960/1398
	<p>Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, WEAPON, CHEST ARMOR] Effects: (50.0-50.0)% more all damage (named OFFLAME DAMAGE BONUS) (25.0-25.0)% more all Damage Taken Inflict on Hit: (10.0-10.0)% chance to Fear for 3.0 seconds</p> <p>Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHESTORMS Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (6.0-6.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, SHOULDER ARMOR] Effects: (16.0-16.0)% less charge bar decay rate</p> <p>Affix: 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: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration Minimum Level: 15 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p>	

Jan 03, 19 18:18	allafx.txt	Page 961/1398
<p>Affix: OFTHEBULL Prefix: Slamming [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER3 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (25.0-25.0)% more chance to break shields (named unique_shieldbreak)</p> <p>Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, NECKLACE, STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4 Prefix: [ITEM] of Range No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CROSSBOW, NECKLACE, PISTOL, WAND] Effects: +(2.0-2.0) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SP EED)</p> <p>Affix: REAT_OF_GOLEM Prefix: [ITEM] of the Yeti Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES] Effects: +(10.0-15.0) ice damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) ice armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: REAT_OF_PROC_FULLCHARGE_2 Prefix: Bursting [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (2.0-2.0)% chance to cast reat_fullcharge_proc on kill (named reat_fullcharg e_proc) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 962/1398
<p>Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.0-1.0)% less all damage taken/monster within 1.0 meters (Up to 3) (E ive)</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: OFTHEMASTER52H Prefix: [ITEM] of Skill No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [NECKLACE, TWO HANDED] Effects: (9.0-12.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: REAT_OFWISDOM Prefix: [ITEM] of the Sage Minimum Level: 5 Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, NECKLACE] Effects: (10.0-10.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: ELEC2 Prefix: Resonant [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC ses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)</p> <p>Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON]</p>		

Effects:
(1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)

```

Affix: DEX_VIT2_1H
Prefix: Pathfinder's [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]
Effects:
+ (35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph)
+ (35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)

Affix: CAST_SPEED4_C
Prefix: War-Mage's [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [CHEST ARMOR]
Effects:
(10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)

Affix: RED_DMG_MELEE_DMG1
Prefix: Strife-Sigil [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [SHIELD, STAFF]
Effects:
(1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)
(1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)

Affix: MAG1
Prefix: Mage's [ITEM]
No Level Range
Spawn Weight: 1
Occupies no slots
Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]
Effects:
+ (25-50) Focus (named MAG1)

Affix: PROC_OPENWOUND3
Prefix: [ITEM] of Wounding
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]
Effects:
(15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)

Affix: DEGRADE1
Prefix: Crushing [ITEM]
No Level Range
Spawn Weight: 1

```

```
Occupies no slots
Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]
Effects:
    Degrade enemy armor by (5-10) on hit (named Degrade1)
```

```

Affix: CLASS_BASED_D_A
  Prefix: Elderstone [ITEM]
  Minimum Level: 25
  Spawn Weight: 4
  Occupies no slots
  Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI
CE, RING]
  Effects:
    No effect details for effect PERCENT DEFENSE with parameters (min 2.00,
5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT
graph)
    Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with p
eters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASI
1) (Uses PERCENT graph)

```

```
Affix: THORNS_POIS3
Prefix: Noxious [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [ARMOR_PHYSICAL, SHIELD]
Effects:
(30.0-50.0)% poison damage reflected (named THORNS POIS3)
```

```

Affix: DMG_PROC_ICE1
  Prefix: Shard-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max
0.00, dur 0.00, type ice, level -1) (named DMG PROC ICE1)

```

```

Affix: DMG_PROC_ELEC1
  Prefix: Jolt-Barb [ITEM]
  No Level Range
  Spawn Weight: 2
  Occupies no slots
  Spawns On: [NECKLACE, WEAPON]
  Effects:
    No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max
0.00, dur 0.00, type electric, level -1) (named DMG PROC Elec1)

```

```
Affix: WEAPON_MAT12
Prefix: Hexsteel [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
+ (5.0-10.0) poison damage (named WEAPON_MAT12)
```

Jan 03, 19 18:18	allafx.txt	Page 965/1398
12)	<p>Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)</p> <p>+ (5.0-10.0) physical damage (named WEAPON_MAT12)</p> <p>Affix: CLASS_BASED_B_1</p> <p>Prefix: Totemic [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM]</p> <p>Effects:</p> <p>No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)</p> <p>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)</p> <p>Affix: BOOTS1_A</p> <p>Prefix: Sure [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>-25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: XP2</p> <p>Prefix: Wanderer's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, CHEST ARMOR, PANTS]</p> <p>Effects:</p> <p>(2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6_A</p> <p>Prefix: Serpentine [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>(15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE1</p> <p>Prefix: Flame-Flicker [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, WEAPON]</p> <p>Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 966/1398
	<p>(1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)</p> <p>Affix: BOOTS3_C</p> <p>Prefix: Grounded [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE2</p> <p>Prefix: Flux [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: ELEC2_2H</p> <p>Prefix: Resonant [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph)</p> <p>Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_2H) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT4_C</p> <p>Prefix: Raven Scale [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)</p> <p>+(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS4</p> <p>Prefix: Grim [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 967/1398
(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_BONUS5 Prefix: Cruel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC1 Prefix: Volt-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)		
Affix: DEX4_2H_2 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)		
Affix: RED_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)		
Affix: VIT4 Prefix: Guardian's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(175-250) Vitality (named VIT4)		

Jan 03, 19 18:18	allafx.txt	Page 968/1398
Affix: MF1 Prefix: Vintage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)		
Affix: STR_DEX1 Prefix: Bandit's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(50-100) Strength (named STR_DEX1) +(50-100) Dexterity (named STR_DEX1)		
Affix: XP3 Prefix: Explorer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR14 Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, SHOULDER ARMOR, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)		
Affix: FACTION_ARMOR9_C Prefix: Greenmist [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses LINEAR_GRAPH graph)		
Affix: WEAPON_MAT13 Prefix: Saronite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 969/1398
Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT13) (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT13)		
Affix: DMG_PROC_FIRE1 Prefix: Flare-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)		
Affix: ARMOR_STATS_MAG2_C Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_PERCENT_LOW8_A Prefix: Decayed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)		
Affix: THORNS_POIS2 Prefix: Despoiled [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% poison damage reflected (named THORNS_POIS2)		
Affix: PROC_OPENWOUND2 Prefix: [ITEM] of Bloodletting No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 970/1398
Affix: BLINDING4_A Prefix: [ITEM] of Distortion No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE6_A Prefix: Plated [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_FIRE4_1H Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)		
Affix: ELEC3 Prefix: Thundering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 971/1398
	<p>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph)</p> <p>-25.0 knockback (named ELEC3)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H</p> <p>Prefix: Abberant [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 8</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Can't Spawn On: [TWO HANDED]</p> <p>Effects:</p> <p>(25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>(25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE2</p> <p>Prefix: [ITEM] of Menace</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, WEAPON]</p> <p>Effects:</p> <p>(1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: ELEC1</p> <p>Prefix: Shocking [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6_C</p> <p>Prefix: Plated [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+ (50.0-75.0) physical Armor (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG2</p> <p>Prefix: Battle-Rune [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [SHIELD, STAFF]</p> <p>Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 972/1398
	<p>(5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)</p> <p>(3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE3</p> <p>Prefix: Chaotic [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [RING, WEAPON]</p> <p>Effects:</p> <p>(1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>(1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>(1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: MAG2</p> <p>Prefix: Wizard's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND]</p> <p>Effects:</p> <p>+ (50-100) Focus (named MAG2)</p> <p>Affix: DEGRADE2</p> <p>Prefix: Shattering [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF]</p> <p>Effects:</p> <p>Degrade enemy armor by (10-15) on hit (named Degrade2)</p> <p>Affix: DODGE5</p> <p>Prefix: [ITEM] of Displacement</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS]</p> <p>Effects:</p> <p>(10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_4</p> <p>Prefix: Ebonwood [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, STAFF]</p> <p>Effects:</p> <p>-25.0 knockback (named CLASS_BASED_D_4)</p> <p>(15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 973/1398
<p>Affix: BLINDING4_C Prefix: [ITEM] of Distortion No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ELEC2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2)</p> <p>Affix: ARMOR_STATS_MAG2_A Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named ARMOR_STATS_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2 Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)</p> <p>Affix: ARMOR_PERCENT_LOW8_C Prefix: Decayed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_B</p>		

Jan 03, 19 18:18	allafx.txt	Page 974/1398
<p>Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT_GRAPH graph)</p> <p>Affix: FACTION_ARMOR9_A Prefix: Greenmist [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses Linear_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses Linear_GRAPH graph)</p> <p>Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT_GRAPH graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1 Prefix: Seeker's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 975/1398
(1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)		
Affix: MF3		
Prefix: Antique [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR]		
Effects:		
(3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)		
Affix: ARM_ILLUM4		
Prefix: Lightweave [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
+(20.0-40.0) electric Armor (named ARM_ILLUM4)		
(5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_FIRE2		
Prefix: Flame-Flare [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
(5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC3		
Prefix: Volt-Shock [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
(10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)		
Affix: RED_ELEMENTAL_RANGE1		
Prefix: Elemental [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]		
Effects:		
(1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
(1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
(1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)		
Affix: CLASS_BASED_B_3_1H		
Prefix: Ancestral [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 976/1398
Minimum Level: 25		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)		
(10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_BONUS6		
Prefix: Merciless [ITEM]		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [WEAPON]		
Effects:		
(15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)		
Affix: ARMOR_MAT4_A		
Prefix: Raven Scale [ITEM]		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]		
Can't Spawn On: [CHEST ARMOR, COLLAR, STUD, ENCHANTER]		
Effects:		
+(100.0-150.0) ice Armor (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)		
+(10.0-15.0) Mana/s (named ARMOR_MAT4) (Uses LINEAR_GRAPH graph)		
Affix: BLINDING2_1H		
Prefix: [ITEM] of Obscuring		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]		
Effects:		
Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)		
(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)		
Affix: EXECUTE4_1H		
Prefix: Executioner's [ITEM]		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]		
Effects:		
(10.0-15.0)% more Execute Chance (named EXECUTE4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_ELEC2		
Prefix: Volt-Flare [ITEM]		
No Level Range		
Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 977/1398
Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC5_2H Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)		
Affix: ELEC_DOT2_1H Prefix: Haywire [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)		
Affix: BOOTS3_A Prefix: Grounded [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named BOOTS3) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT6_C Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 978/1398
Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph) (15.0-20.0)% more resistance to Slow (named ARMOR_MAT6) (Uses LINEAR_GRAPH graph)		
Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(75-150) Strength (named STR_DEX2) +(75-150) Dexterity (named STR_DEX2)		
Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)		
Affix: BOOTS1_C Prefix: Sure [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS1) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named BOOTS1) (Uses LINEAR_GRAPH graph)		
Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)		
Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10) +(5.0-10.0) ice damage (named WEAPON_MAT10)		

Jan 03, 19 18:18	allafx.txt	Page 979/1398
<p>Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1 Prefix: Foul [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: DMG_ANGRY3_2H Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED4_2HR_2 Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph) + (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 980/1398
<p>Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3 Prefix: Sundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1 Prefix: [ITEM] of Cutting No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: + (100-175) Focus (named MAG3)</p> <p>Affix: CLASS_BASED_D_2_2H Prefix: Wirewood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 981/1398
	<p>(1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H_2</p> <p>Prefix: Spirit-Bound [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects:</p> <p>(10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>+ (25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_DMG_MELEE_DMG3</p> <p>Prefix: War-Glyph [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [SHIELD, STAFF]</p> <p>Effects:</p> <p>(10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>(7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4_A</p> <p>Prefix: War-Mage's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]</p> <p>Can't Spawn On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(10.0-15.0)% more Cast Speed (named CAST_SPEED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE3</p> <p>Prefix: [ITEM] of Havoc</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, WEAPON]</p> <p>Effects:</p> <p>(3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1</p> <p>Prefix: Looter's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, NECKLACE, PANTS]</p>	

Jan 03, 19 18:18	allafx.txt	Page 982/1398
	<p>Effects:</p> <p>(3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1)</p> <p>(1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph)</p> <p>(1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: BOOTS5_C</p> <p>Prefix: Fur-Lined [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>(3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEGRADE4_1H</p> <p>Prefix: Sieging [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses Linear_GRAPH graph)</p> <p>Affix: ELEC4</p> <p>Prefix: Over-Charged [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE]</p> <p>Effects:</p> <p>Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph)</p> <p>Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT2_C</p> <p>Prefix: Black Iron [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR]</p> <p>Effects:</p> <p>+ (100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_B_1_1H</p> <p>Prefix: Totemic [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p> <p>Effects:</p> <p>No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00)</p>	

Jan 03, 19 18:18	allafx.txt	Page 983/1398
00.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)	Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)	
Affix: BOOTS7_A	Prefix: Sturdy [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)	
Affix: DMG_ANGRY1_2H_2	Prefix: [ITEM] of Fury No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Can't Spawn On: [RANGED WEAPON] Effects: (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)	
Affix: WEAPON_MAT14	Prefix: Titansteel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-10.0) ice damage (named WEAPON_MAT14) (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph) (5.0-10.0) electric damage (named WEAPON_MAT14)	
Affix: XP4	Prefix: Adventurer's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)	
Affix: BLOCK3	Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 984/1398
Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR13	Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph) (10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)	
Affix: VIT3	Prefix: Sentinel's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: (100-175) Vitality (named VIT3)	
Affix: BOOTS11_A	Prefix: Spiked [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph) (35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)	
Affix: ELEC2_2H_2	Prefix: Resonant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2) (Uses LINEAR_GRAPH graph)	
Affix: ARM_ILLUM1	Prefix: Duskweave [ITEM]	

Jan 03, 19 18:18	allafx.txt	Page 985/1398
	<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (20.0-40.0) poison Armor (named ARM_ILLUM1) (5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS2 Prefix: Wicked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1 Prefix: Shaman's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: + (50-100) Vitality (named VIT_MAG1) + (50-100) Focus (named VIT_MAG1)</p> <p>Affix: RED_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_4_2H Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph) + (25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 986/1398
	<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph) (5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: REFLECT_LITE1 Prefix: Rebounding [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC3_2H_2 Prefix: Honed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX_1H Prefix: Plagued [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (75.0-100.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) + (75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS3 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 987/1398
<p>Affix: BURN3_C Prefix: Immolating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflct on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_2H_2 Prefix: Tempered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC2_1H Prefix: Tempered [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY4_C Prefix: [ITEM] of Willpower Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN1_A Prefix: Blazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 988/1398
<p>Inflct on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT2 Prefix: Defender's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(50-100) Vitality (named VIT2)</p> <p>Affix: DEX4_1H Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING2_A Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflct on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 989/1398
<p>Affix: DMG_ANGRY1_2H Prefix: [ITEM] of Fury No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Can't Spawn On: [RANGED WEAPON] Effects: (75.0-100.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLOCK2 Prefix: Defiant [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4_C Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR8 Prefix: Aesir [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_</p>		

Jan 03, 19 18:18	allafx.txt	Page 990/1398
<p>MAT14) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: ARMOR_STATS2_C Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ELEC2_2H_2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY4_1H Prefix: [ITEM] of Anger Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 991/1398
<p>Affix: CLASS_BASED_A_2H Prefix: Magebane [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE5_A Prefix: [ITEM] of Ascension Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_BONUS6_2H_2 Prefix: Merciless [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4 Prefix: Arcanist's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 992/1398
<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5_C Prefix: [ITEM] of Ascension Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named CHARGE_RATE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2 Prefix: Wirewood [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)</p> <p>Affix: DEGRADE4 Prefix: Sieging [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 993/1398
	Degrade enemy armor by (20-30) on hit (named Degrade4)	
	Affix: ARMOR_STATS2_A Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: + (50.0-75.0) physical Armor (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph) + (35-50) Dexterity (named ARMOR_STATS2) (Uses LINEAR_GRAPH graph)	
	Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) + (5.0-10.0) electric damage (named WEAPON_MAT14)	
	Affix: CLASS_BASED_D_B_2H Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)	
	Affix: GFMEF_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)	
	Affix: CRIT_DAMAGE4_A Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 2	

Jan 03, 19 18:18	allafx.txt	Page 994/1398
	Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses LINEAR_GRAPH graph)	
	Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)	
	Affix: BLINDING2_C Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) + (40.0-60.0) Mana stolen (named CLASS_BASED_B_4)	
	Affix: BURN1_C Prefix: Blazing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses LINEAR_GRAPH graph)	
	Affix: DMG_PERCENT_ELEC4_1H Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 995/1398
Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)		
Affix: CLASS_BASED4_2HR Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses LINEAR_GRAPH graph) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses LINEAR_GRAPH graph)		
Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)		
Affix: CHARGE_DECAY4_A Prefix: [ITEM] of Willpower Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses LINEAR_GRAPH graph)		
Affix: BURN3_A Prefix: Immolating [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR]		

Jan 03, 19 18:18	allafx.txt	Page 996/1398
Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)		
Affix: CLASS_BASED2_2HR_2 Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)		
Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)		
Affix: REFLECT_LITE2 Prefix: Ricochet [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ELEC4 Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 997/1398
<p>Affix: ARM_ILLUM3 Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (20.0-40.0) ice Armor (named ARM_ILLUM3) (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: BOOTS11_C Prefix: Spiked [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS11) (Uses LINEAR_GRAPH graph) + (35-50) Strength (named BOOTS11) (Uses LINEAR_GRAPH graph)</p> <p>Affix: VIT1 Prefix: Sentry's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: + (25-50) Vitality (named VIT1)</p> <p>Affix: MF4 Prefix: Ancient [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11 Prefix: Muursat [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1 Prefix: Vigilant [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 998/1398
<p>Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph) (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT16 Prefix: Pyrite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) fire damage (named WEAPON_MAT16) (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph) + (5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3 Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2 Prefix: [ITEM] of Blurring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_2_1H Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2_1H) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2_1H) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS7_C Prefix: Sturdy [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS7) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 999/1398
	(10.0-15.0)% less physical Damage Taken (named BOOTS7) (Uses LINEAR_GRAPH graph)	
	Affix: DMG_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)	
	Affix: ARMOR_MAT2_A Prefix: Black Iron [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR] Effects: (100.0-150.0) fire Armor (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses LINEAR_GRAPH graph)	
	Affix: DMG_ELEMENTAL_RANGE5_2H_2 Prefix: Primordial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)	
	Affix: CRIT_CHANCE5 Prefix: [ITEM] of Calamity No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)	
	Affix: BOOTS11 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 1000/1398
	Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph) (25-60) Strength (named BOOTS11)	
	Affix: DMG_PROC_POIS2_2H Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)	
	Affix: BOOTS5_A Prefix: Fur-Lined [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named BOOTS5) (Uses LINEAR_GRAPH graph)	
	Affix: WEAPON_MAT3 Prefix: Velium [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-20.0) ice damage (named WEAPON_MAT3) Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)	
	Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)	
	Affix: DMG_PERCENT_POIS4_2H Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 1001/1398
(25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE4_2H_2 Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)		
Affix: PET_BUFF13 Prefix: Lord's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)		
Affix: DMG_ELEMENTAL_RANGE5_1H Prefix: Primordial [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [RING, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 1002/1398
Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)		
Affix: DMG_BONUS_MISC3_2H Prefix: Honed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		
Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)		
Affix: ELEC4_2H_2 Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4_2H_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 4.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)		
Affix: BLINDING1_2H Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)		
Affix: CLASS_BASED_D_4_2H		

Jan 03, 19 18:18	allafx.txt	Page 1003/1398
	<p>Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR8_A Prefix: Aesir [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses Linear_Graph graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses Linear_Graph graph)</p> <p>Affix: DMG_PERCENT_BONUS6_2H Prefix: Merciless [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4_A Prefix: Detonating [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses Linear_Graph graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses Linear_Graph graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT</p>	

Jan 03, 19 18:18	allafx.txt	Page 1004/1398
	<p>graph) (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) +(0.5-1.3) Mana/s (named dual_elemred_bonus4)</p> <p>Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2_1H Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE_CHANCE with parameters (min 100.00, 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DAMAGE)</p> <p>Affix: DMG_BONUS_MISC4_2H_2 Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph) Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME4_A Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 1005/1398
No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_BONUS_MISC5_2H_2 Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: + (75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT7_C Prefix: Oiled [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)		
Affix: FAME1 Prefix: Acclaimed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 1.00, max 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)		
Affix: DMG_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)		
Affix: PET_BUFF12 Prefix: Commander's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1006/1398
(15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)		
Affix: ARMOR_MAT5_A Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: + (100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)		
Affix: BOOTS2_A Prefix: Fleet [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)		
Affix: WEAPON_MAT2 Prefix: Obsidian [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (5.0-10.0) fire damage (named WEAPON_MAT2) (4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph) + (5.0-10.0) physical damage (named WEAPON_MAT2)		
Affix: CLASS_BASED_A_1 Prefix: Magebane [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BA A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)		
Affix: DMG_BONUS_MISC1 Prefix: Weighted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1007/1398
	<p>+ (10.0-20.0) physical damage (named DMG_BONUS_MISC1) Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)</p> <p>Affix: ICE_DOT2 Prefix: [ITEM] of Desolation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)</p> <p>Affix: DMG_BONUS_MISC3 Prefix: Honed [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (10.0-16.0) physical damage (named DMG_BONUS_MISC3) (10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_3 Prefix: Headhunter's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [LHSWORD, FIST, PISTOL] Effects: (3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph) (3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED4 Prefix: War-Mage's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, STAFF] Effects: (15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS2_C Prefix: Fleet [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Dodge Chance (named BOOTS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES4 Prefix: Turtle's [ITEM] No Level Range</p>	

Jan 03, 19 18:18	allafx.txt	Page 1008/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT5_C Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (100.0-150.0) poison Armor (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Mana (named ARMOR_MAT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PET_BUFF10 Prefix: Thaumaturgist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS1 Prefix: Silvery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) physical Armor (named ARMOR_STATS1) + (50-100) Dexterity (named ARMOR_STATS1)</p> <p>Affix: FAME3 Prefix: Notorious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 5.00, 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT7_A Prefix: Oiled [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [CHEST ARMOR]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1009/1398
<p>Effects: + (100.0-150.0) electric Armor (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph) -25.0% knockback resistance (named ARMOR_MAT7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD4_1H Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE5 Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph) (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT2 Prefix: Parasitic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph) (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: FAME4_C Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_3_2H Prefix: Headhunter's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1010/1398
<p>(8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE2 Prefix: [ITEM] of Expertise No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: BURN4_C Prefix: Detonating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_DAMAGE3 Prefix: [ITEM] of Mastery No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_1H Prefix: Elderstone [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FIRE_DOT1 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1011/1398
<p>Affix: FACTION_ARMOR8_C Prefix: Aesir [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELECL1_1H Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELECL1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8 Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) fire Armor (named ARMOR_MAT8) + (0.5-1.5) HP/Second (named ARMOR_MAT8)</p> <p>Affix: RED_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)</p> <p>Affix: HP_MP_STEAL_PERCENT3 Prefix: Consuming [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph) (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1012/1398
<p>Affix: CRIT_DMG_CHANCE3_2H_2 Prefix: Sinister [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_1H Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_2H Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4_2H) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 4.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FAME2 Prefix: Famed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 2.00, 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF11 Prefix: Officer's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1013/1398
(10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)		
Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)		
Affix: WEAPON_MAT1 Prefix: Bone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)		
Affix: CAST_SPEED1 Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1014/1398
Affix: PET_BUFF9 Prefix: Summoner's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)		
Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)		
Affix: BLINDING1_A Prefix: [ITEM] of the Black No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1_A) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)		
Affix: BURN2_A Prefix: Slag [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2_A) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (75-100) on hit (named BURN2) (Uses LINEAR_GRAPH graph)		
Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1015/1398
(1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)		
Affix: DEX_VIT2_2H_2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PROC_FIRE2_2H_2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)		
Affix: BLINDING3_C Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)		
Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, RING] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1016/1398
(1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph)		
(1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)		
Affix: DMG_PROC_POIS2_2H_2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)		
Affix: BLINDING2_2H_2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PROC_PHYS2_2H_2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)		
Affix: BLINDING3_2H_2 Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)		
Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 1017/1398
Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)		
Affix: ARMOR_WEIGHT1 Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: - (5.0-10.0) physical Armor (named ARMOR_WEIGHT1) (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph) (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_4_1H Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PROC_ICE2_1H Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)		
Affix: DUAL_ELEMRED_BONUS2 Prefix: Skymetal [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)		
Affix: DODGE5_A Prefix: [ITEM] of Displacement No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1018/1398
Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT3_A Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: + (50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)		
Affix: DUAL_ELEMRED_BONUS3 Prefix: Fellwarped [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph) (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph) + (15.0-30.0) poison Armor (named dual_elemred_bonus3)		
Affix: BOOTS4_A Prefix: Forgeworked [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT1_C Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph) (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)		
Affix: RED_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1019/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DODGE_REFLECT5_A Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS6_C Prefix: Slimy [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_ICE2_2H_2 Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC3_1H Prefix: Thundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC3) (Uses LINEAR_GRAPH graph) -50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1020/1398
<p>Affix: BOOTS10_C Prefix: Leyline [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF14 Prefix: General's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_MAG2 Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2) +(75-150) Focus (named ARMOR_STATS_MAG2)</p> <p>Affix: DEGRADE4_C Prefix: Sieging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: WEAPON_MAT4</p>		

Jan 03, 19 18:18	allafx.txt	Page 1021/1398
	Prefix: Crystalline [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (4.0-8.0) fire damage (named WEAPON_MAT2) Inflct on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph) + (4.0-8.0) electric damage (named WEAPON_MAT4) + (4.0-8.0) ice damage (named WEAPON_MAT4)	
	Affix: PET_BUFF8 Prefix: Major's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)	
	Affix: FIRE_DOT2_1H Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflct on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)	
	Affix: CAST_SPEED2 Prefix: Battle-Mage's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)	
	Affix: DMG_BONUS_MISC5 Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)	
	Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 1022/1398
	Spawns On: [WEAPON] Effects: + (5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) + (5.0-10.0) poison damage (named WEAPON_MAT6)	
	Affix: GFMF_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)	
	Affix: DEGRADE4_A Prefix: Sieging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)	
	Affix: ARM_BONUS_STUNRES2 Prefix: Crab's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)	
	Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) + (25-60) Vitality (named BOOTS8)	
	Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 1023/1398
<p>Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_FIRE2_1H Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, 1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS10_A Prefix: Leyline [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS10) (Uses LINEAR_GRAPH graph) +(35-50) Focus (named BOOTS10) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_BONUS_MISC4_1H Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph) Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_2HR_2 Prefix: Sureshot [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1024/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING3_2H Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT5_C Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)</p> <p>Affix: BOOTS6_A Prefix: Slimy [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less poison Damage Taken (named BOOTS6) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1025/1398
h)		
Affix: CRIT_DMG_CHANCE3_2H Prefix: Sinister [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH H graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)		
Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)		
Affix: ARMOR_MAT1_A Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph) (5.0-10.0)% more Movement Speed (named ARMOR_MAT1) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_WEIGHT2 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2) (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)		
Affix: CLASS_BASED_D_3_1H Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_3) BASED_D_3) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1026/1398
Affix: DMG_BONUS_MISC1_2H Prefix: Weighted [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph) ph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH graph)		
Affix: BOOTS4_C Prefix: Forgeworked [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named BOOTS4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_ANGRY2_1H Prefix: [ITEM] of Rage Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)		
h) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)		
Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph)		
Affix: ARMOR_MAT3_C Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1027/1398
	Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more HP (named ARMOR_MAT3) (Uses LINEAR_GRAPH graph)	
	Affix: DODGE5_C Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph)	
	Affix: ARMOR_WEIGHT3 Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3) (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph) (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ICE4_2H Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses LINEAR_GRAPH graph)	
	Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrn No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE2	

Jan 03, 19 18:18	allafx.txt	Page 1028/1398
	Prefix: Oozing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses LINEAR_GRAPH graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_B_2_2H Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Can't Spawn On: [RANGED WEAPON] Effects: (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph) (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_B_3_2H_2 Prefix: Ancestral [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)	
	Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)	
	Affix: CLASS_BASED_B_2_2H_2 Prefix: [ITEM] of Reaving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-15.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph) (75.0-100.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses LINEAR_GRAPH graph)	

Jan 03, 19 18:18	allafx.txt	Page 1029/1398
LINEAR_GRAPH graph)		
<p>Affix: BLINDING3_A Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED4_1HR Prefix: Artillerist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Degrade enemy armor by (100-150) on hit (named CLASS_BASED4) (Uses Linear_Graph graph) +(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4) (Uses Linear_Graph graph)</p> <p>Affix: FAME4 Prefix: Illustrious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 8.00, max 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_B_2H_2 Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BOOTS9 Prefix: Tracker's [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1030/1398
<p>Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: CLASS_BASED_D_C_2H_2 Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p> <p>Affix: BURN2_C Prefix: Slag [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: (50.0-100.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (75-100) on hit (named BURN2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) +(50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1031/1398
No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLAS S_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)		
Affix: BLINDING1_C Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Inflict on Hit: Does (50-100) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEA R_GRAPH graph)		
Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROS SBOW, FIST, POLEARM, STAFF] Effects: +(8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONU S_MISC4)		
Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT 7) (Uses PERCENT graph)		
Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)		
Affix: ATK_SPEED1 Prefix: Feral [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1032/1398
Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)		
Affix: FACTION_ARMOR2_C Prefix: Calishite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses AR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH raph) (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH h)		
Affix: FIRE_DOT2_2H Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE 2) (Uses LINEAR_GRAPH graph)		
Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT g		
Affix: THORNS_ICE2 Prefix: Polar [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)		
Affix: PET_BUFF6 Prefix: Disciple's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT grap		

Jan 03, 19 18:18	allafx.txt	Page 1033/1398
(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)		
Affix: BOOTS4		
Prefix: Forgeworked [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BOOTS]		
Effects:		
(1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph)		
(2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)		
Affix: HP_PERCENT1		
Prefix: [ITEM] of the Beast		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [BELT, CHEST ARMOR, PANTS]		
Effects:		
(1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY2		
Prefix: Infused [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR]		
Effects:		
(4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)		
Affix: RING_MAT3		
Prefix: Astralite [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING]		
Effects:		
Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph)		
Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC1		
Prefix: Ivory [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [HELMET, NECKLACE, RING, SHIELD]		
Effects:		
(1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
(1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
(1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
Affix: DMG_PROC_FIRE2_2H		

Jan 03, 19 18:18	allafx.txt	Page 1034/1398
Prefix: Flare-Spike [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]		
Effects:		
No effect details for effect DAMAGE CHANCE with parameters (min 100.00, 150.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2) (Uses LINEAR_GRAPH graph)		
Affix: ITEM_REQ1		
Prefix: Guide's [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [RING, SHOULDER ARMOR, STAFF]		
Effects:		
+(2-5) item requirements (named ITEM_REQ1)		
Affix: DEX_VIT1		
Prefix: Ranger's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [2HAXE, BELT, BOW]		
Effects:		
+(50-100) Vitality (named DEX_VIT1)		
+(50-100) Dexterity (named DEX_VIT1)		
Affix: BLINDING3_1H		
Prefix: [ITEM] of Searing Light		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND]		
Effects:		
Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)		
(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses LINEAR_GRAPH graph)		
Affix: DMG_BONUS_MISC4_2H		
Prefix: Razor-Edge [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF]		
Effects:		
+(75.0-100.0) physical damage (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)		
Inflict on Hit: Does (125-200) physical damage over 5.00 seconds (named DMG_BONUS_MISC4) (Uses LINEAR_GRAPH graph)		
Affix: DUAL_ELEMRED_BONUS1_C		
Prefix: Ethertouched [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1035/1398
	<p>Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(15.0-20.0) Max HP (named HP3)</p> <p>Affix: CLASS_BASED1_1HR Prefix: Engraved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST1 Prefix: Auger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p> <p>Affix: CRIT_DMG_CHANCE3_1H Prefix: Sinister [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, RING, WAND] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] No Level Range</p>	

Jan 03, 19 18:18	allafx.txt	Page 1036/1398
	<p>Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_3_2H Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10-15) second increased duration of elemental effects (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_A Prefix: Fellwarped [ITEM] Minimum Level: 25 Spawn Weight: 6</p>	

Jan 03, 19 18:18	allafx.txt	Page 1037/1398
Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph) +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)		
Affix: DMG_ANGRY2_2H Prefix: [ITEM] of Rage No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)		
Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses PERCENT graph) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)		
Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1)		
Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1038/1398
Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)		
Affix: ARMOR_WEIGHT4_A Prefix: Heavy [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)		
Affix: DEX_VIT2_A Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)		
Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)		
Affix: FACTION_ARMOR14_C Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1039/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1) (named CLASS_BASED_P_3) (Uses PERCENT graph) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4 Prefix: [ITEM] of the Planes No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)</p> <p>Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1040/1398
<p>Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_DEF1 Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: BOOTS8_C Prefix: Rugged [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM4_A Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: HP2 Prefix: Hearty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2 Prefix: Dire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1041/1398
<pre>) Affix: DMG_PERCENT_ICE4_1H Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph) Affix: STR_MAG1 Prefix: Reaver's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(50-100) Strength (named STR_MAG1) +(50-100) Focus (named STR_MAG1) Affix: PROC_KILLHEAL1 Prefix: [ITEM] of Victory No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph) Affix: CHARGE_DECAY3 Prefix: [ITEM] of Resolve No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph) Affix: RING_MAT2 Prefix: Crysteel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph) No effect details for effect INTERRUPT CHANCE with parameters (min 2.00, max 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph) Affix: CLASS_BASED_S_1_A Prefix: Ember Etched [ITEM] </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1042/1398
<pre> Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HEADDRESS, NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph) Affix: INTERRUPT1 Prefix: Distracting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) Uses PERCENT graph) Affix: BOOTS5 Prefix: Fur-Lined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph) (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph) Affix: DIVINE_WEAP_TOXX_2H_2 Prefix: Plagued [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph) Affix: CLASS_BASED_P_2_C Prefix: Deepwater [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1043/1398
<p>Affix: THORNS_ICE3 Prefix: Arctic [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7 Prefix: Captain's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p> <p>Affix: DEX_MAG2_A Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DIVINE_WEAP_TOXX Prefix: Plagued [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: CLASS_BASED_S_3_C Prefix: Riftward [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1044/1398
<p>Affix: CLASS_BASED_A_3_2H_2 Prefix: Headhunter's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_2_2H_2 Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_3_A Prefix: Riftward [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED2 Prefix: Fierce [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1045/1398
+(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)		
Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)		
Affix: THORNS_ICE1 Prefix: Frosted [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)		
Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: DEX_MAG2_C Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)		
Affix: EXECUTE4 Prefix: Executioner's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_2_A Prefix: Deepwater [ITEM] Minimum Level: 25 Spawn Weight: 4		

Jan 03, 19 18:18	allafx.txt	Page 1046/1398
Occupies no slots Can't Spawn On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/5.0s/monster within 10.0 meters (Up to 1) (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses LINEAR_GRAPH graph)		
Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)		
Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)		
Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMAE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)		
Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(5-9) item requirements (named ITEM_REQ2)		

Jan 03, 19 18:18	allafx.txt	Page 1047/1398
<p>Affix: DMG_ANGRY2_2H_2 Prefix: [ITEM] of Rage No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_2H_2 Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC2 Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1_C Prefix: Ember Etched [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1048/1398
<p>ph) (8.0-12.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)</p> <p>Affix: DEX_VIT2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(75-150) Vitality (named DEX_VIT2) +(75-150) Dexterity (named DEX_VIT2)</p> <p>Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4_C Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) electric Armor (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Slow (named ARM_ILLUM4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1049/1398
<p>Affix: BOOTS8_A Prefix: Rugged [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS8) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named BOOTS8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ICE2_2H Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH4 Prefix: [ITEM] of Onslaught No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_4_2H Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (</p>		

Jan 03, 19 18:18	allafx.txt	Page 1050/1398
<p>Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14_A Prefix: Shadivari [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_C Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT4_C Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: -(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% more Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC1_2H_2 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (150.0-200.0)% chance to Shock for 4.0 seconds (named ELEC1_2H_2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1051/1398
<p>Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(50-100) Dexterity (named DEX2)</p> <p>Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -7.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED2_2HR Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -9.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)</p> <p>Affix: DEX3 Prefix: Expert's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1052/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)</p> <p>Affix: ARMOR_PERCENT_LOW7 Prefix: Copper Ringed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED1 Prefix: Engraved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX_HP1 Prefix: [ITEM] of Revivication No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)</p> <p>Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS3_C Prefix: Fellwarped [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less poison Damage Taken (named 0) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph) +(125.0-150.0) poison Armor (named dual_elemred_bonus3) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1053/1398
raph)		
Affix: DMG_BONUS_MISC1_2H_2 Prefix: Weighted [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC1) (Uses LINEAR_GRAPH gra ph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named DMG_BONUS _MISC1) (Uses LINEAR_GRAPH graph)		
Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)		
Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [LEGENDARY BELT, LEGENDARY BOOTS, LEGENDARY CHEST ARMOR, LEGENDARY GLOVES, LEGENDARY HELMET, LEGENDARY NECKLACE, LEGENDARY PANTS, LEGENDARY RING, L EGENDARY SHIELD, LEGENDARY SHOULDER ARMOR] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)		
Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT grap h) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)		
Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCE		

Jan 03, 19 18:18	allafx.txt	Page 1054/1
NT graph)		
Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)		
Affix: DUAL_ELEMRED_BONUS1_A Prefix: Ethertouched [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses L _GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses LI GRAPH graph) (10.0-15.0)% more charge rate (named dual_elemred_bonus1) (Uses LINEAR_ graph)		
Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (n 5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) PERCENT graph)		
Affix: ELEC3_2H Prefix: Thundering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELE Uses LINEAR_GRAPH graph) -50.0 knockback (named ELEC3) (Uses LINEAR_GRAPH graph)		
Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT]		

Jan 03, 19 18:18	allafx.txt	Page 1055/1398
Effects: + (75-150) Strength (named STR_MAG2) + (75-150) Focus (named STR_MAG2)		
Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)		
Affix: RING_MAT1 Prefix: Bloodeye [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: + (0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)		
Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: + (9-15) item requirements (named ITEM_REQ3)		
Affix: PROC_KILLHEAL2 Prefix: [ITEM] of Triumph No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)		
Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph) (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1056/1398
Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)		
Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)		
Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)		
Affix: PET_BUFF4 Prefix: Warlock's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph) (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)		
Affix: WEAPON_MAT8 Prefix: Nelumite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) + (4.0-8.0) electric damage (named WEAPON_MAT8) + (4.0-8.0) physical damage (named WEAPON_MAT8)		
Affix: ATK_SPEED3 Prefix: Ferocious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1057/1398
Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)		
Affix: FACTION_ARMOR2_A Prefix: Calishite [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses LINEAR_GRAPH graph)		
Affix: BOOTS2 Prefix: Fleet [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)		
Affix: ARMOR_STATS_STR2_C Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph) +(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)		
Affix: EXECUTE1 Prefix: Killer's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)		
Affix: REFLECT_MAJ1 Prefix: Mirrored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1058/1398
(1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE1 Prefix: Frost-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY4 Prefix: [ITEM] of Willpower No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)		
Affix: RING_MAT5 Prefix: Mistchurn [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES5_A Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)		
Affix: DEGRADE4_2H_2 Prefix: Sieging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)		
Affix: FACTION_ARMOR6_A		

Jan 03, 19 18:18	allafx.txt	Page 1059/1398
	Prefix: Kromzek [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses Linear_Graph graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses Linear_Graph graph)	
	Affix: ARMOR_MAT5 Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) poison Armor (named ARMOR_MAT5) (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)	
	Affix: CRIT_DAMAGE2 Prefix: [ITEM] of Carnage No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)	
	Affix: DMG_PROC_PHYS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)	
	Affix: ARMOR_PERCENT_LOW7_C Prefix: Copper Ringed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_D_2_2H_2 Prefix: Wirewood [ITEM] No Level Range Spawn Weight: 2 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 1060/1398
	Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)	
	Affix: STR3 Prefix: Giant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(100-175) Strength (named STR3)	
	Affix: SPLASH1 Prefix: Broad [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_A_3_1H Prefix: Headhunter's [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (8.0-12.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)	
	Affix: FACTION_ARMOR4_C Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)	
	Affix: CLASS_BASED_P_4 Prefix: Celestial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD]	

Jan 03, 19 18:18	allafx.txt	Page 1061/1398
<p>Effects: (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph) (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: BLOCK3_C Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS3 Prefix: [ITEM] of the Zodiac No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(75-175) Vitality (named ALL_STATS3) +(75-175) Focus (named ALL_STATS3) +(75-175) Strength (named ALL_STATS3) +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1 Prefix: Abstruse [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -1.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2 Prefix: Avenger's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(75-150) Strength (named STR_VIT2) +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2 Prefix: [ITEM] of Berserking No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1062/1398
<p>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5_A Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW3 Prefix: Mithril Laced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_C_2H Prefix: Elderstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW2 Prefix: Steel Plated [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_4_C Prefix: Celestial [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1063/1398
(75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)		
(10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)		
Affix: RAMPAGE3		
Prefix: [ITEM] of Aggression		
No Level Range		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF]		
Effects:		
(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)		
(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)		
Affix: ALL_STATS2		
Prefix: [ITEM] of the Heavens		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, HELMET, NECKLACE, RING]		
Effects:		
+(50-100) Vitality (named ALL_STATS2)		
+(50-100) Focus (named ALL_STATS2)		
+(50-100) Strength (named ALL_STATS2)		
+(50-100) Dexterity (named ALL_STATS2)		
Affix: DEX_MAG2		
Prefix: Dervish's [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HAXE, BELT, PISTOL]		
Effects:		
+(75-150) Focus (named DEX_MAG2)		
+(75-150) Dexterity (named DEX_MAG2)		
Affix: STR2		
Prefix: Brute's [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]		
Effects:		
+(50-100) Strength (named STR2)		
Affix: CLASS_BASED4		
Prefix: Artillerist's [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BOW, CROSSBOW, PISTOL, WAND]		
Effects:		
Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)		
+(2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)		

Jan 03, 19 18:18	allafx.txt	Page 1064/1398
Affix: ELEC1_2H		
Prefix: Shocking [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]		
Effects:		
Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC1_2H)		
Uses LINEAR_GRAPH graph)		
Affix: ARMOR_MAT4		
Prefix: Raven Scale [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
+(10.0-20.0) ice Armor (named ARMOR_MAT4)		
+(0.5-1.5) Mana/s (named ARMOR_MAT4)		
Affix: CRIT_DAMAGE3		
Prefix: [ITEM] of Assassination		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [BELT, RING, WEAPON]		
Effects:		
(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)		
Affix: CLASS_BASED3_2HR		
Prefix: Sureshot [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BOW, CANNON, CROSSBOW, RIFLE]		
Effects:		
Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3_2HR)		
(Uses LINEAR_GRAPH graph)		
(10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)		
Affix: PROC_WARD1		
Prefix: [ITEM] of Shielding		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING, SHIELD]		
Effects:		
(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)		
Affix: SLOW1		
Prefix: [ITEM] of Snaring		
No Level Range		
Spawn Weight: 3		

Jan 03, 19 18:18	allafx.txt	Page 1065/1398
	<p>Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW 1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4 Prefix: Vigorous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(20.0-30.0) Max HP (named HP4)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H_2 Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC4_1H Prefix: Over-Charged [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC4) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-20.0)% chance to cast elec_explosion on kill for 2.0 seconds (named elec_explosion) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR10_A Prefix: Highguard [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses Linear_Graph graph)</p> <p>Affix: DODGE_REFLECT1 Prefix: Shade's [ITEM]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1066/1398
	<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 100.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3_C Prefix: Oath-Bound [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_PHYS2_2H Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: RING_MAT4 Prefix: Bladeweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph) (4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM2_A Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph) -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ATK_SPEED5_A</p>	

Jan 03, 19 18:18	allafx.txt	Page 1067/1398
	<p>Prefix: Lupine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR12_C Prefix: Thranic [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH gra ph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_1_A Prefix: Shadow-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH H graph)</p> <p>Affix: ARMOR_WEIGHT2_A Prefix: Heavy [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph) (15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH gr aph)</p> <p>Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1068/1398
	<p>Affix: PET_BUFF1 Prefix: Hunter's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED4 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)</p> <p>Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT2_C Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(150.0-150.0) physical Armor (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH graph)) (15.0-15.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses LINEAR_GRAPH gr aph)</p> <p>Affix: CLASS_BASED_N_1_C Prefix: Shadow-Bound [ITEM] No Level Range Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 1069/1398
	Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses LINEAR_GRAPH graph)	
	Affix: EXECUTE2 Prefix: Slayer's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)	
	Affix: FACTION_ARMOR12_A Prefix: Thranic [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-10.0)% more Mana stolen (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses LINEAR_GRAPH graph)	
	Affix: ATK_SPEED5_C Prefix: Lupine [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Attack Speed (named ATK_SPEED4) (Uses LINEAR_GRAPH graph)	
	Affix: ARM_ILLUM2_C Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph) -20.0% knockback resistance (named ARM_ILLUM2) (Uses LINEAR_GRAPH graph)	
	Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 1070/1398
	graph)	
	Affix: DMG_ELEMENTAL_RANGE5_2H Prefix: Primordial [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD] Effects: (10.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses LINEAR_GRAPH graph)	
	Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)	
	Affix: RING_MAT6 Prefix: Dreadiron [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ICE2 Prefix: Frost-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS4_1H Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 1071/1398
(25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_3_A Prefix: Oath-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses LINEAR_GRAPH graph)		
Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC3_1H Prefix: Honed [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses LINEAR_GRAPH graph)		
Affix: FIRE_DOT2_2H_2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-200) fire damage over 4.00 seconds (named FIRE_DOT2) (Uses LINEAR_GRAPH graph)		
Affix: FACTION_ARMOR10_C Prefix: Highguard [ITEM] No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 1072/1398
Occupies no slots Spawns On: [CHEST ARMOR] Effects: (200.0-250.0)% electric damage reflected (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses LINEAR_GRAPH graph)		
Affix: PROC_WARD3 Prefix: [ITEM] of Negation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)		
Affix: SLOW3 Prefix: Entangling [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW) (Exclusive) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)		
Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)		
Affix: CLASS_BASED_D_4_1H Prefix: Ebonwood [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1073/1398
(10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)		
<p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p>		
<p>Affix: DMG_PERCENT_BONUS6_1H Prefix: Merciless [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: BLINDING1_1H Prefix: [ITEM] of the Black No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: SPLASH2 Prefix: Sweeping [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p>		
<p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1074/1398
<p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named AGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p>		
<p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p>		
<p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 15.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p>		
<p>Affix: CLASS_BASED_P_4_A Prefix: Celestial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [CHEST ARMOR] Effects: (75.0-100.0)% more HP/5.0s/monster within 100.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: ARMOR_PERCENT_LOW5_C Prefix: Frost Covered [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1075/1398
<p>Affix: DMG_PERCENT_ELEC4_2H_2 Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p> <p>Affix: MANA_COST3 Prefix: Enigmatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -5.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_ELEC2_2H Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ALL_STATS1 Prefix: [ITEM] of the Stars No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(25-50) Vitality (named ALL_STATS1) +(25-50) Focus (named ALL_STATS1) +(25-50) Strength (named ALL_STATS1) +(25-50) Dexterity (named ALL_STATS1)</p> <p>Affix: BLOCK3_A</p>		

Jan 03, 19 18:18	allafx.txt	Page 1076/1398
<p>Prefix: [ITEM] of the Bastion No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more chance to block (named BLOCK3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named BLOCK3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR4_A Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: SPLASH3 Prefix: [ITEM] of Assault No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)</p> <p>Affix: STR1 Prefix: Thug's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(25-50) Strength (named STR1)</p> <p>Affix: DEX_MAG1 Prefix: Corsair's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, BELT, PISTOL] Effects: +(50-100) Focus (named DEX_MAG1) +(50-100) Dexterity (named DEX_MAG1)</p> <p>Affix: ARMOR_PERCENT_LOW7_A Prefix: Copper Ringed [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1077/1398
	<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT7 Prefix: Oiled [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) electric Armor (named ARMOR_MAT7) -10.0% knockback resistance (named ARMOR_MAT7)</p> <p>Affix: SLOW2 Prefix: [ITEM] of Tarring No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR6_C Prefix: Kromzek [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_WARD2 Prefix: [ITEM] of Warding No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: ARM_BONUS_STUNRES5_C Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1078/1398
	<p>Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DODGE_REFLECT2 Prefix: Ghost's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE3 Prefix: Frost-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5 Prefix: Astral [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph) (20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)</p> <p>Affix: EXECUTE3 Prefix: Butcher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_STATS_STR2_A Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1079/1398
	Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph) +(35-50) Strength (named ARMOR_STATS_STR2) (Uses LINEAR_GRAPH graph)	
	Affix: ATK_SPEED5 Prefix: Lupine [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)	
	Affix: MP_STEAL_PERCENT1 Prefix: Thirsty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, STAFF, WAND] Effects: (7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)	
	Affix: PET_BUFF2 Prefix: Packleader's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)	
	Affix: GF2 Prefix: Lavish [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS4 Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)	
	Affix: MELEE_BLOCK1 Prefix: [ITEM] of Deflecting No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 1080/1398
	Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_3 Prefix: Riftward [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)	
	Affix: FLURRY1 Prefix: Desperado's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)	
	Affix: BLINDING1 Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)	
	Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)	

Jan 03, 19 18:18	allafx.txt	Page 1081/1398
<p>Affix: BOOTS9_A Prefix: Tracker's [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: CLASS_BASED_N_4_A Prefix: Pact-Speaker's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_B_1H Prefix: Elderstone [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 10.00, max 15.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1082/1398
<p>Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3 Prefix: Soulfrost [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_1_C Prefix: Argent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_ELEC4_2H Prefix: Volt-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses LINEAR_GRAPH graph)</p>		

```

NT graph)

Affix: CHARGE_RATE3
Prefix: [ITEM] of Desire
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [GLOVES, RING, SHOULDER ARMOR]
Effects:
    (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)

Affix: CLASS_BASED_S_2_A
Prefix: Runeweave [ITEM]
Minimum Level: 25
Spawn Weight: 4
Occupies no slots
Spawns On: [1HAXE, 1HMACE, 1HSWORD, BELT, BOOTS, FIST, GLOVES, HELMET,
NECKLACE, PANTS, PISTOL, RING, SHIELD, SHOULDER ARMOR, WAND]
Effects:
    (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR
_GRAPH graph)
    (15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR
R_GRAPH graph)

Affix: MP4
Prefix: [ITEM] of the Arcane
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]
Effects:
    +(20.0-30.0) Mana (named MP4)

Affix: ARMOR_STATS_STR1
Prefix: Lambent [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [ARMOR_PHYSICAL]
Effects:
    +(10.0-20.0) physical Armor (named ARMOR_STATS_STR1)
    +(50-100) Strength (named ARMOR_STATS_STR1)

Affix: REFLECT2
Prefix: [ITEM] of Interception
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
Effects:
    (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)

Affix: CLASS_BASED_P_3_A
Prefix: Emyreal [ITEM]
Minimum Level: 25

```

```

Spawn Weight: 4
Occupies no slots
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]
Can't Spawn On: [CHEST ARMOR]
Effects:
    (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)

Affix: PROC_DEATHSTRIKE2
Prefix: [ITEM] of Death
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [WEAPON]
Effects:
    (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)

Affix: DUAL_WIELD4
Prefix: Mercurial [ITEM]
No Level Range
Spawn Weight: 4
Occupies no slots
Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]
Effects:
    (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses LINEAR_GRAPH graph)

Affix: CLASS_BASED_D_4_2H_2
Prefix: Ebonwood [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE]
Effects:
    -50.0 knockback (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)
    (10.0-15.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses LINEAR_GRAPH graph)

Affix: CLASS_BASED_N_4
Prefix: Pact-Speaker's [ITEM]
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [GLOVES, HELMET, PANTS]
Effects:
    (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)
    (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)

Affix: PROC_DEATHSTRIKE3
Prefix: [ITEM] of Doom
No Level Range
Spawn Weight: 3

```

Jan 03, 19 18:18	allafx.txt	Page 1085/1398
	<p>Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR3_A Prefix: Tytherian [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_1H_2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1086/1398
	<p>Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2 Prefix: Brittlebite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE2) (Uses PERCENT graph) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3_A Prefix: [ITEM] of the Zodiac No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, ENCHANTER, STUD] Effects: +(50-75) Vitality (named ALL_STATS3) (Uses LINEAR_GRAPH graph) +(50-75) Focus (named ALL_STATS3) (Uses LINEAR_GRAPH graph) +(50-75) Strength (named ALL_STATS3) (Uses LINEAR_GRAPH graph) +(50-75) Dexterity (named ALL_STATS3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR1_C Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] No Level Range Spawn Weight: 4 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1087/1398
Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_2_2H Prefix: Dark-Stalker [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses LINEAR_GRAPH graph)		
Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)		
Affix: CLASS_BASED_B_1_2H_2 Prefix: Totemic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)		
Affix: CLASS_BASED1_2HR		

Jan 03, 19 18:18	allafx.txt	Page 1088/1398
Prefix: Engraved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)		
Affix: DEX4_C Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_PROC_POIS2_1H Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 100.00, max 150.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1) (Uses LINEAR_GRAPH graph)		
Affix: GF3 Prefix: Gilded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS2_C Prefix: Skymetal [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)		
Affix: GF1 Prefix: Gaudy [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1089/1398
Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS2_A Prefix: Skymetal [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more electric damage (named dual_elemred_bonus2) (Uses LINEAR_GRAPH graph)		
Affix: DEGRADE4_2H Prefix: Sieging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (50-100) on hit (named Degrade4) (Uses LINEAR_GRAPH graph)		
Affix: DEX4_A Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)		
Affix: CLASS_BASED_B_1_2H Prefix: Totemic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 75.00, max 100.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1090/1398
Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)		
Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: BLINDING2 Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)		
Affix: FLURRY2 Prefix: Duelist's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		
Affix: POIS_DOT1 Prefix: [ITEM] of Rot No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)		

Jan 03, 19 18:18	allafx.txt	Page 1091/1398
<pre> Affix: THORNS_PHYS_THORNED2 Prefix: Spined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2) Affix: CLASS_BASED2_1HR Prefix: Trueshot [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named CLASS_BASED2) (Uses Linear_Graph graph) (10.0-15.0)% less chance to fumble (named CLASS_BASED2) (Uses Linear_Graph graph) Affix: FACTION_ARMOR5 Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph) Affix: FACTION_ARMOR1_A Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (100-150) on hit (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses LINEAR_GRAPH graph) Affix: BURN3 Prefix: Immolating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph) (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1092/1398
<pre>) Affix: BLINDING1_2H_2 Prefix: [ITEM] of the Black No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHIELD, STAFF] Effects: Inflict on Hit: Does (150-200) ice damage over 4.00 seconds (named BLINDING1_2H_2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1_2H_2) (Uses LINEAR_GRAPH graph) Affix: ARM_PHYSRED_TYPE5 Prefix: Bolted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5) (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph) Affix: FACTION_ARMOR3_C Prefix: Tytherian [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses LINEAR_GRAPH graph) Affix: ARMOR_STATS_STR2 Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2) +(75-150) Strength (named ARMOR_STATS_STR2) Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1093/1398
<p>Affix: CLASS_BASED_B_4_1H Prefix: Spirit-Bound [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph) +(25.0-35.0) Mana stolen (named CLASS_BASED_B_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT1 Prefix: [ITEM] of Redirection No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4 Prefix: Tainted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC2_2H Prefix: Tempered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1094/1398
<p>H graph)</p> <p>Affix: DIVINE_WEAP_TOXX_2H Prefix: Plagued [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses LINEAR_GRAPH graph) +(75.0-100.0) poison damage (named DIVINE_WEAP_TOXX) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_P_3_C Prefix: Empyrean [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (7.0-10.0)% more physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4 Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2_C Prefix: Runeweave [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1095/1398
(15.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses LINEAR_GRAPH graph)		
<p>Affix: DEX4_2H Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75-100) Dexterity (named DEX4) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: CLASS_BASED_P_1_A Prefix: Argent [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more chance to block (named CLASS_BASED_P_1) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: BURN2 Prefix: Slag [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)</p>		
<p>Affix: DMG_ANGRY1_1H Prefix: [ITEM] of Fury Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [RANGED WEAPON, TWO HANDED] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: FREEZE1 Prefix: Frigid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1096/1398
<p>Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p>		
<p>Affix: DEX_MAG2_1H Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p>		
<p>Affix: CLASS_BASED_N_4_C Prefix: Pact-Speaker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (8.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: BOOTS9_C Prefix: Tracker's [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-7.0)% more Movement Speed (named BOOTS9) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named BOOTS9) (Uses LINEAR_GRAPH graph)</p>		
<p>Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1097/1398
<p>Affix: BLINDING3 Prefix: [ITEM] of Searing Light No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> <p>Affix: FLURRY3 Prefix: Armsmaster's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_A_1H Prefix: Magebane [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1098/1398
<p>(5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H Prefix: [ITEM] of Anger No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: CLASS_BASED_S_4_A Prefix: Warpsigil [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1099/1398
<p>No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph) -20.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_BONUS_MAGIC5_C Prefix: Astral [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED3_1HR Prefix: Sureshot [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (40.0-50.0)% chance to Interrupt enemies (named CLASS_BASED3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Critical Damage (named CLASS_BASED3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_2H_2 Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1100/1100
<p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) +(1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARM_ILLUM3_C Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_MAG2_2H_2 Prefix: Dervish's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(35-50) Focus (named DEX_MAG2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_MAG2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_STATS_DEF2_A Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1101/1398
<p>Affix: ARMOR_MAT8_A Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: + (100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph) + (150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT1_A Prefix: Lighweight [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: - (250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_2_A Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_ELEC1 Prefix: Static [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3 Prefix: Pulsing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1102/1398
<p>Effects: (10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11_C Prefix: Muursat [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARM_ILLUM1_A Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: + (100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP2 Prefix: [ITEM] of Conjunction No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: + (10.0-15.0) Mana (named MP2)</p> <p>Affix: PROC_CRUSHBLOW3 Prefix: [ITEM] of Shattering No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5 Prefix: [ITEM] of Ascension No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR] Effects: (18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1103/1398
<p>Affix: CLASS_BASED_B_3_2H Prefix: Ancestral [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (200-250) on hit (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more charge rate (named CLASS_BASED_B_3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT3_C Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_3 Prefix: Oath-Bound [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY1 Prefix: [ITEM] of Fury No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD2 Prefix: Nimble [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1104/1398
<p>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE4 Prefix: Vorpall [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13_A Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: REFLECT4 Prefix: [ITEM] of Reverberation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC5_1H Prefix: Gleaming [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(75.0-100.0) physical damage (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph) (8.0-12.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DUAL_WIELD3 Prefix: Swift [ITEM] No Level Range Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 1105/1398
	<p>Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: BLINDING2_2H Prefix: [ITEM] of Obscuring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: POIS1 Prefix: Envenomed [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1106/1398
	<p>(1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS4_C Prefix: Manafused [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2_2H Prefix: Haywire [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: MP3 Prefix: [ITEM] of Evocation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(15.0-20.0) Mana (named MP3)</p> <p>Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1107/1398
<p>Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 3 0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: FREEZE4 Prefix: Shattering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2.0 seconds (named Ice_explosion) (Uses PERCENT graph)</p> <p>Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)</p> <p>Affix: ARMOR_PERCENT_LOW6_A Prefix: Burnt [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1) (5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1108/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)</p> <p>Affix: FACTION_ARMOR7_C Prefix: Efreeti [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3_1H Prefix: [ITEM] of Frenzy Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: (10.0-15.0)% more Attack Speed (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_C Prefix: Adamantine Studed [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_D_2_1H Prefix: Wirewood [ITEM] Minimum Level: 25</p>		

Jan 03, 19 18:18	allafx.txt	Page 1109/1398
<p>Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: FACTION_ARMOR5_A Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4_2H_2 Prefix: [ITEM] of Anger No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(75.0-100.0) physical damage (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 15.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DEX_VIT2_2H Prefix: Pathfinder's [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1110/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(35-50) Vitality (named DEX_VIT2) (Uses LINEAR_GRAPH graph) +(35-50) Dexterity (named DEX_VIT2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)</p> <p>Affix: FACTION_ARMOR5_C Prefix: Kindathlan [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_PERCENT_LOW4_A Prefix: Adamantine Studded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_A_4_2H_2 Prefix: Spirit-Slayer [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph) (75.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BLINDING4</p>		

Jan 03, 19 18:18	allafx.txt	Page 1111/1398
Prefix: [ITEM] of Distortion No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflct on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named BLINDING4) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)		
Affix: FUMBLE_CHANCE1 Prefix: [ITEM] of Accuracy No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)		
Affix: FACTION_ARMOR7_A Prefix: Efreeti [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses Linear_Graph graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses Linear_Graph graph)		
Affix: REGEN_MAX1 Prefix: [ITEM] of Replenishing No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named REGEN_MAX1) (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph) (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph) +(0.5-1.0) Mana/s (named REGEN_MAX1)		
Affix: POTIONS5 Prefix: Philosopher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)		
Affix: FACTION_ARMOR3		

Jan 03, 19 18:18	allafx.txt	Page 1112/1398
Prefix: Tytherian [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)		
Affix: ARMOR_PERCENT_LOW6_C Prefix: Burnt [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses LINEAR_Graph graph)		
Affix: THORNS_PHYS_THORNED4 Prefix: Jagged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)		
Affix: THORNS_FIRE3 Prefix: Red Hot [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)		
Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)		
Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity No Level Range Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1113/1398
Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1) (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)		
Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)		
Affix: MP1 Prefix: Chanter's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(5.0-10.0) Mana (named MP1)		
Affix: ARM_PHYSRED_TYPE3 Prefix: Layered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3) (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS4_A Prefix: Manafused [ITEM] Minimum Level: 25 Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR, COLLAR, STUD] Effects: (10.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) (10.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph) +(5.0-10.0) Mana/s (named dual_elemred_bonus4) (Uses LINEAR_GRAPH graph)		
Affix: POIS3 Prefix: Rusted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (

Jan 03, 19 18:18	allafx.txt	Page 1114/1398
Uses PERCENT graph) Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)		
Affix: DUAL_WIELD1 Prefix: Deft [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_POIS4_2H_2 Prefix: Venom-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses LINEAR_GRAPH graph)		
Affix: DMG_ANGRY2 Prefix: [ITEM] of Rage No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)		
Affix: ELEC2_1H Prefix: Resonant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [TWO HANDED] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 4.0 seconds (named ELEC2_1H) (Uses LINEAR_GRAPH graph) Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named ELEC2_1H) (Uses LINEAR_GRAPH graph)		
Affix: FACTION_ARMOR13_C Prefix: Battle Scarred [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1115/1398
	<p>(10.0-15.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>(10.0-15.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_ANGRY3 Prefix: [ITEM] of Frenzy No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT3_A Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(250.0-250.0) physical Armor (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph) (25.0-25.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_1 Prefix: Shadow-Bound [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2 Prefix: Festering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph) (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1116/1398
	<p>Affix: PROC_CRUSHBLOW1 Prefix: [ITEM] of Smashing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2 Prefix: Studded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2) (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM1_C Prefix: Duskweave [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) poison Armor (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PROC_POIS1 Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 10.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: FACTION_ARMOR11_A Prefix: Muursat [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1117/1398
<p>Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC3 Prefix: Arcing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: CLASS_BASED1_2HR_2 Prefix: Engraved [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: (10.0-15.0)% more charge rate (named CLASS_BASED1) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_N_2_C Prefix: Gravemist [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more poison damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_WEIGHT1_C Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR] Effects: -(250.0-250.0) physical Armor (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph) (25.0-25.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: ARMOR_MAT8_C</p>		

Jan 03, 19 18:18	allafx.txt	Page 1118/1398
<p>Prefix: Rubicite [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) fire Armor (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph) +(150.0-225.0) HP/Second (named ARMOR_MAT8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: ARM_ILLUM3_A Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: +(100.0-150.0) ice Armor (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: ARMOR_STATS_DEF2_C Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(50.0-75.0) physical Armor (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph) +(35-50) Vitality (named ARMOR_STATS_DEF1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: BURN4 Prefix: Detonating [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1119/1398
	<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast fire_explosion on kill for 2.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2 Prefix: Calishite [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4 Prefix: Apothecary's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING] Effects: (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5 Prefix: [ITEM] of Confusion No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2_2H_2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (200-250) electric damage over 4.00 seconds (named ELEC_DOT2) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1120/1398
	<p>Affix: ARMOR_BONUS_MAGIC5_A Prefix: Astral [ITEM] No Level Range Spawn Weight: 6 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [CHEST ARMOR] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_2H Prefix: Abberant [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph) (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses LINEAR_GRAPH graph)</p> <p>Affix: CLASS_BASED_S_4_C Prefix: Warpsigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CHEST ARMOR, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (7.0-10.0)% more Mana/10.0s/monster within 10.0 meters (Up to 8) (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph) -10.0 knockback (named CLASS_BASED_S_4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PERCENT_FIRE4_2H Prefix: Flame-Torrent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (25.0-30.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_1H Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1121/1398
<p>Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWMANA3_A_E Prefix: Grasping [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-1.0)% more Critical Chance (named OFTHEMASTER 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 WC_Stormclaw Proc) (Level 1)</p> <p>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)</p> <p>Affix: TRINKET_ICEDEFENSE5_A Prefix: [ITEM] of Warming No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_STRENGTH5</p>		

Jan 03, 19 18:18	allafx.txt	Page 1122/1398
<p>Prefix: [ITEM] of Might No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Strength (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% electric damage reflected (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_ARMOR7_A_E Prefix: Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) physical Armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ELEC_A_E Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% electric damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DUALWIELD Prefix: Augmented [ITEM] No Level Range 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>		

Jan 03, 19 18:18	allafx.txt	Page 1123/1398
<p>Affix: PETTRINKET_DAMAGE_POIS7_A Prefix: Virulent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_ICEDEFENSE3_A Prefix: Warming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3 Prefix: Engulfing [ITEM] No Level Range 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_ATTRIB_STRENGTH3_A_E Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT) Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL Prefix: Augmented [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1124/1398
<p>No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_2H Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF, WAND] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20_A_E Prefix: Freezing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEBEAR CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ICE7_A_E Prefix: Frozen [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_MISSILERANGE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE) Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_1H Prefix: Agile [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1125/1398
Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FEAR3_2H_2 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCGETHIT_FULLHEAL_2 Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE] Effects: (2.0-2.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)		
Affix: OF_PERCENT_FLAME3_WANDS Prefix: Fire-Surge [ITEM] No Level Range 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_POISON3_A_E Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFHTERAM3_2H_2 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1126/1398
Affix: OF_TL2_DRAWHEALTH5 Prefix: [ITEM] of Restoration No Level Range 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 drawhealth5)		
Affix: OFICE3_1H Prefix: Icy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_CHARGEDECAY3_C Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)		
Affix: OFTHETIGER3_2H_2 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_MISSILERANGEBONUS4_2H_2 Prefix: [ITEM] of Range No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCGETHIT_FULLHEAL_3 Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE]		

Jan 03, 19 18:18	allafx.txt	Page 1127/1398
<p>Effects: (3.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFTHETURTLE3_A Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE Prefix: Sage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (1.0-1.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFLIGHTNING3_2H Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_A_E Prefix: Sage [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DOT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT) Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1128/1398
<p>Affix: OF_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(45.0-60.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)</p> <p>Affix: OFRESISTANCE5_A Prefix: [ITEM] of Resistance No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H_E Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_A Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_2 Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1129/1398
<p>Effects: (2.0-2.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OFVENOM5 Prefix: [ITEM] of Venom No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) poison damage (named OFVENOM DAMAGE BONUS)</p> <p>Affix: OFTHEMASTER3_2H_2 Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_STRENGTH5 Prefix: [ITEM] of Strength No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Strength (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: 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: TRINKET_ELECTRICPERCENT_DEFENSE5_A Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEARCHER5_2H_2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1130/1398
<p>Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME2 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 OFTLEARNING_MONSTER25_PROC_FULLHEAL) R DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_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>		

Jan 03, 19 18:18	allafx.txt	Page 1131/1398
<p>Affix: OF_TL2_RESIST_IMMOB50_A_E Prefix: [ITEM] of Escape No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_2H Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5_A_E Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (175-250) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_FLAME3_A Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: DMG_PHYS_POIS_RANGE5_1H Prefix: Abberant [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [RANGED WEAPON] Can't Spawn On: [TWO HANDED] Effects: (25.0-30.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses Linear_Graph graph) (25.0-30.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses Linear_Graph graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1132/1398
<p>Affix: OF_PERCENT_FLAME3_C Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_MANA_REGEN3 Prefix: Focusing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(2.5-2.5) Mana/s</p> <p>Affix: OFLEARNING_MONSTER25_DAMAGEPCT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT) Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPCT_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SHORTSTUN2 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1133/1398
Spawns On: [2HMELEE] Effects: Inflict on Hit: (10.0-10.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEWIZARD Prefix: Draining [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(22.0-28.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: PETTRINKET_DAMAGE_POIS3 Prefix: Virulent [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) poison damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_DUALWIELDBONUS3_2H_2 Prefix: Pounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_ACIDRAIN_10_1H Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFTHEBULL5 Prefix: [ITEM] of the Ram No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [MELEE] Effects: -50.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: PETTRINKET_ARMOR_ELECTRIC Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 1134/1398
Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) electrical armor		
Affix: OF_TL2_MANA_REGEN3_A_E Prefix: Focusing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_FIREDEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFLEARNING_MONSTER25_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] 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)		
Affix: OF_PERCENT_ELECTRIC3_WANDS_1H_E Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_MANA_REGEN Prefix: Focusing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(0.5-0.5) Mana/s		

Jan 03, 19 18:18	allafx.txt	Page 1135/1398
<p>Affix: OF_TL2_SHIELDBREAK3_2H Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_STORMCLAW10_2H Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESOLDIER5_1H Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFRESISTANCE5_C Prefix: [ITEM] of Resistance No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_C Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1136/1398
<p>Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT to owner (named DOMSLAYER_MONSTER250_PROC_CHAOTICRIFT) Add triggerable RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER250_PROC_CHAOTICRIFT_COUNT)</p> <p>Affix: OFTHETURTLE3_C Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</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: OF_PROCGETHIT_FULLHEAL_1 Prefix: Regenerating [ITEM] No Level Range 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_TL2_CHARGEDECAY3_A Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1137/1398
<p>Affix: OFLEARNING_CHAMP10_SPLASH Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH) Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_THORNS7_POISON_A Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% poison damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFLEARNING_MONSTER25_MANASTEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)</p> <p>Affix: PETTAG_TL2_SHIELDBREAKER5_A_E Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE5 Prefix: [ITEM] of the Mule No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE_PERCENT_KNOCK_BACK_RESISTANCE)</p> <p>Affix: OF_PROC_THUNDERSTROM_10 Prefix: [ITEM] of Thunder No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1138/1398
<p>Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Level 1)</p> <p>Affix: PETTRINKET_LIFESTEAL3 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(180.0-220.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE) Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OF_TL2_BLINDING3_1H Prefix: Blinding [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>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</p> <p>Affix: OF_PROCKILL_FULLHEAL_1 Prefix: Engulfing [ITEM] No Level Range 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>		

Jan 03, 19 18:18	allafx.txt	Page 1139/1398
<p>Affix: OF_ICEDEFENSE3_C Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE_A_E Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% ice damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OFTHEMISER5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (6.0-7.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)</p> <p>Affix: OFTHEWINDS3_A_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS Prefix: Energizing [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1140/1140
<p>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</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> <p>Affix: PETTAG_ATTACK_SPEED Prefix: Agitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (3.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT) Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</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: 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)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT_1H</p>		

Jan 03, 19 18:18	allafx.txt	Page 1141/1398
	Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT) Add triggerable RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER25_TURNALIGNMENT_COUNT)	
	Affix: OF_TL2_SHORTSTUN3 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HMELEE] Effects: Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
	Affix: OF_TL2_SILENCE5 Prefix: [ITEM] of Silence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POLARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.	
	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)	
	Affix: OF_TL2_MANA_REGEN2 Prefix: Focusing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(1.0-1.0) Mana/s	
	Affix: PETTAG_TL2_SHORTSTUN5_A Prefix: Frightening [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	

Jan 03, 19 18:18	allafx.txt	Page 1142/1398
	ER CRITICAL CHANCE) (Uses Linear_Graph graph)	
	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)	
	Affix: OF_PERCENT_FLAME3_WANDS_2H Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_Graph graph)	
	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: OF_TL2_RESIST_SLOW50 Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, NECKLACE] Effects: (50.0-50.0)% more resistance to Slow (named resist_slow)	
	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: OFLEARNING_CHAMP10_DUALWIELD Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 1143/1398
Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD) Add triggerable RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT to owner (named RANDOMSLAYER_CHAMP10_DUALWIELD_COUNT)		
Affix: OF_TL2_DRAWARMOR3_C Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)		
Affix: PETTAG_DIRECT_POISON_PERCENT_05 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: OF_TL2_DAMAGEOVERTIME5 Prefix: [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_PERCENT_POISON Prefix: Poison-Surge [ITEM] No Level Range 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)		
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: OFLEARNING_MONSTER250_PROC_STORMCLAW_1H Prefix: Augmented [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1144/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] 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)		
Affix: OFLEARNING_MONSTER25_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT) Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)		
Affix: PETTRINKET_THORNS7_ICE_A Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% ice damage reflected (Uses Linear_Graph graph)		
Affix: OFVENOM2 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(9.0-11.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHESOLDIER5_2H_2 Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_HEALTHANDMANA		

Jan 03, 19 18:18	allafx.txt	Page 1145/1398
	<p>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: OFTHEMULE3_C Prefix: Intractable [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE3_A Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEARCHER5_1H Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 8 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_FULLHEAL_5 Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Level 1)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_A Prefix: [ITEM] of Escape</p>	

Jan 03, 19 18:18	allafx.txt	Page 1146/1398
	<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL7 Prefix: Feasting [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (266.0-333.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHESEEKER3_2H_2 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF, SWORD, THROWING KNIFE] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>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)</p> <p>Affix: TRINKET_GOLDFIND5 Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (9.0-12.0)% more Gold Find (named TRINKET_GOLDFIND PERCENT GOLD DROP)</p> <p>Affix: OF_PERCENT_ELECTRIC Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 1147/1398
(2.0-3.0)% more electric damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_TL2_DRAWHEALTH2 Prefix: Restoring [ITEM] No Level Range 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 drawhealt hx2)		
Affix: OFTHEELEPHANT3_A Prefix: Healthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWHEALTH3 Prefix: Restoring [ITEM] No Level Range 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 drawhealt hx3)		
Affix: OFLEARNING_CHAMP10_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAY ER_CHAMP10_MISSILERANGE) Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RAND OMSLAYER_CHAMP10_MISSILERANGE_COUNT)		
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: OFLEARNING_MONSTER250_PROC_ZOMBIE_1H		

Jan 03, 19 18:18	allafx.txt	Page 1148/1398
Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE to owner (named RAN AYER_MONSTER250_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT to owner (named NDOMSLAYER_MONSTER250_PROC_ZOMBIE_COUNT)		
Affix: OF_PROCGETHIT_FULLHEAL_5 Prefix: [ITEM] of Regeneration No Level Range 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_fu al) (Level 1)		
Affix: OFLEARNING_MONSTER250_EXECUTE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE to owner (named RANDOMSL _MONSTER250_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER250_EXECUTE_COUNT to owner (named R SLAYER_MONSTER250_EXECUTE_COUNT)		
Affix: OF_ATTRIB_DEXTERITY3_C Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DAMAGEOVERTIME3_1H_E Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1149/1398
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] 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)		
Affix: OFVENOM3 Prefix: Venomous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) poison damage (named OFVENOM DAMAGE BONUS)		
Affix: OFTHESOLDIER Prefix: Soldier [ITEM] No Level Range 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: OF_PROC_BLINDCLOUD_10_2H Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)		
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: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT)		

Jan 03, 19 18:18	allafx.txt	Page 1150/1398
Add triggerable RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_CHAOTICRIFT_COUNT)		
Affix: OF_TL2_SHIELDBREAK Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (10.0-10.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OF_PERCENT_FLAME5_WANDS Prefix: [ITEM] of Fire Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: (12.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_ATTRIB_STRENGTH2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Strength (named OFFLAME DAMAGE BONUS)		
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)		
Affix: PETTAG_TL2_SHIELDBREAKER5_A Prefix: Crushing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more chance to break shields (named unique_shieldbreak) (Uses Linear_Graph graph)		
Affix: PETTAG_DIRECT_POISON_PERCENT_10 Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1151/1398
<p>Inflict on Hit: (10.0-10.0)% chance to Poison for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_1H Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_ GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL EARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_TL2_MANA_REGEN5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects: +(2.5-2.5) Mana/s</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: OFTHEBULL3 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [MELEE] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_FUMBLECHANCE Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1152/1
<p>Effects: (3.0-3.0)% less chance to fumble</p> <p>Affix: OFTHEMISER2 Prefix: Wealthy [ITEM] No Level Range 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: PETTRINKET_DAMAGE_ELEC7_A Prefix: Juiced [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses Lin raph graph)</p> <p>Affix: OF_TL2_MISSILERANGEBONUS4_1H Prefix: [ITEM] of Range No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTA EED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_A Prefix: Agile [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_2H_2 Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named W eor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_1H Prefix: Brutal [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1153/1398
	<p>Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMULE2 Prefix: Intractable [ITEM] No Level Range 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: OFTHEVAMPIRE3_2H_2 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEELEPHANT3_C Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H Prefix: [ITEM] of Blood No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_PROC_FIRESTORM_10 Prefix: [ITEM] of the Fire Storm No Level Range 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>	

Jan 03, 19 18:18	allafx.txt	Page 1154/1398
	<p>Affix: TRINKET_ELECTRIC_PERCENT5_A Prefix: [ITEM] of Shock No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHEMULE3 Prefix: Intractable [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: PETTRINKET_THORNS7_FIRE Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% fire damage reflected</p> <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_THORNS7_FIRE_A_E Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% fire damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50_C Prefix: [ITEM] of Escape No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1155/1398
INEAR_GRAPH graph)		
Affix: OFLEARNING_MONSTER25_DOT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT) Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)		
Affix: OFTHEBEAR3_2H_2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFICE3_2H_2 Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_FIREPERCENT_DEFENSE5_A Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)		
Affix: OF_POISONDEFENSE3_C Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1156/1398
Affix: OFTHEMULE3_A Prefix: Intractable [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ALL Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (1.0-1.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OFLEARNING_CHAMP10_PROC_STORMCLAW_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)		
Affix: OFTHEBULL2 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [MELEE] Effects: -20.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: PETTAG_ATTACK_SPEED5_A_E Prefix: Agitating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OFTHETIGER Prefix: Hasty [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1157/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (2.0-3.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OFTHEMISER3 Prefix: Wealthy [ITEM] No Level Range 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: OF_PROC_ACIDRAIN_10 Prefix: [ITEM] of Acid Rain No Level Range 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_PERCENT_ICE3_WANDS_2H Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE3_1H Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SILENCE3 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 3 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 3.0 seconds.</p>		

Jan 03, 19 18:18	allafx.txt	Page 1158/1398
<p>Affix: OF_TL2_RESIST_SLOW50_A_E Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10 Prefix: [ITEM] of the Glacier No Level Range 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_TL2_SHORTSTUN5 Prefix: [ITEM] of Stunning No Level Range 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 OFTHEMISER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_DRAWARMOR3_A Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_2H Prefix: Pounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more physical damage (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_RESIST_IMMOB50 Prefix: [ITEM] of Escape No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1159/1398
Spawns On: [BOOTS, NECKLACE] Effects: (50.0-50.0)% more resistance to Immobilize (named resist_immobilize)		
Affix: TRINKET_MAGICFIND5 Prefix: [ITEM] of Luck No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more Magic Find (named TRINKET_MAGICFIND PERCENT MAGICAL DROP)		
Affix: OF_PROCKILL_ZOMBIE_10_2H_2 Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_TL2_CHARGEDECAY3_A_E Prefix: Grasping [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (15.0-10.0)% less charge bar decay rate (Uses LINEAR_GRAPH graph)		
Affix: PETTAG_PROC_STORMCLAW5 Prefix: Arcing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (5.0-5.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Level 1)		
Affix: 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 OFTHEMASTER CRITICAL CHANCE)		
Affix: PETTAG_DIRECT_BURN_PERCENT_10		

Jan 03, 19 18:18	allafx.txt	Page 1160/1398
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: TRINKET_STAT_STRENGTH5_A Prefix: [ITEM] of Strength No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Strength (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)		
Affix: OFLEARNING_MONSTER250_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER250_ATTACKSPEED_COUNT)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 10.0 meters) (Exclusive) (Uses LINEAR_GRAPH graph)		
Affix: OFTHETIGER3_1H Prefix: Hasty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEWIZARD3_1H_E Prefix: Draining [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 1161/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)		
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)		
Affix: OF_PERCENT_FLAME2_WANDS 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_TL2_DRAWMANA2 Prefix: Grasping [ITEM] No Level Range 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 drawmanax2)		
Affix: OFLEARNING_CHAMP10_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range 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: OF_TL2_SHORTSTUN3_2H_2 Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		

Jan 03, 19 18:18	allafx.txt	Page 1162/1398
Affix: OF_ELECTRICDEFENSE5 Prefix: [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 NSE)		
Affix: OF_ELECTRICDEFENSE3_A Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NCE, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL ENSE) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEWINDS3 Prefix: Deflecting [ITEM] No Level Range 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: OFTHEOWL3_C Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: + (35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL2 Prefix: Fortified [ITEM] No Level Range 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 1 exclusive)		
Affix: PETTRINKET_ARMOR_ICE Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1163/1398
Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) ice armor		
Affix: OFLEARNING_CHAMP10_PROC_STROMCLAW Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_STORMCLAW_COUNT)		
Affix: OF_TL2_MANA_REGEN3_C Prefix: Focusing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_THORNS5_A_E Prefix: Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)		
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_FUMBLECHANCE3_1H_E Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_DAMAGE_PHYS Prefix: Fanged [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1164/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_PROCKILL_FULLHEAL_3_2H_2 Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFTHEMAGE3_2H Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)		
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: OFTHESAVAGE3 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (10-14) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFTHEMISER3_A Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1165/1398
<p>Affix: OFTHEVAMPIRE3 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: +(200.0-250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OFTHEVAMPIRE2 Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(125.0-175.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_20 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (20.0-20.0)% chance to Freeze for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SPLASH to owner (named RANDOMSLAYER_ MONSTER250_SPLASH) Add triggerable RANDOMSLAYER_MONSTER250_SPLASH_COUNT to owner (named RANDOMS LAYER_MONSTER250_SPLASH_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) ice armor</p> <p>Affix: OFTHESAVAGE2 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1166/1
<p>Effects: Degrade enemy armor by (7-9) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOM R_MONSTER25_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named I MSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: OFTHEBEAR3_1H Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR APH graph)</p> <p>Affix: OF_PERCENT_ICE3_A_E Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_ graph)</p> <p>Affix: OF_TL2_BLINDING3_2H_2 Prefix: Blinding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofb ngblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_2H Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1167/1398
<p>Affix: OF_PERCENT_ICE3_WANDS_2H_2 Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OF_TL2_PETDAMAGE3_A_E Prefix: Commanding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEXTERITY3_2H_2 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE3_C Prefix: Sage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_EXECUTE3_1H_E Prefix: Paired [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1168/1398
<p>Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_1H_E Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3 Prefix: Fortified [ITEM] No Level Range 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 5.0 meters exclusive)</p> <p>Affix: OFTHEWINDS2 Prefix: Deflecting [ITEM] No Level Range 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)</p> <p>Affix: OFTHEMISER3_A_E Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL Prefix: Augmented [ITEM] No Level Range 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>		

Jan 03, 19 18:18	allafx.txt	Page 1169/1398
<p>Affix: OF_TL2_SILENCE_STAFFANDWAND3_1H Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETIGER5 Prefix: [ITEM] of Haste No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (11.0-14.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Affix: OF_TL2_SPLASH2_2H_2 Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWMANA3 Prefix: Grasping [ITEM] No Level Range 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 drawmanax3)</p> <p>Affix: OFTHESTORMS5 Prefix: [ITEM] of Deflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_TURNALIGNMENT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1170/1398
<p>Add triggerable RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_MONSTER250_TURNALIGNMENT_COUNT)</p> <p>Affix: OF_TL2_PETHEALTH3_A_E Prefix: Salving [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMASTER3_1H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>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)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_LIFESTEAL_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1171/1398
<p>Affix: OF_PROC_ACIDRAIN_10_1H_E Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5_A Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PERCENT_ELECTRIC5 Prefix: [ITEM] of Electric Rage No Level Range 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: PETTAG_DIRECT_POISON_PERCENT_20_A_E Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD, SHOULDER ARMOR] Effects: (1.5-1.5)% less physical damage taken/monster within 1.5 meters (Up to 3) (Exclusive)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1172/1398
<p>Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB) Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_1H_E Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE Prefix: Commanding [ITEM] No Level Range 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_ICEDEFENSE5 Prefix: [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)</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: OFLEARNING_MONSTER25_PROC_STROMCLAW Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, 1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HORD, FIST, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1173/1398
Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)		
Affix: PETTRINKET_DAMAGE_PHYS2 Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_CRITICALDAMAGE3_1H_E Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_FLAME5 Prefix: [ITEM] of Fire Rage No Level Range 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: OFTHEWIZARD5 Prefix: [ITEM] of Draining No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(115.0-135.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_PROC_THUNDERSTROM_10_2H_2 Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_PERCENT_ALL3_A_E Prefix: Prismatic [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1174/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHESEEKER3_2H Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_LIFESTEAL_MASTER7_A_E Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEWIZARD3_1H Prefix: Draining [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FUMBLECHANCES5 Prefix: [ITEM] of Precision No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-15.0)% less chance to fumble		
Affix: OFTHESAGE3_A Prefix: Sage [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING]		

Jan 03, 19 18:18	allafx.txt	Page 1175/1398
<p>Effects: (3.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_ARMOR_POISON7_A Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) poison armor (Uses Linear_Graph graph)</p> <p>Affix: PETTAG_DIRECT_BURN_PERCENT_20_A Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H_E Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESAVANT5_A_E Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1176/1398
<p>Affix: PETTRINKET_ARMOR_ICE5 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) ice armor</p> <p>Affix: PETTRINKET_THORNS7_POISON Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% poison damage reflected</p> <p>Affix: OFFLAME3_2H_2 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p> <p>Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETHORN5 Prefix: [ITEM] of Vengeance No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (45.0-55.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)</p> <p>Affix: OFTHEMISER3_C Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-20.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_DEGRADE_ARMOR5 Prefix: Savage [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (40-40) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1177/1398
<p>Affix: OFFLAME3_2H Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND] Effects: + (50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_1H Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_1H_E Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: PETTRINKET_DAMAGE_POIS7_A_E Prefix: Virulent [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (100.0-150.0) poison damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10_2H_2 Prefix: [ITEM] of Blood No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1178/1398
<p>Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WAND) odWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHEOWL3_A Prefix: Mystical [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: + (35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_BLOODWASH_10 Prefix: [ITEM] of Blood No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_BloodWash on strike from target (named WAND) odWash) (Level 1)</p> <p>Affix: OF_TL2_MANA_REGEN3_A Prefix: Focusing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: + (15.0-20.0) Mana/s (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ELECTRICDEFENSE3_C Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: + (75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS Prefix: Electric-Surge [ITEM] 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>		

Jan 03, 19 18:18	allafx.txt	Page 1179/1398
<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: OF_TL2_DRAWARMOR3_A_E Prefix: Bolstered [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (5.0-10.0)% less all damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_CRIT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_CRIT to owner (named RANDOMSLAYER_MONSTER25_CRIT) Add triggerable RANDOMSLAYER_MONSTER25_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER25_CRIT_COUNT)</p> <p>Affix: OF_PERCENT_ELECTRIC3_A_E Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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_RESISTALL2 Prefix: Resisting [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1180/1398
<p>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: TRINKET_ICE_PERCENT5_A Prefix: [ITEM] of Freezing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_DRAWARMOR_PHYSICAL3_C Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_FULLHEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_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: TRINKET_FIREPERCENT_DEFENSE5 Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less fire Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_2H_2 Prefix: [ITEM] of Clouded Vision No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1181/1398
Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_MONSTER25_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK) Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)		
Affix: OFLEARNING_MONSTER25_DUALWIELD Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)		
Affix: OFTHEMAGE Prefix: Invoking [ITEM] No Level Range 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)		
Affix: OF_TL2_DRAWMANA3_A Prefix: Grasping [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named drawmanax3) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEMISER Prefix: Wealthy [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 1182/1398
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)		
Affix: OF_PERCENT_ELECTRIC2 Prefix: Electric-Surge [ITEM] No Level Range 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)		
Affix: OFLEARNING_MONSTER25_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_MANASTEAL_COUNT)		
Affix: OF_PROC_GLACIALSPIKE_10_1H_E Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_TL2_SHIELDBREAK3_2H_2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)		
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)		

Jan 03, 19 18:18	allafx.txt	Page 1183/1398
<p>Affix: OFTHETIGER2 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (4.0-6.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>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)</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: TRINKET_ICE_BONUS5_A Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>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)</p> <p>Affix: OFTHEWINDS5 Prefix: [ITEM] of Deflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOOTS, CHEST ARMOR, GLOVES, HELMET, SHOULDER ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1184/1398
<p>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFTHEARCHER5 Prefix: [ITEM] of the Archer No Level Range 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: TRINKET_POISONDEFENSE5 Prefix: [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: PETTRINKET_ARMOR_ICE7_A Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) ice armor (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5 Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: OF_PERCENT_POISON3_WANDS_2H_2 Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: OF_FIREDEFENSE3_A Prefix: Cooling [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1185/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SILENCE_STAFFANDWAND Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.		
Affix: 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)		
Affix: OFTHEVAMPIRE5 Prefix: [ITEM] of the Vampire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(325.0-425.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)		
Affix: OFTHESAVAGE5 Prefix: [ITEM] of Demolishing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (18-22) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFLEARNING_CHAMP10_MANASTEAL Prefix: Augmented [ITEM] No Level Range 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)		

Jan 03, 19 18:18	allafx.txt	Page 1186/1398
LAYER_CHAMP10_MANASTEAL_COUNT)		
Affix: PETTRINKET_LIFESTEAL_MASTER7_A Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DUALWIELDBONUS Prefix: Bifold [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (3.0-5.0)% more Damage while Dual Wielding		
Affix: SKILL_ADD_MASTERY_OFFENSE Prefix: [ITEM] of Offense Minimum Level: 777 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, TRINKET, UNIQUE] Effects: +(1-1) levels to Offensive Spell Mastery skill (named Offensive Spell Mastery)		
Affix: OF_TL2_PETHEALTH3_A Prefix: Salving [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)		
Affix: PETTAG_PROC_STORMCLAW10_A Prefix: Arcing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses Linear_Graph graph) (Level 1)		
Affix: OF_ELECTRICDEFENSE2 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2		

Jan 03, 19 18:18	allafx.txt	Page 1187/1398
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_TL2_DAMAGEOVERTIME3_2H Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph) Affix: OFLEARNING_CHAMP10_SPLASH_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SPLASH to owner (named RANDOMSLAYER_CHAMP10_SPLASH) Add triggerable RANDOMSLAYER_CHAMP10_SPLASH_COUNT to owner (named RANDOMSLAYER_CHAMP10_SPLASH_COUNT) Affix: OF_TL2_DRAWARMOR_PHYSICAL5 Prefix: [ITEM] of the Citadel No Level Range 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: OFTHESAVAGE3_2H Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) Affix: OFTHESTORMS3 Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD]		

Jan 03, 19 18:18	allafx.txt	Page 1188/1398
Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) Affix: OFLEARNING_MONSTER25_ATTACKSPEED Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT) Affix: OF_TL2_DRAWMANA5 Prefix: [ITEM] of the Usurper No Level Range 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 drawmana5) Affix: OFTHETIGER3 Prefix: Hasty [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (7.0-9.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) Affix: OF_TL2_DRAWHEALTH3_A Prefix: Restoring [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealth3) (Uses LINEAR_GRAPH graph) Affix: PETTAG_DIRECT_SHOCK_PERCENT_20_A_E Prefix: Shocking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHETIGER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1189/1398
<p>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)</p> <p>Affix: TRINKET_FIRE_BONUS5_A Prefix: [ITEM] of Burning No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_POISONPERCENT_DEFENSE5_A Prefix: [ITEM] of Curing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC AL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVAGE3_1H_E Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</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: OFTHECHEETAH Prefix: Brisk [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1190/1398
<p>Occupies no slots Spawns On: [BOOTS, BELT] Effects: (3.0-4.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)</p> <p>Affix: OF_ATTRIB_MAGIC3_2H_2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3 Prefix: Electric-Surge [ITEM] No Level Range 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: TRINKET_GOLDFIND5_A Prefix: [ITEM] of Wealth No Level Range Spawn Weight: 2 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) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_STAT_MAGIC5 Prefix: [ITEM] of Focus No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Focus (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: 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: OFVENOM3_1H</p>		

Jan 03, 19 18:18	allafx.txt	Page 1191/1398
	Prefix: Venomous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	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: + (27.0-36.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE)	
	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)	
	Affix: OFTHEMAGE3_2H_2 Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA	
	FF] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)	
	Affix: OF_PERCENT_ELECTRIC5_WANDS Prefix: [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)	
	Affix: OF_ATTRIB_DEFENSE3_2H_2 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA	

Jan 03, 19 18:18	allafx.txt	Page 1192/1398
	FF] Effects: + (50-70) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OF_TL2_SPLASH2_1H Prefix: Slashing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)	
	Affix: PETTAG_TL2_RESIST_SLOW100_A Prefix: Momentous [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses Linear_GRAPH graph)	
	Affix: TRINKET_ELECTRICDEFENSE5_A Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (100.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)	
	Affix: OFTHEWIZARD3 Prefix: Draining [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: + (70.0-80.0) Mana stolen (named OFTHEWIZARD MANA STEAL)	
	Affix: OF_PERCENT_FLAME3 Prefix: Fire-Surge [ITEM] No Level Range 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_TL2_DRAWHEALTH3_C Prefix: Restoring [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 1193/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawheal) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A_E Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME 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)</p> <p>Affix: OFHTERAM3_1H Prefix: Slamming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_SHIELDBREAKER Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF, CROSSBOW] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLIGHTNING3_2H_2 Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1194/1398
<p>Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAVANT Prefix: Savant [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (1.0-2.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(15.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL)</p> <p>Affix: PETTRINKET_ARMOR_POISON Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) poison armor</p> <p>Affix: OF_PROC_FIRESTORM_10_1H Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_FULLHEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_EXECUTE Prefix: Paired [ITEM] No Level Range 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_PERCENT_FLAME3_WANDS_1H_E Prefix: Fire-Surge [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1195/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OF_TL2_FUMBLECHANCE3 Prefix: Precise [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (9.0-9.0)% less chance to fumble</p> <p>Affix: OF_PERCENT_FLAME3_A_E Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETHEALTH3_C Prefix: Salving [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Minion/Pet Health (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</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>		

Jan 03, 19 18:18	allafx.txt	Page 1196/1
<p>Affix: TRINKET_ICE_BONUS5 Prefix: [ITEM] of Chilling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTAG_DEGRADE_ARMOR2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (16-16) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFLEARNING_CHAMP10_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [POLEARM, STAFF, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT) Add triggerable RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT to owner (named RANDOMSLAYER_CHAMP10_TURNALIGNMENT_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_DOT Prefix: Augmented [ITEM] No Level Range 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: OFTHETHORN3 Prefix: Avenging [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECT)</p> <p>Affix: PETTRINKET_ARMOR_ICE3 Prefix: Ice-Armored [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1197/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) ice armor</p> <p>Affix: PETTRINKET_ARMOR_ICE2 Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) ice armor</p> <p>Affix: OFTHETHORN2 Prefix: Avenging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (17.0-23.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)</p> <p>Affix: TRINKET_ICEDDEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) ice armor (named TRINKET_ICEDDEFENSE ICE DEFENSE)</p> <p>Affix: PETTAG_DEGRADE_ARMOR3 Prefix: Savage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrade enemy armor by (24-24) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: PETTAG_TL2_RESIST_IMMOB100_A_E Prefix: Liberating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_2H Prefix: [ITEM] of Annihilation No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1198/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_FUMBLECHANCE3_1H Prefix: Precise [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [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: PETTRINKET_DAMAGE_ELEC7_A_E Prefix: Juiced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) electric damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_C Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FUMBLECHANCE2 Prefix: Precise [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1199/1398
(6.0-6.0)% less chance to fumble		
Affix: OFLEARNING_MONSTER25_DUALWIELD_1H		
Prefix: Augmented [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD)		
Add triggerable RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER25_DUALWIELD_COUNT)		
Affix: OFLEARNING_MONSTER250_DOT_1H		
Prefix: Augmented [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
Add triggerable RANDOMSLAYER_MONSTER250_DOT to owner (named RANDOMSLAYER_MONSTER250_DOT)		
Add triggerable RANDOMSLAYER_MONSTER250_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DOT_COUNT)		
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)		
Affix: OF_ATTRIB_STRENGTH3_1H_E		
Prefix: Mighty [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
+(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHETHORN		
Prefix: Avenging [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
(8.0-12.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION)		
Affix: PETTRINKET_DAMAGE_PHYS5		

Jan 03, 19 18:18	allafx.txt	Page 1200/1398
Prefix: Fanged [ITEM]		
No Level Range		
Spawn Weight: 5		
Occupies no slots		
Spawns On: [COLLAR, STUD]		
Effects:		
+(40.0-50.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_PERCENT_FLAME2		
Prefix: Fire-Surge [ITEM]		
No Level Range		
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)		
Affix: OFTHEWIZARD2		
Prefix: Draining [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [STAFF, WAND]		
Effects:		
+(45.0-55.0) Mana stolen (named OFTHEWIZARD MANA STEAL)		
Affix: OF_PROC_THUNDERSTROM_10_1H		
Prefix: [ITEM] of Thunder		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]		
Effects:		
(10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OF_TL2_SHORTSTUN		
Prefix: Stunning [ITEM]		
No Level Range		
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 OFTHEM CRITICAL CHANCE)		
Affix: OF_TL2_DRAWMANA		
Prefix: Grasping [ITEM]		
No Level Range		
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 drawmana1)		

Jan 03, 19 18:18	allafx.txt	Page 1201/1398
<p>Affix: OF_TL2_FEAR3_1H Prefix: Creepy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_BONUS5_A Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>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)</p> <p>Affix: TRINKET_ELECTRIC_BONUS5 Prefix: [ITEM] of Jolting No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC Prefix: Juiced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(7.0-10.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_DRAWMANA3_C Prefix: Grasping [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1202/1398
<p>Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Mana/5.0s/monster within 15.0 meters (Up to 3) (named manax3) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFVENOM3_2H Prefix: Venomous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER25_SPLASH Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SPLASH to owner (named RANDOMSLAYER_MONSTER25_SPLASH) Add triggerable RANDOMSLAYER_MONSTER25_SPLASH_COUNT to owner (named RANDOMSLAYER_MONSTER25_SPLASH_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_ZOMBIE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1203/1398
<p>Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_ZOMBIE_COUNT)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3 Prefix: Energizing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Effects: (9.0-9.0)% more charge rate</p> <p>Affix: OFTHETHORN3_A_E Prefix: Avenging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTION) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_SPLASH2_2H Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_C Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEXTERITY5_A Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Dexterity (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1204/1398
<p>Affix: OF_PROCKILL_ZOMBIE_10 Prefix: [ITEM] of Shadow No Level Range 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_TL2_RESIST_SLOW50_C Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</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, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(12.0-16.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_PERCENT_FLAME Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects: (2.0-3.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER25_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHORTSTUN_COUNT)</p> <p>Affix: MANA_ADDER_2 Prefix: Mystical [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1205/1398
	<p>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: OFHTERAM3_2H Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_C Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: + (100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_FIRESTORM_10_2H Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESEEKER3_1H_E Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</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>	

Jan 03, 19 18:18	allafx.txt	Page 1206/1398
	<p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A_E Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (75.0-100.0) electrical armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_EXECUTE Prefix: Augmented [ITEM] No Level Range 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: OFTHESOLDIER5 Prefix: [ITEM] of the Soldier No Level Range 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</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_TL2_PETHEALTH2 Prefix: Salving [ITEM] No Level Range 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: OFTHESOLDIER5_1H_E Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1207/1398
Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_BLINDING2 Prefix: Blinding [ITEM] No Level Range 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)		
Affix: OFLEARNING_MONSTER25_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] 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)		
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)		
Affix: OFLEARNING_MONSTER25_IMMOB Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB) Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)		
Affix: PETTRINKET_THORNS5_FIRE Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 1208/1398
Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% fire damage reflected		
Affix: TRINKET_POISONDEFENSE5_A Prefix: [ITEM] of Curing No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses Linear_Graph graph)		
Affix: OF_TL2_DAMAGEOVERTIME3_2H_2 Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named EBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_BLINDING3 Prefix: Blinding [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OF_TL2_PETHEALTH3 Prefix: Salving [ITEM] No Level Range 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)		
Affix: OF_TL2_FUMBLECHANCE3_2H Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1209/1398
<p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_STORMCLAW_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW) Add triggerable RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_STORMCLAW_COUNT)</p> <p>Affix: 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_POISONDEFENSE3_A_E Prefix: Restorative [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE) (Uses LINEAR_GRAPH graph)</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: OFLEARNING_MONSTER25_MISSILERANGE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1210/1398
<p>Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE) Add triggerable RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_MONSTER25_MISSILERANGE_COUNT)</p> <p>Affix: 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: TRINKET_ICEPERCENT_DEFENSE5_A Prefix: [ITEM] of Warming No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRIC DEFENSE) (Uses Linear_Graph graph)</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, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH5 Prefix: [ITEM] of Carnage No Level Range 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_PROC_THUNDERSTORM_10_2H Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1211/1398
<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: OFLEARNING_MONSTER25_TANGLE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_TANGLE to owner (named RANDOMSLAYER_MONSTER25_TANGLE) Add triggerable RANDOMSLAYER_MONSTER25_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER25_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_LIFESTEAL7_A_E Prefix: Feasting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_FEAR3_2H Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS2 Prefix: Energizing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE] Effects: (6.0-6.0)% more charge rate</p> <p>Affix: OFLEARNING_CHAMP10_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1212/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN) Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)</p> <p>Affix: OF_TL2_FEAR5 Prefix: [ITEM] of Terror No Level Range 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_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: OFLEARNING_MONSTER250_SHIELDBREAKER_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_ELECTRIC7_A Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) electrical armor (Uses Linear_Graph graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1213/1398
<p>Affix: OFRESISTANCE5 Prefix: [ITEM] of Resistance No Level Range 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> <p>Affix: OF_TL2_CRITICALDAMAGE Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT Prefix: Augmented [ITEM] No Level Range 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: OF_PERCENT_ICE3 Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-9.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A_E Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (750.0-1000.0) Max HP (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN Prefix: Rejuvenating [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1214/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: + (0.3-0.3) HP/Second</p> <p>Affix: PETTAG_CRIT_CHANCE5_A_E Prefix: Vicious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10_1H_E Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_POISONDEFENSE2 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: + (18.0-24.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OFTHEVAMPIRE3_1H_E Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1215/1398
MSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)		
<p>Affix: OF_TL2_PETDAMAGE3 Prefix: Commanding [ITEM] No Level Range 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: OFTHEMULE Prefix: Intractable [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, SHIELD, SHOULDER ARMOR] Effects: -10.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)</p> <p>Affix: OFLEARNING_MONSTER250_KNOCKBACK Prefix: Augmented [ITEM] No Level Range 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: 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)</p> <p>Affix: OF_PERCENT_POISON2 Prefix: Poison-Surge [ITEM] No Level Range 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: OFICE3 Prefix: Icy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1216/1398
<p>Spawns On: [WEAPON] Effects: +(13.0-17.0) ice damage (named OFICE DAMAGE BONUS)</p> <p>Affix: OFLIGHTNING5 Prefix: [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: 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: OF_TL2_SPLASH Prefix: Slashing [ITEM] No Level Range 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: OFLEARNING_CHAMP10_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK) Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: OF_TL2_HEALTH_REGEN5 Prefix: [ITEM] of Rejuvenation No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(1.5-0.2) HP/Second</p> <p>Affix: OFICE3_1H_E Prefix: Icy [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 1217/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: + (50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph))		
Affix: OFTHEDRAKE Prefix: [ITEM] of the Drake No Level Range 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: 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: OF_PERCENT_POISON3 Prefix: Poison-Surge [ITEM] No Level Range 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)		
Affix: TRINKET_ELECTRICPERCENT_DEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE ELECT RICAL DEFENSE)		
Affix: TRINKET_STAT_MAGIC5_A Prefix: [ITEM] of Focus No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: + (25-35) Focus (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)		

Jan 03, 19 18:18	allafx.txt	Page 1218/1398
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)		
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		
Affix: OF_TL2_PETDAMAGE2 Prefix: Commanding [ITEM] No Level Range 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)		
Affix: PETTRINKET_DAMAGE_PHYS7_A Prefix: Fanged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)		
Affix: OFLEARNING_CHAMP10_IMMOB Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_IMMOB to owner (named RANDOMSLAYER P10_IMMOB) Add triggerable RANDOMSLAYER_CHAMP10_IMMOB_COUNT to owner (named RANDOM R_CHAMP10_IMMOB_COUNT)		
Affix: OF_POISONDEFENSE3 Prefix: Restorative [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD]		

Jan 03, 19 18:18	allafx.txt	Page 1219/1398
<p>Effects: +(27.0-36.0) poison armor (named TRINKET_POISONDEFENSE POISON DEFENSE)</p> <p>Affix: OF_TL2_DAMAGEOVERTIME3_1H Prefix: Savage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Inflict on Hit: Does (150-250) physical damage over 5.00 seconds (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_1H_E Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_FIRE_BONUS5 Prefix: [ITEM] of Burning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: PETTRINKET_HEALTHANDMANA7_A Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(750.0-1000.0) Max HP (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_FIREDEFENSE5_A Prefix: [ITEM] of Cooling No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_HEALTH_REGEN3_A Prefix: Rejuvenating [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1220/1398
<p>Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESEEKER5 Prefix: [ITEM] of the Lucky No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (4.0-5.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFTHESAVAGE3_1H Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_EXECUTE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE to owner (named RANDOMSLAYER_MONSTER25_EXECUTE) Add triggerable RANDOMSLAYER_MONSTER25_EXECUTE_COUNT to owner (named RANDOMSLAYER_MONSTER25_EXECUTE_COUNT)</p> <p>Affix: OF_TL2_RESIST_SLOW50_A Prefix: [ITEM] of Momentum No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE2 Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL] Can't Spawn On: [COLLAR, STUD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1221/1398
(4.0-6.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Affix: OF_PERCENT_ELECTRIC3_A Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROCKILL_ZOMBIE_10_1H_E Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: PETTRINKET_RESISTALL7_A Prefix: Resisting [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-75.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH graph) +(50.0-75.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_BLINDCLOUD_10 Prefix: [ITEM] of Clouded Vision No Level Range 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)		
Affix: OFTHEOWL5 Prefix: [ITEM] of Mystery No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD]		

Jan 03, 19 18:18	allafx.txt	Page 1222/1398
Effects: +(22.0-28.0) Mana (named OFTHEOWL MAX MANA)		
Affix: TRINKET_STAT_DEFENSE5_A Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25-35) Vitality (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_CRITICALDAMAGE2 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHEMAGE5 Prefix: [ITEM] of the Invoker No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET, STAFF, WAND] Effects: (13.0-17.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHEBEAR Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(6.0-8.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
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		
Affix: OF_TL2_CHARGERATEBONUS5 Prefix: [ITEM] of Energy No Level Range Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1223/1398
Spawns On: [BELT, CHEST ARMOR, WEAPON] Effects: (15.0-15.0)% more charge rate		
Affix: PETTRINKET_ARMOR_ELECTRIC3 Prefix: Electric-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) electrical armor		
Affix: OFLEARNING_CHAMP10_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, 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)		
Affix: OF_PERCENT_POISON3_A Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEELEPHANT3_A_E Prefix: Healthy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(750.0-1000.0) Max HP (named OFTHEELEPHANT MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SPLASH2 Prefix: Slashing [ITEM] No Level Range 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		

Jan 03, 19 18:18	allafx.txt	Page 1224/1398
Affix: OFLEARNING_CHAMP10_PROC_CHAOTICRIFT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_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)		
Affix: OFTHECHEETAH_C Prefix: Brisk [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FEAR3_1H_E Prefix: Creepy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Fear for 3.0 seconds (named OFTHECHEETAH MAX HP) (Uses LINEAR_GRAPH graph)		
Affix: OFRESISTANCE Prefix: [ITEM] of Resistance No Level Range 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)		
Affix: OFTHECHEETAH5 Prefix: [ITEM] of Speed No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: OFTHESEEKER3_1H Prefix: Lucky [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1225/1398
	<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, HELMET, PISTOL, WAND] Effects: (10.0-15.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEWIZARD3_2H Prefix: Draining [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC3_A Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_1H Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_MONSTER250_MISSILERANGE Prefix: Augmented [ITEM] No Level Range 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: CLASS_BASED_D_3_2H_2 Prefix: Cairnstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1226/1398
	<p>FF] Effects: (4-8) second increased duration of elemental effects (named CLASS_BASED_DURATION_4_8) (Uses LINEAR_GRAPH graph) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_DURATION_4_8) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_POISON5_WANDS Prefix: [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: OFLEARNING_MONSTER250_SHIELDBREAKER Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, 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> <p>Affix: OFLEARNING_CHAMP10_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_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_MONSTER25_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED) Add triggerable RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_MONSTER25_ATTACKSPEED_COUNT)</p> <p>Affix: OFLEARNING_MONSTER250_IMMOB Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3</p>	

Jan 03, 19 18:18	allafx.txt	Page 1227/1398
Occupies no slots Spawns On: [PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_IMMOB to owner (named RANDOMSLAYER_MONSTER250_IMMOB) Add triggerable RANDOMSLAYER_MONSTER250_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER250_IMMOB_COUNT)		
Affix: OF_TL2_BLINDING5 Prefix: [ITEM] of Blinding No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND] Effects: Inflict on Hit: (66.0-66.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)		
Affix: OFFLAME3_1H Prefix: Fiery [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWHEALTH3_A_E Prefix: Restoring [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (25.0-50.0)% more HP/5.0s/monster within 50.0 meters (Up to 3) (named drawhealthx3) (Uses LINEAR_GRAPH graph)		
Affix: OF_ATTRIB_STRENGTH3_C Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H_2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1228/1398
_GRAPH graph)		
Affix: TRINKET_FIRE_PERCENT5_A Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)		
Affix: OF_TL2_CHARGERATEBONUS3_C Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR_PHYSICAL3_A_E Prefix: Fortified [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (5.0-10.0)% less physical damage taken/monster within 10.0 meters (Up to 3) (Exclusive) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_PETHEALTH5 Prefix: [ITEM] of Invigoration No Level Range 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)		
Affix: OF_PERCENT_POISON3_WANDS_2H Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHETIGER3_1H_E Prefix: Hasty [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1229/1398
	<p>Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_DEXTERITY5 Prefix: [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: OFHTERAM3_1H_E Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS5_ELEC Prefix: Electro-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% electric damage reflected</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4_1H_E Prefix: [ITEM] of Range No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1230/1398
	<p>Affix: PETTRINKET_ARMOR5 Prefix: Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(65.0-75.0) physical Armor</p> <p>Affix: MANA_ADDER_5 Prefix: [ITEM] of Wisdom No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(25.0-35.0) Mana (named MANA_ADDER_3 MAX MANA) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5_A Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR5 Prefix: [ITEM] of Lethality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, FIST, PISTOL, POLEARM, RIFLE] Effects: +(30.0-40.0) physical damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OF_TL2_SPLASH3 Prefix: Slashing [ITEM] No Level Range 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: PETTAG_DIRECT_SHOCK_PERCENT_20_A Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1231/1398
Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses Linear_Graph graph)		
Affix: OFLEARNING_MONSTER250_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range 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)		
Affix: OFTHEOWL Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) Mana (named OFTHEOWL MAX MANA)		
Affix: OFLEARNING_CHAMP10_DOT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DOT to owner (named RANDOMSLAYER_CHAMP10_DOT) Add triggerable RANDOMSLAYER_CHAMP10_DOT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DOT_COUNT)		
Affix: OFTHEMASTER3_1H_E Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_PROC_ZOMBIE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE)		

Jan 03, 19 18:18	allafx.txt	Page 1232/1398
R_CHAMP10_PROC_ZOMBIE) Add triggerable RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT to owner (named RANDOMSLAYER_CHAMP10_PROC_ZOMBIE_COUNT)		
Affix: OFTHEARCHER5_1H_E Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 8 Occupies no slots Spawns On: [PISTOL, WAND] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: 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		
Affix: OF_TL2_CRITICALDAMAGE5 Prefix: [ITEM] of Violence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (50.0-50.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: PETTAG_DIRECT_SHOCK_PERCENT_10 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
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)		

Jan 03, 19 18:18	allafx.txt	Page 1233/1398
<p>Affix: OFTHEMAGE2 Prefix: Invoking [ITEM] No Level Range 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)</p> <p>Affix: OF_TL2_FEAR3 Prefix: Creepy [ITEM] No Level Range 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: PETTRINKET_DAMAGE_ICE7_A Prefix: Frozen [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) ice damage (named OFTHEBEAR DAMAGE BONUS) (Uses Linear_Graph graph)</p> <p>Affix: TRINKET_POISON_BONUS5 Prefix: [ITEM] of Toxicity No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(40.0-40.0) poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFTHETIGER3_2H Prefix: Hasty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_CHAMP10_DAMAGEPCT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1234/1398
<p>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)</p> <p>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)</p> <p>Affix: OF_TL2_DUALWIELDBONUS3_1H_E Prefix: Bifold [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_DAMAGEPCT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT) Add triggerable RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_MONSTER250_DAMAGEPCT_COUNT)</p> <p>Affix: OF_PERCENT_ICE5 Prefix: [ITEM] of Ice Rage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (12.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_ATTACKSPEED_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED) Add triggerable RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT to owner (named RANDOMSLAYER_CHAMP10_ATTACKSPEED_COUNT)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1235/1398
MSLAYER_CHAMP10_ATTACKSPEED_COUNT)		
<p>Affix: PETTAG_TL2_RESIST_IMMOB100_A Prefix: Liberating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Immobilize (named resist_immobilize) (Uses Linear_Graph graph)</p> <p>Affix: OFTHESAVANT5_C Prefix: [ITEM] of the Savant No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) +(20.0-25.0) Mana stolen (named OFTHESAVANT MANA STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_ICE Prefix: Ice-Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% ice damage reflected</p> <p>Affix: OFTHESEEKER2 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET] Effects: (2.0-2.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: PETTRINKET_ARMOR7 Prefix: Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(65.0-75.0) physical Armor</p> <p>Affix: OFTHESTORMS3_SH_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1236/1398
<p>Spawns On: [SHIELD] Effects: (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_LIFESTEAL Prefix: Feasting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(60.0-70.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_TL2_PETDAMAGE5 Prefix: [ITEM] of Command No Level Range 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: OFLEARNING_CHAMP10_KNOCKBACK Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK) Add triggerable RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_CHAMP10_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_ARMOR_ICE7_A_E Prefix: Ice-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) ice armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ELECTRIC3_WANDS_2H_2 Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, WAND] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEMAGE3_1H</p>		

Jan 03, 19 18:18	allafx.txt	Page 1237/1398
	Prefix: Invoking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, WAND] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)	
	Affix: OF_TL2_CHARGERATEBONUS3_A Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)	
	Affix: PETTRINKET_LIFESTEAL_MASTER2 Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(50.0-66.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)	
	Affix: PETTAG_DIRECT_FREEZE_PERCENT_05 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Freeze for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)	
	Affix: OF_TL2_HEALTH_REGEN2 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(0.6-0.6) HP/Second	
	Affix: TRINKET_POISONPERCENT_DEFENSE5 Prefix: [ITEM] of Curing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less poison Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)	

Jan 03, 19 18:18	allafx.txt	Page 1238/1398
	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)	
	Affix: OF_ATTRIB_STRENGTH3_A Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFICE5 Prefix: [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: 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)	
	Affix: OF_TL2_HEALTH_REGEN3 Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, GLOVES, PANTS] Effects: +(0.9-0.9) HP/Second	
	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)	

Jan 03, 19 18:18	allafx.txt	Page 1239/1398
<p>Affix: PETTAG_DIRECT_FREEZE_PERCENT_10 Prefix: Freezing [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (10.0-10.0)% chance to Freeze for 5.0 seconds (named OFTHEMA STER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_EXECUTE3_1H Prefix: Paired [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR _GRAPH graph)</p> <p>Affix: OF_ATTRIB_STRENGTH3_1H Prefix: Mighty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEBEAR3_2H Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(50.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GR APH graph)</p> <p>Affix: OF_PERCENT_POISON5 Prefix: [ITEM] of Poison Rage No Level Range 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: OFLEARNING_CHAMP10_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1240/1
<p>Effects: Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_ 10_CRIT) Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMS _CHAMP10_CRIT_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC3_C Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <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: OF_ICEDEFENSE3_A_E Prefix: Warming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NI CE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) ice armor (named TRINKET_ICEDEFENSE ICE DEFENSE) (Uses LI GRAPH graph)</p> <p>Affix: OF_POISONDEFENSE5 Prefix: [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: OFTHESEEKER3 Prefix: Lucky [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: OFLEARNING_CHAMP10_DUALWIELD_1H</p>		

Jan 03, 19 18:18	allafx.txt	Page 1241/1398
	Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 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)	
	Affix: OF_PROC_STORMCLAW10 Prefix: [ITEM] of Zapping No Level Range 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)	
	Affix: OF_PERCENT_ICE5_WANDS Prefix: [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)	
	Affix: OFTHECHEETAH_A Prefix: Brisk [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)	
	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)	
	Affix: OFTHETURTLE3_A_E Prefix: Superior [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING]	

Jan 03, 19 18:18	allafx.txt	Page 1242/1398
	Effects: +(100.0-150.0) physical Armor (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: OFLIGHTNING Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)	
	Affix: OF_TL2_SILENCE_STAFFANDWAND3_2H Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (25.0-50.0)% chance to Silence for 3.0 seconds. (Uses LINEAR_GRAPH graph)	
	Affix: PETTRINKET_ARMOR7_A Prefix: Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) physical Armor (Uses Linear_Graph graph)	
	Affix: OF_PERCENT_ALL3_WANDS_1H Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)	
	Affix: PETTAG_TL2_SHORTSTUN5_A_E Prefix: Frightening [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHETURTLE CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)	
	Affix: OFLEARNING_MONSTER250_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range	

Jan 03, 19 18:18	allafx.txt	Page 1243/1398
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)		
Affix: OF_TL2_SHORTSTUN3_2H Prefix: Stunning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Stun for 2.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEOWL3 Prefix: Mystical [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(13.0-17.0) Mana (named OFTHEOWL MAX MANA)		
Affix: PETTAG_DIRECT_BURN_PERCENT_20_A_E Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Burn for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_THORNS7_POISON_A_E Prefix: Poison-Spiked [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% poison damage reflected (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_POISON3_C Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1244/1398
(10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_FEAR2 Prefix: Creepy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (4.0-4.0)% chance to Fear for 3.0 seconds (named OFTHEMASTER MAX HP)		
Affix: OFTHEMAGE3 Prefix: Invoking [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, STAFF, WAND] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: PETTAG_DIRECT_SHOCK_PERCENT_05 Prefix: Shocking [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (5.0-5.0)% chance to Shock for 5.0 seconds (named OFTHEMASTER CRITICAL CHANCE)		
Affix: OFTHEMASTER3_2H Prefix: Skillful [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ELECTRIC3_WANDS_2H Prefix: Electric-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more electric damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_MONSTER25_SHIELDBREAKER_1H Prefix: Augmented [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1245/1398
<p>No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER) Add triggerable RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_MONSTER25_SHIELDBREAKER_COUNT)</p> <p>Affix: OFLEARNING_CHAMP10_SHIELDBREAKER_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER) Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)</p> <p>Affix: OF_TL2_SILENCE Prefix: Silencing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, FIST, POL EARM] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 1.0 seconds.</p> <p>Affix: OF_TL2_SHIELDBREAK3_1H_E Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OF_PROC_METEORSTRIKE_5 Prefix: [ITEM] of the Meteor No Level Range 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: OFTHEBATTLEMENTS5 Prefix: [ITEM] of Deflection No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [SHIELD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1246/1398
<p>Effects: (7.0-10.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_CHAMP10_MISSILERANGE Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE) Add triggerable RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT to owner (named RANDOMSLAYER_CHAMP10_MISSILERANGE_COUNT)</p> <p>Affix: OF_PROC_GLACIALSPIKE_10_2H_2 Prefix: [ITEM] of the Glacier No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Uses LINEAR_GRAPH graph) (Level 1)</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: OFLEARNING_MONSTER25_DOT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DOT to owner (named RANDOMSLAYER_MONSTER25_DOT) Add triggerable RANDOMSLAYER_MONSTER25_DOT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DOT_COUNT)</p> <p>Affix: 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>		

Jan 03, 19 18:18	allafx.txt	Page 1247/1398
<p>Affix: OFLEARNING_MONSTER250_SPLASH Prefix: Augmented [ITEM] No Level Range 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: PETTAG_CRIT_CHANCE Prefix: Vicious [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (2.0-2.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFLEARNING_MONSTER250_MANASTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL) Add triggerable RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER250_MANASTEAL_COUNT)</p> <p>Affix: OFTHEBATTLEMENTS3_SH Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_MAGIC2 Prefix: Adept [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Focus (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFHTERAM5 Prefix: [ITEM] of the Ram No Level Range Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 1248/1398
<p>Occupies no slots Spawns On: [RANGED WEAPON] Effects: -60.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_TL2_MISSILERANGEPLUS4_2H Prefix: [ITEM] of Range No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW] Effects: +(1.0-2.5) meters to ranged weapon range (named OFTHETIGER PERCENT ATTACHED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAGE2 Prefix: Sage [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, HELMET] Effects: (2.0-2.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_THORNS5 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% physical damage reflected</p> <p>Affix: 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: OF_TL2_DUALWIELDBONUS3 Prefix: Bifold [ITEM] No Level Range 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: PETTRINKET_DAMAGE_FIRE5 Prefix: Burning [ITEM] No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1249/1398
Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)		
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: PETTAG_CRIT_CHANCE5_A Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (7.0-10.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph)		
Affix: PETTAG_TL2_RESIST_SLOW100_A_E Prefix: Momentous [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (75.0-100.0)% more resistance to Slow (named resist_slow) (Uses LINEAR_GRAPH graph)		
Affix: TEST_SKILL Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [STAFF, WAND] Effects: +(4.0-6.0) electric damage (named OFLIGHTNING DAMAGE BONUS)		
Affix: OF_TL2_FEAR Prefix: Creepy [ITEM] No Level Range 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)		
Affix: OF_PERCENT_POISON3_WANDS_1H_E Prefix: Poison-Surge [ITEM] No Level Range Spawn Weight: 1		

Jan 03, 19 18:18	allafx.txt	Page 1250/1398
Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_CRITICALDAMAGE3_2H Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SHOTGUN, STAFF] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less electric Damage Taken (named TRINKET_ELECTRICDEFENSE5 CRITICAL DEFENSE)		
Affix: OF_PROC_BLOODWASH_10_1H Prefix: [ITEM] of Blood No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)		
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)		
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)		

Jan 03, 19 18:18	allafx.txt	Page 1251/1398
<p>Affix: CLASS_BASED_A_2H_2 Prefix: Magebane [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph) (100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_PETDAMAGE3_A Prefix: Commanding [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS7_FIRE_A Prefix: Fire-Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (750.0-1000.0)% fire damage reflected (Uses Linear_Graph graph)</p> <p>Affix: OFTHEWINDS Prefix: Deflecting [ITEM] No Level Range 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)</p> <p>Affix: OFLEARNING_MONSTER25_KNOCKBACK Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CROSSBOW, PISTOL, RIFLE, WAND] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK) Add triggerable RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT to owner (named RANDOMSLAYER_MONSTER25_KNOCKBACK_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_PHYS7_A_E Prefix: Fanged [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1252/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) physical damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_ELEC5 Prefix: Juiced [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) electric damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFTHEARCHER Prefix: Archer [ITEM] No Level Range 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: OF_TL2_DUALWIELDBONUS2 Prefix: Bifold [ITEM] No Level Range 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_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)</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>		

Jan 03, 19 18:18	allafx.txt	Page 1253/1398
<p>Affix: OFLEARNING_CHAMP10_CRIT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_CHAMP10_CRIT to owner (named RANDOMSLAYER_CHAMP10_CRIT) Add triggerable RANDOMSLAYER_CHAMP10_CRIT_COUNT to owner (named RANDOMSLAYER_CHAMP10_CRIT_COUNT)</p> <p>Affix: OFTHESAGE3 Prefix: Sage [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [HELMET] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: OFTHESAVAGE3_2H_2 Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Degrade enemy armor by (125-175) on hit (named OFTHESAVAGE DEGRADE ARMOR) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE Prefix: Augmented [ITEM] No Level Range 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: 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)</p> <p>Affix: OFTHEVAMPIRE3_2H Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 1254/1398
<p>Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(100.0-125.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_STAT_DEFENSE5 Prefix: [ITEM] of Vitality No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Vitality (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_ATTRIB_MAGIC3_1H_E Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHECHEETAH_A_E Prefix: Brisk [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Effects: (10.0-15.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</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>		

Jan 03, 19 18:18	allafx.txt	Page 1255/1398
<p>Affix: OFLEARNING_MONSTER25_DAMAGEPT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPT) Add triggerable RANDOMSLAYER_MONSTER25_DAMAGEPT_COUNT to owner (named RANDOMSLAYER_MONSTER25_DAMAGEPT_COUNT)</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: OF_TL2_HEALTH_REGEN3_A_E Prefix: Rejuvenating [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: +(100.0-75.0) HP/Second (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_ELECTRICDEFENSE5 Prefix: [ITEM] of Insulating No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(60.0-80.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OF_TL2_BLINDING Prefix: Blinding [ITEM] No Level Range 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> <p>Affix: OF_TL2_EXECUTE5 Prefix: [ITEM] of Duality No Level Range Spawn Weight: 5</p>		

Jan 03, 19 18:18	allafx.txt	Page 1256/1398
<p>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_DUALWIELDBONUS3_1H Prefix: Bifold [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more Damage while Dual Wielding (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7_A_E Prefix: Burning [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(100.0-150.0) fire damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHETURTLE3 Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLIGHTNING3_1H_E Prefix: Charged [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_TURNALIGNMENT Prefix: Augmented [ITEM] No Level Range 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>		

Jan 03, 19 18:18	allafx.txt	Page 1257/1398
<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: 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)</p> <p>Affix: OFLEARNING_MONSTER25_PROC_FULLHEAL Prefix: Augmented [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Can't Spawn On: [MAGIC] Effects: Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL) Add triggerable RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_PROC_FULLHEAL_COUNT)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND3 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 3.0 seconds.</p> <p>Affix: OFTHEMAGE3_1H_E Prefix: Invoking [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET, WAND] Effects: (10.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3_1H_E Prefix: Fortified [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1258/1398
<p>+(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_FIREDEFENSE3_A_E Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(75.0-150.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON2 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) poison armor</p> <p>Affix: OFTHEOWL3_A_E Prefix: Mystical [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECK, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(35.0-50.0) Mana (named OFTHEOWL MAX MANA) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_ATTRIB_DEFENSE5 Prefix: [ITEM] of Fortification No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(170-200) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY5 Prefix: [ITEM] of Grasping No Level Range 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_PERCENT_ALL3_WANDS Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 3</p>		

Jan 03, 19 18:18	allafx.txt	Page 1259/1398
Occupies no slots Spawns On: [STAFF, WAND] Effects: (4.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHEARCHER5_2H Prefix: [ITEM] of the Archer Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: (7.0-10.0)% more Critical Chance (named OFTHEARCHER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) -75.0 knockback (named OFTHEARCHER KNOCK BACK) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Attack Speed (named OFTHEARCHER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph) (7.0-10.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_DRAWARMOR3 Prefix: Bolstered [ITEM] No Level Range 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)		
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: OFLEARNING_CHAMP10_LIFESTEAL Prefix: Augmented [ITEM] No Level Range 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)		
Affix: OF_TL2_PETDAMAGE3_C Prefix: Commanding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1260/1398
(10.0-15.0)% more Minion/Pet Damage (named OFTHEMAGE PERCENT CAST SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_SHIELDBREAKER Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, FF, CROSSBOW] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER) Add triggerable RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHIELDBREAKER_COUNT)		
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 OFTHEMAGE CRITICAL CHANCE)		
Affix: OF_TL2_CHARGEDECAY Prefix: Grasping [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (8.0-8.0)% less charge bar decay rate		
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_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		
Affix: OF_TL2_SHIELDBREAK3 Prefix: Shieldsplitter [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1261/1398
Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (30.0-30.0)% more chance to break shields (named sheildbreakaffix)		
Affix: TRINKET_STAT_DEXTERITY5 Prefix: [ITEM] of Swiftess No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: +(150-150) Dexterity (named OFTHEMASTER CRITICAL CHANCE)		
Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)		
Affix: OF_PERCENT_FLAME3_WANDS_2H_2 Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH)		
Affix: OFRESISTANCE5_A_E Prefix: [ITEM] of Resistance No Level Range Spawn Weight: 8 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: +(100.0-150.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH) +(100.0-150.0) ice armor (named OFRESISTANCE FIRE DEFENSE) (Uses LINEAR_GRAPH) +(100.0-150.0) fire armor (named OFRESISTANCE ICE DEFENSE) (Uses LINEAR_GRAPH) +(100.0-150.0) electrical armor (named OFRESISTANCE POISON DEFENSE) (Uses LINEAR_GRAPH)		
Affix: OFLEARNING_CHAMP10_DAMAGEPCT_1H Prefix: Augmented [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1262/1398
No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT) Add triggerable RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT to owner (named RANDOMSLAYER_CHAMP10_DAMAGEPCT_COUNT)		
Affix: 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: OF_TL2_SHIELDBREAK2 Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (20.0-20.0)% more chance to break shields (named sheildbreakaffix)		
Affix: OFLEARNING_MONSTER250_DUALWIELD_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD) Add triggerable RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT to owner (named RANDOMSLAYER_MONSTER250_DUALWIELD_COUNT)		
Affix: PETTRINKET_ARMOR_FIRE2 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(30.0-40.0) fire armor		
Affix: OFFLAME5 Prefix: [ITEM] of Fire No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: +(21.0-29.0) fire damage (named OFFLAME DAMAGE BONUS)		

Jan 03, 19 18:18	allafx.txt	Page 1263/1398
<p>Affix: OF_TL2_DRAWARMOR2 Prefix: Bolstered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE] Effects: (2.0-2.0)% less all damage taken/monster within 2.0 meters (Up to 3) (Exclusive)</p> <p>Affix: OF_PROC_BLINDCLOUD_10_1H Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE7 Prefix: Burning [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(40.0-50.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: PETTRINKET_ARMOR_POISON3 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(45.0-60.0) poison armor</p> <p>Affix: OFLEARNING_MONSTER250_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_TANGLE to owner (named RANDOMSLAYER_MONSTER250_TANGLE) Add triggerable RANDOMSLAYER_MONSTER250_TANGLE_COUNT to owner (named RANDOMSLAYER_MONSTER250_TANGLE_COUNT)</p> <p>Affix: PETTRINKET_THORNS7 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1264/1398
<p>Spawns On: [COLLAR, STUD] Effects: (30.0-35.0)% physical damage reflected</p> <p>Affix: TRINKET_ELECTRIC_PERCENT5 Prefix: [ITEM] of Shock No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more electric damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND2 Prefix: Silencing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 2.0 seconds.</p> <p>Affix: OF_PERCENT_ICE Prefix: Ice-Surge [ITEM] No Level Range 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: OFLEARNING_MONSTER250_CRIT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MONSTER250_CRIT) Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLAYER_MONSTER250_CRIT_COUNT)</p> <p>Affix: PETTRINKET_RESISTALL Prefix: Resisting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(5.0-5.0) poison armor (named OFRESISTANCE ELECTRICAL DEFENSE) +(5.0-5.0) ice armor (named OFRESISTANCE FIRE DEFENSE) +(5.0-5.0) fire armor (named OFRESISTANCE ICE DEFENSE) +(5.0-5.0) electrical armor (named OFRESISTANCE POISON DEFENSE)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1265/1398
<p>Affix: OF_TL2_MISSILERANGEBONUS2 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 SP EED)</p> <p>Affix: OFLEARNING_MONSTER250_EXECUTE Prefix: Augmented [ITEM] No Level Range 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 RANDOM SLAYER_MONSTER250_EXECUTE_COUNT)</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: OF_ATTRIB_STRENGTH3_2H_2 Prefix: Mighty [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: + (50-70) Strength (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE7_A_E Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: + (75.0-100.0) fire armor (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL5 Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1266/1398
<p>Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (5.0-5.0)% more all damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETURTLE2 Prefix: Superior [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (9.0-11.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OFLEARNING_MONSTER250_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, FF] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOM ER_MONSTER250_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named OMSLAYER_MONSTER250_SHORTSTUN_COUNT)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_20 Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 7 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (20.0-20.0)% chance to Poison for 5.0 seconds (named OF STER CRITICAL CHANCE)</p> <p>Affix: OF_TL2_PETHEALTH Prefix: Salving [ITEM] No Level Range 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)</p> <p>Affix: PETTAG_DIRECT_POISON_PERCENT_20_A Prefix: Poisoning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Poison for 5.0 seconds (named OF STER CRITICAL CHANCE) (Uses Linear_Graph graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1267/1398
<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: OF_TL2_EXECUTE2 Prefix: Paired [ITEM] No Level Range 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: OFTHEWIZARD3_2H_2 Prefix: Draining [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(20.0-25.0) Mana stolen (named OFTHEWIZARD MANA STEAL) (Uses LINEAR_GRAPH g raph)</p> <p>Affix: OF_TL2_CHARGERATEBONUS3_A_E Prefix: Energizing [ITEM] Minimum Level: 25 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLA CE, RING] Effects: (10.0-15.0)% more charge rate (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER250_CRIT_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_CRIT to owner (named RANDOMSLAYER_MO NSTER250_CRIT) Add triggerable RANDOMSLAYER_MONSTER250_CRIT_COUNT to owner (named RANDOMSLA YER_MONSTER250_CRIT_COUNT)</p> <p>Affix: PETTRINKET_DAMAGE_ICE2 Prefix: Frozen [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1268/1398
<p>Effects: +(14.0-20.0) ice damage (named OFTHEBEAR DAMAGE BONUS)</p> <p>Affix: OFHTERAM Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -15.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OFTHEMASTER5 Prefix: [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: OF_ATTRIB_MAGIC3_2H Prefix: Adept [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF] Effects: +(50-70) Focus (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHESAVAGE Prefix: Demolishing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: Degrade enemy armor by (3-5) on hit (named OFTHESAVAGE DEGRADE ARMOR)</p> <p>Affix: OFHTERAM3 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: OF_PROC_ACIDRAIN_10_2H Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STA FF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1269/1398
<p>Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_Acid Rain) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: 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)</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H_E Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DUALWIELDBONUS5 Prefix: [ITEM] of Re-Doubling No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (18.0-22.0)% more Damage while Dual Wielding</p> <p>Affix: OFTHEWINDS3_C Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_MAGICFIND5_A Prefix: [ITEM] of Luck No Level Range Spawn Weight: 2 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) (Uses Linear_Graph graph)</p> <p>Affix: PETTRINKET_THORNS3 Prefix: Spiked [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1270/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (17.0-21.0)% physical damage reflected</p> <p>Affix: OF_TL2_FUMBLECHANCE3_2H_2 Prefix: Precise [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% less chance to fumble (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_POISON7 Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor</p> <p>Affix: OFTHETHORN3_C Prefix: Avenging [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROC_STORMCLAW10_1H Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named OFTHETHORN C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESOLDIER5_2H Prefix: [ITEM] of the Soldier No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: (10.0-15.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Attack Speed (named OFTHESOLDIER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1271/1398
Degrade enemy armor by (150-250) on hit (named OFTHESOLDIER DEGRADE ARMOR) (Uses LINEAR_GRAPH graph) (10.0-15.0)% more Cast Speed (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_SHIELDBREAK3_1H Prefix: Shieldsplitter [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (30.0-50.0)% more chance to break shields (named sheildbreakaffix)		
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: OF_PERCENT_ALL3_A Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEMULE3_A_E Prefix: Intractable [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: -50.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE) (Uses LINEAR_GRAPH graph)		
Affix: OF_ATTRIB_DEXTERITY3_1H_E Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_BLINDING3_2H Prefix: Blinding [ITEM]		

Jan 03, 19 18:18	allafx.txt	Page 1272/1398
No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)		
Affix: PETTRINKET_ARMOR_FIRE7 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) fire armor		
Affix: OF_PROC_FIRESTORM_10_2H_2 Prefix: [ITEM] of the Fire Storm No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, SWORD, STAFF] Effects: (10.0-15.0)% chance to cast WC_FireStorm on strike from target (named WC_FireStorm) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: PETTRINKET_LIFESTEAL_MASTER Prefix: Synergistic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(20.0-30.0) HP stolen to master (named OFTHEVAMPIRE LIFE STEAL)		
Affix: 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: OFLEARNING_MONSTER250_SHORTSTUN_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN) Add triggerable RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_MONSTER250_SHORTSTUN_COUNT)		

Jan 03, 19 18:18	allafx.txt	Page 1273/1398
<p>Affix: OFTHESAGE5 Prefix: [ITEM] of the Sage No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [HELMET] Effects: (5.0-5.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Affix: PETTRINKET_THORNS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (11.0-14.0)% physical damage reflected</p> <p>Affix: OF_PERCENT_ICE3_WANDS_1H_E Prefix: Ice-Surge [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_HEALTHANDMANA5 Prefix: Invigorating [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(15.0-20.0) Max HP</p> <p>Affix: OF_PROCKILL_METEORSTRIKE_10 Prefix: [ITEM] of Annihilation No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (10.0-10.0)% chance to cast WC_Meteor Strike on kill at target (named WC_Meteor Strike) (Level 1)</p> <p>Affix: PETTRINKET_DAMAGE_FIRE2 Prefix: Burning [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(14.0-20.0) fire damage (named OFTHEBEAR DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1274/1398
<p>Affix: OF_TL2_BLINDING3_1H_E Prefix: Blinding [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Blind for 4.0 seconds (named ofblinding) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLEARNING_MONSTER25_LIFESTEAL_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL) Add triggerable RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT to owner (named RANDOMSLAYER_MONSTER25_LIFESTEAL_COUNT)</p> <p>Affix: OF_ATTRIB_MAGIC5 Prefix: [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)</p> <p>Affix: OFHTERAM2 Prefix: Slamming [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RANGED WEAPON] Effects: -30.0 knockback (named OFHTERAM KNOCK BACK EFFECT)</p> <p>Affix: TRINKET_POISON_PERCENT5 Prefix: [ITEM] of Poisoning No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICDEFENSE)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_C Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 1</p>		

Jan 03, 19 18:18	allafx.txt	Page 1275/1398
Occupies no slots Spawns On: [CHEST ARMOR] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)		
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_PROC_ACIDRAIN_10_2H_2 Prefix: [ITEM] of Acid Rain No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_AcidRain on strike from target (named WC_AcidRain) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_MONSTER25_IMMOB_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_MONSTER25_IMMOB to owner (named RANDOMSLAYER_MONSTER25_IMMOB) Add triggerable RANDOMSLAYER_MONSTER25_IMMOB_COUNT to owner (named RANDOMSLAYER_MONSTER25_IMMOB_COUNT)		
Affix: OFLEARNING_MONSTER25_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range 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_CHAMP10_PROC_CHAOTICRIFT Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, STAFF, WAND, POLEARM]		

Jan 03, 19 18:18	allafx.txt	Page 1276/1398
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)		
Affix: PETTRINKET_DAMAGE_ICE3 Prefix: Frozen [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(24.0-30.0) ice damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OF_TL2_SPLASH2_1H_E Prefix: Slashing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD] Effects: (20.0-40.0)% more Damage to Secondary Targets (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_FLAME3_WANDS_1H Prefix: Fire-Surge [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFTHEBATTLEMENTS2 Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (3.0-4.0)% more chance to block (named OFTHETURTLE ARMOR BONUS)		
Affix: OF_TL2_EXECUTE3 Prefix: Paired [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (15.0-15.0)% more Execute Chance (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHETURTLE5 Prefix: [ITEM] of the Castle No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 1277/1398
	<p>Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (21.0-29.0) physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: OF_PERCENT_ALL2 Prefix: Prismatic [ITEM] No Level Range 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_PROC_THUNDERSTROM_10_1H_E Prefix: [ITEM] of Thunder No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_ThunderStorm on strike from target (named WC_ThunderStorm) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_CRITICALDAMAGE3_2H_2 Prefix: Brutal [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_10_2H Prefix: [ITEM] of Shadow No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OF_TL2_DRAWHEALTH Prefix: Restoring [ITEM] No Level Range 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 drawhealth1)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1278/1398
	<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_DIRECT_FREEZE_PERCENT_20_A Prefix: Freezing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-20.0)% chance to Freeze for 5.0 seconds (named OFFLAME CRITICAL CHANCE) (Uses Linear_Graph graph)</p> <p>Affix: OF_TL2_SILENCE_STAFFANDWAND5 Prefix: [ITEM] of Silence No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [STAFF, WAND] Effects: Inflict on Hit: (100.0-100.0)% chance to Silence for 5.0 seconds.</p> <p>Affix: OF_ELECTRICDEFENSE3_A_E Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Can't Spawn On: [COLLAR, STUD] Effects: (75.0-150.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFTHEVAMPIRE Prefix: Vampiric [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (65.0-85.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_3_A Prefix: Regenerating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1279/1398
<p>Effects: (1.0-3.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFTHESTORMS3_SH Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD] Effects: (18.0-25.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_THORNS5_A Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (325.0-500.0)% physical damage reflected (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_PERCENT_ALL3_WANDS_2H_2 Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: TRINKET_POISON_PERCENT5_A Prefix: [ITEM] of Poisoning No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (7.0-10.0)% more poison damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE) (Uses Linear_Graph graph)</p> <p>Affix: OF_ATTRIB_DEFENSE3 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(100-120) Vitality (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OF_TL2_CHARGEDECAY3 Prefix: Grasping [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1280/1398
<p>No Level Range 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: 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: OF_PROC_STORMCLAW10_2H_2 Prefix: [ITEM] of Zapping No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named C_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_TL2_SHORTSTUN3 Prefix: Frightening [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Inflict on Hit: (15.0-15.0)% chance to Stun for 2.0 seconds (named OFTHETURTLE CRITICAL CHANCE)</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: 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)</p> <p>Affix: OFFLAME3_1H_E</p>		

Jan 03, 19 18:18	allafx.txt	Page 1281/1398
	<p>Prefix: Fiery [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(50.0-150.0) fire damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OF_TL2_DRAWARMOR5 Prefix: [ITEM] of the Citadel No Level Range 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)</p> <p>Affix: OF_TL2_SHIELDBREAK5 Prefix: [ITEM] of Shieldbreaking No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, CROSSBOW, POLEARM] Effects: (50.0-50.0)% more chance to break shields (named sheildbreakaffix)</p> <p>Affix: OFLEARNING_MONSTER250_LIFESTEAL Prefix: Augmented [ITEM] No Level Range 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: OF_ATTRIB_DEXTERITY3_2H Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50-70) Dexterity (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTRINKET_ARMOR_FIRE5 Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 1282/1398
	<p>+(80.0-100.0) fire armor</p> <p>Affix: OF_PROCKILL_FULLHEAL_3_1H Prefix: Engulfing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (1.0-3.0)% chance to cast WC_proc_fullheal on kill (named WC_proc_fullheal) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: PETTAG_CRIT_CHANCE3 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (6.0-6.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OFTHESEEKER Prefix: Lucky [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [HELMET] Effects: (1.0-1.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)</p> <p>Affix: TRINKET_ICE_PERCENT5 Prefix: [ITEM] of Freezing No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more ice damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)</p> <p>Affix: OFLEARNING_MONSTER250_PROC_STORMCLAW Prefix: Augmented [ITEM] No Level Range 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: OF_PROC_BLOODWASH_10_1H_E Prefix: [ITEM] of Blood</p>	

Jan 03, 19 18:18	allafx.txt	Page 1283/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BloodWash on strike from target (named WC_BloodWash) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFLEARNING_CHAMP10_TANGLE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_TANGLE to owner (named RANDOMSLAYER_CHAMP10_TANGLE) Add triggerable RANDOMSLAYER_CHAMP10_TANGLE_COUNT to owner (named RANDOMSLAYER_CHAMP10_TANGLE_COUNT)</p> <p>Affix: OFICE3_2H Prefix: Icy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: +(50.0-150.0) ice damage (named OFICE DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_CRIT_CHANCE2 Prefix: Vicious [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (4.0-4.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Affix: OF_PERCENT_ALL3_C Prefix: Prismatic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (8.0-12.0)% more all damage (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: OFLIGHTNING3_1H Prefix: Charged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1284/1398
<p>Effects: +(50.0-150.0) electric damage (named OFLIGHTNING DAMAGE BONUS) (Uses LINEAR_GRAPH graph)</p> <p>Affix: PETTAG_PROC_STORMCLAW10_A_E Prefix: Arcing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% chance to cast WC_Stormclaw Proc on strike from target (named WC_Stormclaw Proc) (Uses LINEAR_GRAPH graph) (Level 1)</p> <p>Affix: OFFLAME3 Prefix: Fiery [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(13.0-17.0) fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Affix: OFTHETHORN3_A Prefix: Avenging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, STAFF, RING] Effects: (325.0-500.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED) (Uses LINEAR_GRAPH graph)</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 OFTHETHORN CRITICAL CHANCE)</p> <p>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)</p> <p>Affix: PETTRINKET_ARMOR_POISON5 Prefix: Poison-Armored [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1285/1398
Spawn Weight: 5 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(80.0-100.0) poison armor		
Affix: OF_TL2_CHARGEDECAY2 Prefix: Grasping [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (16.0-16.0)% less charge bar decay rate		
Affix: OF_ATTRIB_DEFENSE3_3 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_ATTRIB_DEFENSE2 Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(65-80) Vitality (named OFFLAME DAMAGE BONUS)		
Affix: PETTRINKET_ARMOR_POISON7_A_E Prefix: Poison-Armored [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) poison armor (Uses LINEAR_GRAPH graph)		
Affix: OFTHEWINDS3_A Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS, GLOVES, HELMET, PANTS, SHIELD, SHOULDER ARMOR, NECKLACE, RING] Effects: (10.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OFVENOM3_2H_2 Prefix: Venomous [ITEM] No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1286/1398
Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, BOW, CANNON, CROSSBOW, POLEARM, RIFLE, FF] Effects: +(50.0-150.0) poison damage (named OFVENOM DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PROC_BLINDCLOUD_10_1H_E Prefix: [ITEM] of Clouded Vision No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (10.0-15.0)% chance to cast WC_BlindCloud on strike from target (named WC_BlindCloud) (Uses LINEAR_GRAPH graph) (Level 1)		
Affix: OFLEARNING_CHAMP10_SHORTSTUN Prefix: Augmented [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, RIFLE, FF] Effects: Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN) Add triggerable RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT to owner (named RANDOMSLAYER_CHAMP10_SHORTSTUN_COUNT)		
Affix: PETTRINKET_LIFESTEAL7_A Prefix: Feasting [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: +(300.0-500.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL) (Uses Linear_GRAPH graph)		
Affix: TRINKET_FIRE_PERCENT5 Prefix: [ITEM] of Incineration No Level Range Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% more fire damage (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: PETTRINKET_ARMOR_FIRE7_A Prefix: Fire-Armored [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1287/1398
Spawns On: [COLLAR, STUD] Effects: +(75.0-100.0) fire armor (Uses Linear_Graph graph)		
Affix: PETTAG_DEGRADE_ARMOR Prefix: Savage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [COLLAR, STUD] Effects: Degrad enemy armor by (8-8) on hit (named OFTHESAVAGE DEGRADE ARMOR)		
Affix: OFLEARNING_MONSTER250_KNOCKBACK_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [PISTOL, 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)		
Affix: OFTHEBULL Prefix: Slamming [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [MELEE] Effects: -10.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
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)		
Affix: OF_ATTRIB_DEFENSE3_1H Prefix: Fortified [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: +(25-35) Vitality (named OFFLAME DAMAGE BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_PERCENT_ALL5_WANDS Prefix: [ITEM] of the Spectrum No Level Range Spawn Weight: 5		

Jan 03, 19 18:18	allafx.txt	Page 1288/1398
Occupies no slots Spawns On: [STAFF, WAND] Effects: (7.0-8.0)% more all damage (named OFFLAME DAMAGE BONUS)		
Affix: OFTHEBATTLEMENTS3_SH_E Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [SHIELD] Effects: (10.0-20.0)% more chance to block (named OFTHETURTLE ARMOR BONUS) (Uses LINEAR_GRAPH graph)		
Affix: OF_TL2_MISSILERANGEBOUNUS4 Prefix: [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 RANGE)		
Affix: PETTAG_ATTACK_SPEED5_A Prefix: Agitating [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [COLLAR, STUD] Effects: (10.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED) (Uses LINEAR_GRAPH graph)		
Affix: OFLEARNING_CHAMP10_EXECUTE_1H Prefix: Augmented [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE to owner (named RANDOMSLAYER_CHAMP10_EXECUTE) Add triggerable RANDOMSLAYER_CHAMP10_EXECUTE_COUNT to owner (named RANDOMSLAYER_CHAMP10_EXECUTE_COUNT)		
Affix: OF_TL2_DRAWARMOR Prefix: Bolstered [ITEM] No Level Range 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) (Uses LINEAR_GRAPH graph)		

Jan 03, 19 18:18	allafx.txt	Page 1289/1398
<p>Affix: OF_PERCENT_ALL3 Prefix: Prismatic [ITEM] No Level Range 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: RD_T2_CRITCHANCE_70 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (70.0-70.0)% less Critical Chance (named RAID CRITChance DONE DEBUFF 70)</p> <p>Area Affix: MAP_CRITCHANCE_30 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% less Critical Chance (named RAID CRITChance DONE DEBUFF 30)</p> <p>Affix: RD_T2_DMG_70 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (70.0-70.0)% less all damage (named RAID DAMAGE DONE DEBUFF 70)</p> <p>Area Affix: MAP_CRITCHANCE_20 Suffix: (Brute) No Level Range Spawn Weight: 9 Occupies no slots Effects: (20.0-20.0)% less Critical Chance (named RAID critchance DONE DEBUFF 20)</p> <p>Affix: RD_T2_CRITDMG_150 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (150.0-150.0)% less Critical Damage (named RAID CRITDAMAGE DONE DEBUFF 150)</p> <p>Area Affix: MAP_DMG_30 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1290/1398
<p>Effects: (30.0-30.0)% less all damage (named RAID DAMAGE DONE DEBUFF 30)</p> <p>Area Affix: MAP_DMG_20 Suffix: (Brute) No Level Range Spawn Weight: 9 Occupies no slots Effects: (20.0-20.0)% less all damage (named RAID DAMAGE DONE DEBUFF 20)</p> <p>Area Affix: MAP_CRITDMG_20 Suffix: (Brute) No Level Range Spawn Weight: 9 Occupies no slots Effects: (40.0-40.0)% less Critical Damage (named RAID CRIT DAMAGE DONE DEBUFF 20)</p> <p>Area Affix: MAP_CRITDMG_30 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (60.0-60.0)% less Critical Damage (named RAID CRITDAMAGE DONE DEBUFF 30)</p> <p>Affix: SYN_PROCKILL_ZOMBIE_30 Prefix: [ITEM] of Shadow Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: SYN_PROCKILL_ZOMBIE_5 Prefix: [ITEM] of Shadow Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-5.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: PROC_SC_2 Prefix: [ITEM] of Zapping Minimum Level: 38 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% chance to cast WC_Stormclaw Proc on strike (named WC_Stormclaw Proc) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1291/1398
<p>Affix: PROC_TS_2 Prefix: [ITEM] of Thunder Minimum Level: 38 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (20.0-20.0)% chance to cast WC_ThunderStorm on strike (named WC_ThunderStorm)) (Level 1)</p> <p>Area Affix: MAP_PSNDMGPCT2 Suffix: (Plagued) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_DMG Suffix: (Brute) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more all damage (named OFTHEBEAR DAMAGE BONUS1)</p> <p>Area Affix: MAP_ICEDMGPCT Suffix: (Cold) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_DMG2 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more all damage (named OFTHEBEAR DAMAGE BONUS2)</p> <p>Area Affix: MAP_MISSILE2 Suffix: (Reflecting) No Level Range Spawn Weight: 9 Occupies no slots Effects: (60.0-60.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_AMRPRCNT Suffix: (Armored) No Level Range Spawn Weight: 9</p>		

Jan 03, 19 18:18	allafx.txt	Page 1292/1398
<p>Occupies no slots Effects: (25.0-25.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_FIREDMGPCT2 Suffix: (Blazing) No Level Range Spawn Weight: 9 Occupies no slots Effects: (35.0-35.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_MOVEMENT Suffix: (Fleet of foot) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Movement Speed</p> <p>Area Affix: MAP_CRIT Suffix: (Bullseye) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Area Affix: MAP_ATKSPD2 Suffix: (Dervish) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Area Affix: MAP_GLACIER2 Suffix: (Needler) No Level Range Spawn Weight: 9 Occupies no slots Effects: (3.0-3.0)% chance to cast WC_Glacial Spike on strike from target (named lacial Spike) (Level 1)</p> <p>Area Affix: MAP_DGRDARMR2 Suffix: (Armor Destroyer) No Level Range Spawn Weight: 9 Occupies no slots Effects: -(3.0-3.0) all Armor for 4.0 seconds (named BerserkerRavageDebuff) (Use OR_MONSTER_BYLEVEL graph)</p> <p>Area Affix: MAP_GLACIER</p>		

Jan 03, 19 18:18	allafx.txt	Page 1293/1398
	<p>Suffix: (Spikey) No Level Range Spawn Weight: 9 Occupies no slots Effects: (1.0-1.0)% chance to cast WC_Glacial Spike on strike from target (named WC_Glacial Spike) (Level 1)</p> <p>Area Affix: MAP_CSTSPD Suffix: (Nimble) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Area Affix: MAP_REFLECT Suffix: (Spiny) No Level Range Spawn Weight: 9 Occupies no slots Effects: (20.0-20.0)% physical damage reflected</p> <p>Area Affix: MAP_HP2 Suffix: (Hardy) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more HP</p> <p>Area Affix: MAP_CRIT2 Suffix: (Blademaster) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Area Affix: MAP_DMGABS2 Suffix: (Impervious) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Area Affix: MAP_DMGABS3 Suffix: (Invulnerable) No Level Range Spawn Weight: 9 Occupies no slots Effects: (75.0-75.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1294/1398
	<p>Area Affix: MAP_HP Suffix: (Healthy) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more HP</p> <p>Area Affix: MAP_AMRPRCNT2 Suffix: (Plated) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_DMGABS Suffix: (Resistent) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Area Affix: MAP_BLOCKNEGATIVE Suffix: (Shield Breaking) No Level Range Spawn Weight: 9 Occupies no slots Effects: Inflict on Hit: No effect details for effect PERCENT BLOCK CHANCE BASE v parameters (min -30.00, max -30.00, dur 5.00, type physical, level -1) (named OFTHETURTLE ARMOR BONUS) (Exclusive)</p> <p>Area Affix: MAP_MOVEMENT2 Suffix: (Speedy) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more Movement Speed</p> <p>Area Affix: MAP_LIFESTEALPCNT Suffix: (Vampire) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Area Affix: MAP_DGRDARMR Suffix: (Armor Breaker) No Level Range Spawn Weight: 9 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1295/1398
<p>Effects: - (1.0-1.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Uses ARMOR_MONSTER_BYLEVEL graph)</p> <p>Area Affix: MAP_CSTSPD2 Suffix: (Quick Caster) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Area Affix: MAP_REFLECT2 Suffix: (Barbed) No Level Range Spawn Weight: 9 Occupies no slots Effects: (40.0-40.0)% physical damage reflected</p> <p>Area Affix: MAP_KNOCKBACK Suffix: (Pusher) No Level Range Spawn Weight: 9 Occupies no slots Effects: No effect details for effect KNOCK BACK EFFECT with parameters (min 50.00, max 50.00, dur 1.00, type physical, level -1) (named Necromancer knocker2) (Exclusive)</p> <p>Area Affix: MAP_ICEDMGPT2 Suffix: (Freezing) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more ice damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_MISSILE Suffix: (Deflecting) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Area Affix: MAP_PSNDMGPT Suffix: (Infected) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_ATKSPD</p>		

Jan 03, 19 18:18	allafx.txt	Page 1296/1398
<p>Suffix: (Quick) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)</p> <p>Area Affix: MAP_LIFESTEAL2 Suffix: (Leeching) No Level Range Spawn Weight: 9 Occupies no slots Effects: + (55250.0-55250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Area Affix: MAP_WPNDPS2 Suffix: (Destroyer) No Level Range Spawn Weight: 9 Occupies no slots Effects: (75.0-75.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_LIFESTEALPCNT2 Suffix: (Vampiric) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more HP stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Area Affix: MAP_LIFESTEAL Suffix: (Leech) No Level Range Spawn Weight: 9 Occupies no slots Effects: + (25250.0-25250.0) Life Stolen (named OFTHEVAMPIRE LIFE STEAL)</p> <p>Area Affix: MAP_WPNDPS Suffix: (Gladiator) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_KNOCKBACK2 Suffix: (Tackler) No Level Range Spawn Weight: 9 Occupies no slots Effects: No effect details for effect KNOCK BACK EFFECT with parameters (min 50.00, max 50.00, dur 1.00, type physical, level -1) (named Necromancer knocker3) (Exclusive)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1297/1398
<p>Area Affix: MAP_FIREDMGPT</p> <p>Suffix: (Burning)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(15.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Area Affix: MAP_BLOCKNEGATIVE2</p> <p>Suffix: (Shield Destroying)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>Inflict on Hit: No effect details for effect PERCENT BLOCK CHANCE BASE with parameters (min -60.00, max -60.00, dur 5.00, type physical, level -1) (named OFTHETURTLE ARMOR BONUS) (Exclusive)</p> <p>Affix: SYNGEAR_BLINDING2</p> <p>Prefix: Blinding [ITEM]</p> <p>Minimum Level: 7</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, WAND]</p> <p>Effects:</p> <p>Inflict on Hit: (33.0-33.0)% chance to Blind for 4.0 seconds (named ofblindingblinding)</p> <p>Personal Affix: HERO_WPNPDPS2</p> <p>Suffix: (Destroyer)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(50.0-50.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_MOVEMENT2</p> <p>Suffix: (Speedy)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(25.0-25.0)% more Movement Speed</p> <p>Personal Affix: HERO_DGRDARMR</p> <p>Suffix: (Armor Breaker)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>-(2.0-2.0) all Armor for 3.0 seconds (named BerserkerRavageDebuff) (Uses ARMOR_MONSTER_BYLEVEL graph)</p> <p>Personal Affix: HERO_REFLECT2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1298/1398
<p>Suffix: (Barbed)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(10.0-10.0)% physical damage reflected</p> <p>Personal Affix: HERO_MISSILE</p> <p>Suffix: (Deflecting)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(15.0-15.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Personal Affix: HERO_DMG</p> <p>Suffix: (Brute)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(25.0-25.0)% more all damage (named OFTHEBEAR DAMAGE BONUS1)</p> <p>Personal Affix: HERO_PSNDMGPT</p> <p>Suffix: (Infected)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(15.0-15.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_CSTSPD2</p> <p>Suffix: (Quick Caster)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(30.0-30.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)</p> <p>Personal Affix: HERO_KNOCKBACK</p> <p>Suffix: (Pusher)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>No effect details for effect KNOCK BACK EFFECT with parameters (min 0.00, max 0.00, dur 0.50, type physical, level -1) (named Necromancer knocker2) (Exclusive)</p> <p>Personal Affix: HERO_PSNDMGPT2</p> <p>Suffix: (Plagued)</p> <p>No Level Range</p> <p>Spawn Weight: 9</p> <p>Occupies no slots</p> <p>Effects:</p> <p>(30.0-30.0)% more poison damage (named OFFLAME DAMAGE BONUS)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1299/1398
Personal Affix: HERO_FIREDMGPT2 Suffix: (Blazing) No Level Range Spawn Weight: 9 Occupies no slots Effects: (35.0-35.0)% more fire damage (named OFFLAME DAMAGE BONUS)		
Personal Affix: HERO_CRIT Suffix: (Bullseye) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)		
Personal Affix: HERO_DMGABS Suffix: (Resistent) No Level Range Spawn Weight: 9 Occupies no slots Effects: (10.0-10.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)		
Personal Affix: HERO_DMG2 Suffix: (Giant) No Level Range Spawn Weight: 9 Occupies no slots Effects: (50.0-50.0)% more all damage (named OFTHEBEAR DAMAGE BONUS2)		
Personal Affix: HERO_BLOCKNEGATIVE2 Suffix: (Shield Destroying) No Level Range Spawn Weight: 9 Occupies no slots Effects: Inflict on Hit: No effect details for effect PERCENT BLOCK CHANCE BASE with parameters (min -60.00, max -60.00, dur 5.00, type physical, level -1) (named OF THETURTLE ARMOR BONUS) (Exclusive)		
Personal Affix: HERO_CSTSPD Suffix: (Nimble) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Personal Affix: HERO_HP2 Suffix: (Hardy) No Level Range Spawn Weight: 9		

Jan 03, 19 18:18	allafx.txt	Page 1300/1398
Occupies no slots Effects: (50.0-50.0)% more HP		
Personal Affix: HERO_ATKSPD Suffix: (Quick) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Personal Affix: HERO_ATKSPD2 Suffix: (Dervish) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Attack Speed (named OFTHETIGER PERCENT ATTACK SPEED)		
Personal Affix: HERO_BLOCKNEGATIVE Suffix: (Shield Breaking) No Level Range Spawn Weight: 9 Occupies no slots Effects: Inflict on Hit: No effect details for effect PERCENT BLOCK CHANCE BASE with parameters (min -30.00, max -30.00, dur 5.00, type physical, level -1) (named OF THETURTLE ARMOR BONUS) (Exclusive)		
Personal Affix: HERO_ICEDMGPT2 Suffix: (Freezing) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Personal Affix: HERO_ICEDMGPT Suffix: (Cold) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more ice damage (named OFFLAME DAMAGE BONUS)		
Personal Affix: HERO_MOVEMENT Suffix: (Fleet of Foot) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more Movement Speed		
Personal Affix: HERO_AMRPRCNT		

Jan 03, 19 18:18	allafx.txt	Page 1301/1398
<p>Suffix: (Armored) No Level Range Spawn Weight: 9 Occupies no slots Effects: (10.0-10.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Personal Affix: HERO_MISSILE2 Suffix: (Reflecting) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)</p> <p>Personal Affix: HERO_DGRDARMR2 Suffix: (Armor Destroyer) No Level Range Spawn Weight: 9 Occupies no slots Effects: -(5.0-5.0) all Armor for 4.0 seconds (named BerserkerRavageDebuff) (Uses ARMOR_MONSTER_BYLEVEL graph)</p> <p>Personal Affix: HERO_FIREDMGPCT Suffix: (Burning) No Level Range Spawn Weight: 9 Occupies no slots Effects: (15.0-15.0)% more fire damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_KNOCKBACK2 Suffix: (Tackler) No Level Range Spawn Weight: 9 Occupies no slots Effects: No effect details for effect KNOCK BACK EFFECT with parameters (min 0.00, max 0.00, dur 0.50, type physical, level -1) (named Necromancer knocker3) (Exclusive)</p> <p>Personal Affix: HERO_DMGABS3 Suffix: (Invulnerable) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Personal Affix: HERO_DMGABS2 Suffix: (Impervious) No Level Range Spawn Weight: 9 Occupies no slots Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1302/1398
<p>(15.0-15.0)% less all Damage Taken (named OFTHEBEAR DAMAGE BONUS)</p> <p>Personal Affix: HERO_WPNDPS Suffix: (Gladiator) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more physical damage (named OFFLAME DAMAGE BONUS)</p> <p>Personal Affix: HERO_REFLECT Suffix: (Spiny) No Level Range Spawn Weight: 9 Occupies no slots Effects: (5.0-5.0)% physical damage reflected</p> <p>Personal Affix: HERO_CRIT2 Suffix: (Blademaster) No Level Range Spawn Weight: 9 Occupies no slots Effects: (30.0-30.0)% more Critical Chance (named OFTHEMASTER CRITICAL CHANCE)</p> <p>Personal Affix: HERO_HP Suffix: (Healthy) No Level Range Spawn Weight: 9 Occupies no slots Effects: (25.0-25.0)% more HP</p> <p>Personal Affix: HERO_AMRPRCNT2 Suffix: (Plated) No Level Range Spawn Weight: 9 Occupies no slots Effects: (20.0-20.0)% more physical Armor (named OFTHETURTLE ARMOR BONUS)</p> <p>Affix: SYN_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: (10.0-10.0)% more charge rate</p> <p>Affix: SYN_TL2_CHARGEDECAY Prefix: Grasping [ITEM] Minimum Level: 12</p>		

Jan 03, 19 18:18	allafx.txt	Page 1303/1398
Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (15.0-15.0)% less charge bar decay rate		
Affix: TRINKET_ICEPERCENT_DEFENSE5 Prefix: [ITEM] of Warming Minimum Level: 25 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR_ELEMENTAL, TRINKET] Can't Spawn On: [COLLAR, STUD] Effects: (10.0-10.0)% less ice Damage Taken (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
File Group 'Darkthans Classes' ending		
File Group 'BJC-Pets' starting		
File Group 'BJC-Pets' ending		
File Group 'Brothers in Arms: Warbounds' starting		
File Group 'Brothers in Arms: Warbounds' ending		
File Group 'Gunmage' starting		
File Group 'Gunmage' ending		
File Group 'default' starting		
File Group 'default' ending		
File Group 'ArmorFix' starting		
File Group 'ArmorFix' ending		
File Group 'Additional Classes' starting		
File Group 'Additional Classes' ending		
File Group 'BJC-Modmerge v1' starting		
Affix: ELEC2 Prefix: Resonant [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC2) (Uses PERCENT graph) Inflict on Hit: (1.0-5.0)% chance to Stun for 5.0 seconds (named ELEC2)		
Affix: CRIT_CHANCE1 Prefix: [ITEM] of Ire No Level Range		

Jan 03, 19 18:18	allafx.txt	Page 1304/1398
Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-2.0)% more Critical Chance (named CRIT_CHANCE1) (Uses PERCENT graph)		
Affix: RED_DMG_MELEE_DMG1 Prefix: Strife-Sigil [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (1.0-5.0)% more melee damage (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-4.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG1) (Uses PERCENT graph)		
Affix: MAG1 Prefix: Mage's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(25-50) Focus (named MAG1)		
Affix: PROC_OPENWOUND3 Prefix: [ITEM] of Wounding Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (15.0-20.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)		
Affix: DEGRADE1 Prefix: Crushing [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (5-10) on hit (named Degrade1)		
Affix: CLASS_BASED_D_A Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type ice, level -1) (named CLASS_BASED_D_2)		

Jan 03, 19 18:18	allafx.txt	Page 1305/1398
1)	(Uses PERCENT graph)	
Affix:	THORNS_POIS3	
Prefix:	Noxious [ITEM]	
Minimum Level:	8	
Spawn Weight:	3	
Occupies no slots		
Spawns On:	[ARMOR_PHYSICAL, SHIELD]	
Effects:		
	(30.0-50.0)% poison damage reflected (named THORNS_POIS3)	
Affix:	DMG_PROC_ICE1	
Prefix:	Shard-Barb [ITEM]	
No Level Range		
Spawn Weight:	2	
Occupies no slots		
Spawns On:	[NECKLACE, WEAPON]	
Effects:		
	No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE1)	
Affix:	DMG_PROC_ELEC1	
Prefix:	Jolt-Barb [ITEM]	
No Level Range		
Spawn Weight:	2	
Occupies no slots		
Spawns On:	[NECKLACE, WEAPON]	
Effects:		
	No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec1)	
Affix:	WEAPON_MAT12	
Prefix:	Hexsteel [ITEM]	
Minimum Level:	15	
Spawn Weight:	3	
Occupies no slots		
Spawns On:	[WEAPON]	
Effects:		
	+(5.0-10.0) poison damage (named WEAPON_MAT12)	
	Inflict on Hit: Does (2-4) poison damage over 5.00 seconds (named WEAPON_MAT12)	
	+(5.0-10.0) physical damage (named WEAPON_MAT12)	
Affix:	CLASS_BASED_B_1	
Prefix:	Totemic [ITEM]	
Minimum Level:	15	
Spawn Weight:	3	
Occupies no slots		
Spawns On:	[2HAXE, 2HMACE, 2HSWORD, POLEARM]	
Effects:		
	No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 25.00, dur 0.00, type physical, level -1) (named CLASS_BASED_B_1)	
	Inflict on Hit: (10.0-15.0)% chance to Stun for 3.0 seconds (named CLASS_BASED_B_1) (Uses PERCENT graph)	
Affix:	XP2	

Jan 03, 19 18:18	allafx.txt	Page 1306/1398
Prefix:	Wanderer's [ITEM]	
Minimum Level:	5	
Spawn Weight:	1	
Occupies no slots		
Spawns On:	[BELT, CHEST ARMOR, PANTS]	
Effects:		
	(2.0-6.0)% more XP gained (named XP2) (Uses PERCENT graph)	
Affix:	DMG_PERCENT_FIRE1	
Prefix:	Flame-Flicker [ITEM]	
Minimum Level:	8	
Spawn Weight:	1	
Occupies no slots		
Spawns On:	[NECKLACE, WEAPON]	
Effects:		
	(1.0-5.0)% more fire damage (named DMG_PERCENT_FIRE1) (Uses PERCENT graph)	
Affix:	RED_ELEMENTAL_RANGE2	
Prefix:	Flux [ITEM]	
Minimum Level:	10	
Spawn Weight:	3	
Occupies no slots		
Spawns On:	[CHEST ARMOR, NECKLACE, SHIELD]	
Effects:		
	(1.0-10.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)	
	(1.0-10.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)	
	(1.0-10.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)	
Affix:	DMG_PERCENT_BONUS4	
Prefix:	Grim [ITEM]	
Minimum Level:	8	
Spawn Weight:	2	
Occupies no slots		
Spawns On:	[WEAPON]	
Effects:		
	(5.0-15.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)	
Affix:	DMG_PERCENT_BONUS5	
Prefix:	Cruel [ITEM]	
Minimum Level:	10	
Spawn Weight:	3	
Occupies no slots		
Spawns On:	[WEAPON]	
Effects:		
	(10.0-20.0)% more physical damage (named DMG_PERCENT_BONUS4) (Uses PERCENT graph)	
Affix:	DMG_PERCENT_ELEC1	
Prefix:	Volt-Flicker [ITEM]	
Minimum Level:	8	
Spawn Weight:	1	
Occupies no slots		
Spawns On:	[NECKLACE, WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 1307/1398
	<p>Effects: (1.0-5.0)% more electric damage (named DMG_PERCENT_ELEC1) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE3) (Uses PERCENT graph)</p> <p>Affix: VIT4 Prefix: Guardian's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(175-250) Vitality (named VIT4)</p> <p>Affix: MF1 Prefix: Vintage [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-2.0)% more Magic Find (named MF1) (Uses PERCENT graph)</p> <p>Affix: STR_DEX1 Prefix: Bandit's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(50-100) Strength (named STR_DEX1) +(50-100) Dexterity (named STR_DEX1)</p> <p>Affix: XP3 Prefix: Explorer's [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR14</p>	

Jan 03, 19 18:18	allafx.txt	Page 1308/1398
	<p>Prefix: Shadivari [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more charge rate (named FACTION_ARMOR14) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR14) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT13 Prefix: Saronite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT13) (15.0-25.0)% more Critical Damage (named WEAPON_MAT13) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT13)</p> <p>Affix: DMG_PROC_FIRE1 Prefix: Flare-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE1)</p> <p>Affix: THORNS_POIS2 Prefix: Despoiled [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% poison damage reflected (named THORNS_POIS2)</p> <p>Affix: PROC_OPENWOUND2 Prefix: [ITEM] of Bloodletting Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (10.0-15.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more electric damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1309/1398
<pre> raph) (1.0-5.0)% more ice damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more fire damage (named DMG_ELEMENTAL_RANGE1) (Uses PERCENT graph)) Affix: ELEC3 Prefix: Thundering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC3) (Uses PERCENT graph) -25.0 knockback (named ELEC3) Affix: CRIT_CHANCE2 Prefix: [ITEM] of Menace No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (1.0-4.0)% more Critical Chance (named CRIT_CHANCE2) (Uses PERCENT graph) Affix: ELEC1 Prefix: Shocking [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (10.0-15.0)% chance to Shock for 5.0 seconds (named ELEC1) (Uses PERCENT graph) Affix: RED_DMG_MELEE_DMG2 Prefix: Battle-Rune [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (5.0-10.0)% more melee damage (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-8.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG2) (Uses PERCENT graph) Affix: DMG_ELEMENTAL_RANGE3 Prefix: Chaotic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more electric damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more ice damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1310/1398
<pre>) (1.0-15.0)% more fire damage (named DMG_ELEMENTAL_RANGE3) (Uses PERCENT graph) h) Affix: MAG2 Prefix: Wizard's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(50-100) Focus (named MAG2) Affix: DEGRADE2 Prefix: Shattering [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (10-15) on hit (named Degrade2) Affix: DODGE5 Prefix: [ITEM] of Displacement No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (10.0-15.0)% more Dodge Chance (named DODGE5) (Uses PERCENT graph) Affix: CLASS_BASED_D_4 Prefix: Ebonwood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: -25.0 knockback (named CLASS_BASED_D_4) (15.0-25.0)% less physical damage for 2.0 seconds (named CLASS_BASED_D_4) (Uses PERCENT graph) Affix: DMG_PROC_ELEC2 Prefix: Jolt-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE_CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type electric, level -1) (named DMG_PROC_Elec2) Affix: DMG_PROC_ICE2 Prefix: Shard-Spike [ITEM] No Level Range Spawn Weight: 3 </pre>		

Jan 03, 19 18:18	allafx.txt	Page 1311/1398
	<p>Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type ice, level -1) (named DMG_PROC_ICE2)</p> <p>Affix: CLASS_BASED_D_B Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type electric, level -1) (named CLASS_BASED1) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT11 Prefix: Thorium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) electric damage (named WEAPON_MAT11) Inflict on Hit: (3.0-8.0)% chance to Stun for 2.0 seconds (named WEAPON_MAT11) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT11)</p> <p>Affix: CLASS_BASED_B_2 Prefix: [ITEM] of Reaving Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (20.0-35.0)% more Critical Damage (named CLASS_BASED_B_2) (Uses PERCENT graph) (15.0-30.0)% more Damage to Secondary Targets (named CLASS_BASED_B_2) (Uses PERCENT graph)</p> <p>Affix: XP1 Prefix: Seeker's [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-3.0)% more XP gained (named XP1) (Uses PERCENT graph)</p> <p>Affix: MF3 Prefix: Antique [ITEM] Minimum Level: 8 Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 1312/1398
	<p>Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (3.0-8.0)% more Magic Find (named MF3) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM4 Prefix: Lightweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) electric Armor (named ARM_ILLUM4) (5.0-20.0)% more resistance to Slow (named ARM_ILLUM4) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE2 Prefix: Flame-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more fire damage (named DMG_PERCENT_FIRE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ELEC3 Prefix: Volt-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more electric damage (named DMG_PERCENT_ELEC3) (Uses PERCENT graph)</p> <p>Affix: RED_ELEMENTAL_RANGE1 Prefix: Elemental [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS6 Prefix: Merciless [ITEM] Minimum Level: 14 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-25.0)% more physical damage (named DMG_PERCENT_BONUS6) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1313/1398
<p>Affix: DMG_PERCENT_ELEC2 Prefix: Volt-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more electric damage (named DMG_PERCENT_ELEC2) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_FIRE3 Prefix: Flame-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more fire damage (named DMG_PERCENT_FIRE3) (Uses PERCENT graph)</p> <p>Affix: STR_DEX2 Prefix: Outlaw's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, BELT, FIST] Effects: +(75-150) Strength (named STR_DEX2) +(75-150) Dexterity (named STR_DEX2)</p> <p>Affix: MF2 Prefix: Archaic [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (1.0-4.0)% more Magic Find (named MF2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_B_3 Prefix: Ancestral [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: Degrade enemy armor by (15-25) on hit (named CLASS_BASED_B_3) (5.0-12.0)% more charge rate (named CLASS_BASED_B_3) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT10 Prefix: Elementium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1314/1398
<p>+(5.0-10.0) fire damage (named WEAPON_MAT10) (2-6) second increased duration of elemental effects (named WEAPON_MAT10) +(5.0-10.0) ice damage (named WEAPON_MAT10)</p> <p>Affix: DMG_PROC_FIRE2 Prefix: Flare-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type fire, level -1) (named DMG_PROC_FIRE2)</p> <p>Affix: THORNS_POIS1 Prefix: Foul [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% poison damage reflected (named THORNS_POIS1)</p> <p>Affix: CLASS_BASED_D_C Prefix: Elderstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: No effect details for effect PERCENT DEFENSE with parameters (min 2.00, max 5.00, dur 0.00, type physical, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 10.00, max 20.00, dur 2.00, type fire, level -1) (named CLASS_BASED_D_1) (Uses PERCENT graph)</p> <p>Affix: DODGE4 Prefix: Phased [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (6.0-10.0)% more Dodge Chance (named DODGE4) (Uses PERCENT graph)</p> <p>Affix: DEGRADE3 Prefix: Sundering [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (15-20) on hit (named Degrade3)</p> <p>Affix: PROC_OPENWOUND1</p>		

Jan 03, 19 18:18	allafx.txt	Page 1315/1398
	<p>Prefix: [ITEM] of Cutting Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM] Effects: (5.0-10.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: MAG3 Prefix: Sorcerer's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(100-175) Focus (named MAG3)</p> <p>Affix: DMG_ELEMENTAL_RANGE2 Prefix: Flux [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more electric damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more ice damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more fire damage (named DMG_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>Affix: RED_DMG_MELEE_DMG3 Prefix: War-Glyph [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [SHIELD, STAFF] Effects: (10.0-20.0)% more melee damage (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (7.0-15.0)% less physical Damage Taken (named RED_DMG_MELEE_DMG3) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE3 Prefix: [ITEM] of Havoc No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (3.0-8.0)% more Critical Chance (named CRIT_CHANCE3) (Uses PERCENT graph)</p> <p>Affix: GFMF_PROC_LOOTERS1 Prefix: Looter's [ITEM] No Level Range Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 1316/1398
	<p>Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (3.0-10.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (1.0-10.0)% more Gold Find (named looters) (Uses PERCENT graph) (1.0-5.0)% more Magic Find (named looters) (Uses PERCENT graph)</p> <p>Affix: ELEC4 Prefix: Over-Charged [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, GLOVES, NECKLACE, PISTOL, RIFLE] Effects: Inflict on Hit: (5.0-10.0)% chance to Shock for 5.0 seconds (named ELEC4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast elec_explosion on kill for 5.0 seconds (named elec_explosion) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT14 Prefix: Titansteel [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (4.0-8.0)% more charge rate (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)</p> <p>Affix: FACTION_ARMOR9 Prefix: Greenmist [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more poison damage (named FACTION_ARMOR9) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR9) (Uses PERCENT graph)</p> <p>Affix: XP4 Prefix: Adventurer's [ITEM] Minimum Level: 5 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (8.0-15.0)% more XP gained (named XP3) (Uses PERCENT graph)</p> <p>Affix: BLOCK3 Prefix: [ITEM] of the Bastion Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects:</p>	

Jan 03, 19 18:18	allafx.txt	Page 1317/1398
	<p>(5.0-6.0)% more chance to block (named BLOCK3) (Uses PERCENT graph)</p> <p>(10.0-15.0)% more physical Armor (named BLOCK3) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR13</p> <p>Prefix: Battle Scarred [ITEM]</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, GLOVES, HELMET, PANTS]</p> <p>Effects:</p> <p>(10.0-20.0)% more resistance to Slow (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>(5.0-15.0)% more physical Armor (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>(10.0-20.0)% more Interrupt resistance (named FACTION_ARMOR13) (Uses PERCENT graph)</p> <p>Affix: VIT3</p> <p>Prefix: Sentinel's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [CANNON, HELMET, RING, SHIELD]</p> <p>Effects:</p> <p>+(100-175) Vitality (named VIT3)</p> <p>Affix: ARM_ILLUM1</p> <p>Prefix: Duskweave [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+(20.0-40.0) poison Armor (named ARM_ILLUM1)</p> <p>(5.0-20.0)% more Interrupt resistance (named ARM_ILLUM1) (Uses PERCENT graph)</p> <p>)</p> <p>Affix: DMG_PERCENT_BONUS2</p> <p>Prefix: Wicked [ITEM]</p> <p>Minimum Level: 5</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(2.0-7.0)% more physical damage (named DMG_PERCENT_BONUS2) (Uses PERCENT graph)</p> <p>Affix: VIT_MAG1</p> <p>Prefix: Shaman's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, STAFF, WAND]</p> <p>Effects:</p> <p>+(50-100) Vitality (named VIT_MAG1)</p> <p>+(50-100) Focus (named VIT_MAG1)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1318/1398
	<p>Affix: RED_ELEMENTAL_RANGE4</p> <p>Prefix: Aetheric [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(1.0-20.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-20.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(1.0-20.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>T graph)</p> <p>Affix: RED_ELEMENTAL_RANGE5</p> <p>Prefix: Primordial [ITEM]</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(5.0-25.0)% less electric Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(5.0-25.0)% less ice Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>(5.0-25.0)% less fire Damage Taken (named RED_ELEMENTAL_RANGE2) (Uses PERCENT graph)</p> <p>T graph)</p> <p>Affix: REFLECT_LITE1</p> <p>Prefix: Rebounding [ITEM]</p> <p>Minimum Level: 10</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(33.0-66.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_BONUS3</p> <p>Prefix: Vicious [ITEM]</p> <p>Minimum Level: 5</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(3.0-10.0)% more physical damage (named DMG_PERCENT_BONUS3) (Uses PERCENT graph)</p> <p>Affix: VIT2</p> <p>Prefix: Defender's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [CANNON, HELMET, RING, SHIELD]</p> <p>Effects:</p> <p>+(50-100) Vitality (named VIT2)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1319/1398
<p>Affix: FACTION_ARMOR12 Prefix: Thranic [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (2.0-5.0)% more Mana stolen (named FACTION_ARMOR12) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR12) (Uses PERCENT graph)</p> <p>Affix: BLOCK2 Prefix: Defiant [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (3.0-4.0)% more chance to block (named BLOCK2) (Uses PERCENT graph) (5.0-10.0)% more physical Armor (named BLOCK2) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR8 Prefix: Aesir [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more electric damage (named FACTION_ARMOR8) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR8) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT15 Prefix: Cobalt [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) ice damage (named WEAPON_MAT14) (0.5-1.0)% more Mana/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) physical damage (named WEAPON_MAT14)</p> <p>Affix: DODGE1 Prefix: Agile [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (1.0-2.0)% more Dodge Chance (named DODGE1) (Uses PERCENT graph)</p> <p>Affix: PROC_OPENWOUND4 Prefix: [ITEM] of Severing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HSWORD, 2HAXE, 2HSWORD, FIST, POLEARM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1320/1398
<p>Effects: (15.0-25.0)% chance to cast open_wounds on strike (named open_wounds) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE4 Prefix: [ITEM] of Ruin No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (5.0-10.0)% more Critical Chance (named CRIT_CHANCE4) (Uses PERCENT graph)</p> <p>Affix: BOOTS10 Prefix: Leyline [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS10) (Uses PERCENT graph) +(25-60) Focus (named BOOTS10)</p> <p>Affix: MAG4 Prefix: Arcanist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, SHOULDER ARMOR, STAFF, WAND] Effects: +(175-250) Focus (named MAG4)</p> <p>Affix: DMG_ELEMENTAL_RANGE5 Prefix: Primordial [ITEM] Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-25.0)% more electric damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more ice damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph) (5.0-25.0)% more fire damage (named DMG_ELEMENTAL_RANGE5) (Uses PERCENT graph)</p> <p>Affix: DODGE3 Prefix: Hazy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (4.0-6.0)% more Dodge Chance (named DODGE3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_D_2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1321/1398
	Prefix: Wirewood [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (5.0-15.0)% more melee damage (named CLASS_BASED_D_2) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% more physical Damage Taken (named CLASS_BASED_D_2) (Uses PERCENT graph)	
	Affix: DEGRADE4 Prefix: Sieging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, GLOVES, POLEARM, STAFF] Effects: Degrade enemy armor by (20-30) on hit (named Degrade4)	
	Affix: WEAPON_MAT17 Prefix: Nethricite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) poison damage (named WEAPON_MAT14) (0.5-1.0)% more HP/6.0s/monster within 1.0 meters (Up to 2) (named WEAPON_MAT14) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT14)	
	Affix: GFMF_PROC_THIEFS2 Prefix: Thief's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (8.0-15.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (10.0-20.0)% more Gold Find (named thieves) (Uses PERCENT graph) (5.0-10.0)% more Magic Find (named thieves) (Uses PERCENT graph)	
	Affix: FACTION_ARMOR10 Prefix: Highguard [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (35.0-55.0)% electric damage reflected (named FACTION_ARMOR10) (5.0-15.0)% more physical Armor (named FACTION_ARMOR10) (Uses PERCENT graph)	
	Affix: CLASS_BASED_B_4 Prefix: Spirit-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 1322/1398
	Occupies no slots Spawns On: [2HAXE, 2HMACE, 2HSWORD, POLEARM] Effects: (5.0-15.0)% more ice damage (named CLASS_BASED_B_4) (Uses PERCENT graph) +(40.0-60.0) Mana stolen (named CLASS_BASED_B_4)	
	Affix: DMG_PERCENT_FIRE4 Prefix: Flame-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more fire damage (named DMG_PERCENT_FIRE4) (Uses PERCENT graph)	
	Affix: ARM_ILLUM2 Prefix: Dawnweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) fire Armor (named ARM_ILLUM2) -15.0% knockback resistance (named ARM_ILLUM2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_BONUS1 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PERCENT_BONUS1) (Uses PERCENT graph)	
	Affix: VIT_MAG2 Prefix: Hermit's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BELT, STAFF, WAND] Effects: +(75-150) Vitality (named VIT_MAG2) +(75-150) Focus (named VIT_MAG2)	
	Affix: REFLECT_LITE2 Prefix: Ricochet [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (50.0-80.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_ELEC4	

Jan 03, 19 18:18	allafx.txt	Page 1323/1398
	<p>Prefix: Volt-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more electric damage (named DMG_PERCENT_ELEC4) (Uses PERCENT graph)</p> <p>Affix: ARM_ILLUM3 Prefix: Darkweave [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) ice Armor (named ARM_ILLUM3) (5.0-20.0)% more resistance to Immobilize (named ARM_ILLUM3) (Uses PERCENT graph)</p> <p>Affix: VIT1 Prefix: Sentry's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CANNON, HELMET, RING, SHIELD] Effects: +(25-50) Vitality (named VIT1)</p> <p>Affix: MF4 Prefix: Ancient [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, RING, SHOULDER ARMOR] Effects: (6.0-12.0)% more Magic Find (named MF4) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR11 Prefix: Muursat [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-10.0)% more HP stolen (named FACTION_ARMOR11) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR11) (Uses PERCENT graph)</p> <p>Affix: BLOCK1 Prefix: Vigilant [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, NECKLACE] Effects: (1.0-2.0)% more chance to block (named BLOCK1) (Uses PERCENT graph) (1.0-5.0)% more physical Armor (named BLOCK1) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1324/1398
	<p>Affix: WEAPON_MAT16 Prefix: Pyrite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT16) (5.0-10.0)% more Cast Speed (named WEAPON_MAT16) (Uses PERCENT graph) +(5.0-10.0) electric damage (named WEAPON_MAT16)</p> <p>Affix: CLASS_BASED_D_3 Prefix: Cairnstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, STAFF] Effects: (2-4) second increased duration of elemental effects (named CLASS_BASED_D_3) Inflict on Hit: (15.0-25.0)% less attack speed for 2.0 seconds (named CLASS_BASED_D_3) (Uses PERCENT graph)</p> <p>Affix: DODGE2 Prefix: [ITEM] of Blurring No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, BOOTS] Effects: (2.0-4.0)% more Dodge Chance (named DODGE2) (Uses PERCENT graph)</p> <p>Affix: DMG_ELEMENTAL_RANGE4 Prefix: Aetheric [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more electric damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more ice damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more fire damage (named DMG_ELEMENTAL_RANGE4) (Uses PERCENT graph)</p> <p>Affix: CRIT_CHANCE5 Prefix: [ITEM] of Calamity No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, WEAPON] Effects: (8.0-15.0)% more Critical Chance (named CRIT_CHANCE5) (Uses PERCENT graph)</p> <p>Affix: BOOTS11</p>	

Jan 03, 19 18:18	allafx.txt	Page 1325/1398
	Prefix: Spiked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS11) (Uses PERCENT graph) +(25-60) Strength (named BOOTS11)	
	Affix: WEAPON_MAT3 Prefix: Velium [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) ice damage (named WEAPON_MAT3) Inflict on Hit: (5.0-15.0)% chance to Freeze for 5.0 seconds (named WEAPON_MAT3) (Uses PERCENT graph)	
	Affix: ICE_DOT1 Prefix: [ITEM] of the Wastes No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) ice damage over 4.00 seconds (named ICE_DOT1)	
	Affix: DMG_PHYS_POIS_RANGE4 Prefix: Writhing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-20.0)% more physical damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph) (1.0-20.0)% more poison damage (named DMG_PHYS_POIS_RANGE4) (Uses PERCENT graph)	
	Affix: PET_BUFF13 Prefix: Lord's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (5.0-10.0)% more Minion/Pet Armor (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Health (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Pet Speed (named PET_BUFF13) (Uses PERCENT graph) (5.0-10.0)% more Minion/Pet Damage (named PET_BUFF13) (Uses PERCENT graph)	
	Affix: ARMOR_STATS2 Prefix: Mercurial [ITEM] No Level Range Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 1326/1398
	Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS2) +(75-150) Dexterity (named ARMOR_STATS2)	
	Affix: HP_MP_STEAL_PERCENT1 Prefix: Siphoning [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF, WAND] Effects: (5.0-10.0)% more HP stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph) (1.0-3.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)	
	Affix: DUAL_ELEMRED_BONUS4 Prefix: Manafused [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus4) (Uses PERCENT graph) +(0.5-1.3) Mana/s (named dual_elemred_bonus4)	
	Affix: FUMBLE_DAMAGE1 Prefix: [ITEM] of Skill Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (1.0-5.0)% more fumble penalty (named FUMBLE_CHANCE1) (Uses PERCENT graph)	
	Affix: FIRE_DOT2 Prefix: [ITEM] of the Inferno No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) fire damage over 4.00 seconds (named FIRE_DOT2)	
	Affix: FAME1 Prefix: Acclaimed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 1.00, 3.00, dur 0.00, type physical, level -1) (named FAME1) (Uses PERCENT graph)	

Affix: DMG_PHYS_POIS_RANGE5
Prefix: Abberant [ITEM]
Minimum Level: 25
Spawn Weight: 4
Occupies no slots
Spawns On: [RING, WEAPON]
Effects:
(5.0-25.0)% more physical damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)
(5.0-25.0)% more poison damage (named DMG_PHYS_POIS_RANGE5) (Uses PERCENT graph)

Affix: PET_BUFF12
Prefix: Commander's [ITEM]
Minimum Level: 16
Spawn Weight: 3
Occupies no slots
Spawns On: [ARMOR_PHYSICAL, CANNON]
Effects:
(15.0-25.0)% more Minion/Pet Armor (named PET_BUFF12) (Uses PERCENT graph)
(15.0-25.0)% more Minion/Pet Health (named PET_BUFF12) (Uses PERCENT graph)

Affix: WEAPON_MAT2
Prefix: Obsidian [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
+(5.0-10.0) fire damage (named WEAPON_MAT2)
(4.0-8.0)% more Critical Chance (named WEAPON_MAT2) (Uses PERCENT graph)
+(5.0-10.0) physical damage (named WEAPON_MAT2)

Affix: CLASS_BASED_A_1
Prefix: Magebane [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [1HSWORD, FIST, PISTOL]
Effects:
Inflict on Hit: (10.0-25.0)% chance to Interrupt enemies (named CLASS_BASED_A_1) (Uses PERCENT graph)
(100.0-100.0)% chance to Silence for 4.0 seconds. (named CLASS_BASED_A_1) (Uses PERCENT graph)

Affix: DMG_BONUS_MISC1
Prefix: Weighted [ITEM]
Minimum Level: 8
Spawn Weight: 3
Occupies no slots
Spawns On: [2HAXE, 2HMACE, 2HMELEE, 2HSWORD, STAFF]
Effects:
+(10.0-20.0) physical damage (named DMG_BONUS_MISC1)
Inflict on Hit: (5.0-10.0)% chance to Stun for 3.0 seconds (named DMG_BONUS_MISC1) (Uses PERCENT graph)

Affix: ICE_DOT2
Prefix: [ITEM] of Desolation
No Level Range
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
Inflict on Hit: Does (8-16) ice damage over 4.00 seconds (named ICE_DOT2)

Affix: DMG_BONUS_MISC3
Prefix: Honed [ITEM]
Minimum Level: 8
Spawn Weight: 3
Occupies no slots
Spawns On: [WEAPON]
Effects:
+(10.0-16.0) physical damage (named DMG_BONUS_MISC3)
(10.0-25.0)% more Critical Damage (named DMG_BONUS_MISC3) (Uses PERCENT graph)

Affix: CLASS_BASED_A_3
Prefix: Headhunter's [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [1HSWORD, FIST, PISTOL]
Effects:
(3.0-6.0)% more Attack Speed (named CLASS_BASED_A_1) (Uses PERCENT graph)
(3.0-6.0)% more Critical Chance (named CLASS_BASED_A_1) (Uses PERCENT graph)

Affix: CAST_SPEED4
Prefix: War-Mage's [ITEM]
Minimum Level: 15
Spawn Weight: 3
Occupies no slots
Spawns On: [GLOVES, STAFF]
Effects:
(15.0-25.0)% more Cast Speed (named CAST_SPEED4) (Uses PERCENT graph)

Affix: ARM_BONUS_STUNRES4
Prefix: Turtle's [ITEM]
No Level Range
Spawn Weight: 2
Occupies no slots
Spawns On: [GLOVES, PANTS, SHIELD]
Effects:
(15.0-25.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)
(7.0-10.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)

Affix: PET_BUFF10
Prefix: Thaumaturgist's [ITEM]
Minimum Level: 16
Spawn Weight: 3
Occupies no slots

Jan 03, 19 18:18 **allafx.txt** Page 1329/1398

Spawns On: [ARMOR_PHYSICAL, STAFF]
 Effects:
 (15.0-25.0)% more Pet Speed (named PET_BUFF10) (Uses PERCENT graph)
 (15.0-25.0)% more Minion/Pet Health (named PET_BUFF10) (Uses PERCENT graph)

Affix: ARMOR_STATS1
 Prefix: Silvery [ITEM]
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [ARMOR_PHYSICAL]
 Effects:
 +(10.0-20.0) physical Armor (named ARMOR_STATS1)
 +(50-100) Dexterity (named ARMOR_STATS1)

Affix: FAME3
 Prefix: Notorious [ITEM]
 Minimum Level: 5
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [BELT, CHEST ARMOR, PANTS]
 Effects:
 No effect details for effect FAME GAIN BONUS with parameters (min 5.00, max 10.00, dur 0.00, type physical, level -1) (named FAME3) (Uses PERCENT graph)

Affix: RED_PHYS_POIS_RANGE5
 Prefix: Abberant [ITEM]
 Minimum Level: 25
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
 Effects:
 (5.0-25.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)
 (5.0-25.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE5) (Uses PERCENT graph)

Affix: HP_MP_STEAL_PERCENT2
 Prefix: Parasitic [ITEM]
 Minimum Level: 20
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]
 Effects:
 (10.0-15.0)% more HP stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)
 (2.0-5.0)% more Mana stolen (named HP_MP_STEAL_PERCENT2) (Uses PERCENT graph)

Affix: FUMBLE_DAMAGE2
 Prefix: [ITEM] of Expertise
 Minimum Level: 10
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [GLOVES, WEAPON]
 Effects:
 (4.0-10.0)% more fumble penalty (named FUMBLE_CHANCE2) (Uses PERCENT graph)

Jan 03, 19 18:18 **allafx.txt** Page 1330/1398

Affix: FUMBLE_DAMAGE3
 Prefix: [ITEM] of Mastery
 Minimum Level: 17
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [GLOVES, WEAPON]
 Effects:
 (8.0-15.0)% more fumble penalty (named FUMBLE_Damage3) (Uses PERCENT graph)

Affix: FIRE_DOT1
 Prefix: [ITEM] of Incineration
 No Level Range
 Spawn Weight: 2
 Occupies no slots
 Spawns On: [WEAPON]
 Effects:
 Inflict on Hit: Does (4-8) fire damage over 4.00 seconds (named FIRE_DOT1)

Affix: ARMOR_MAT8
 Prefix: Rubicite [ITEM]
 No Level Range
 Spawn Weight: 3
 Occupies no slots
 Spawns On: [ARMOR_PHYSICAL]
 Effects:
 +(10.0-20.0) fire Armor (named ARMOR_MAT8)
 +(0.5-1.5) HP/Second (named ARMOR_MAT8)

Affix: RED_PHYS_POIS_RANGE4
 Prefix: Writhing [ITEM]
 Minimum Level: 20
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]
 Effects:
 (1.0-20.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)
 (1.0-20.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE4) (Uses PERCENT graph)

Affix: HP_MP_STEAL_PERCENT3
 Prefix: Consuming [ITEM]
 Minimum Level: 30
 Spawn Weight: 4
 Occupies no slots
 Spawns On: [FIST, NECKLACE, RING, STAFF, WAND]
 Effects:
 (15.0-20.0)% more HP stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)
 (4.0-8.0)% more Mana stolen (named HP_MP_STEAL_PERCENT3) (Uses PERCENT graph)

Affix: FAME2
 Prefix: Famed [ITEM]
 Minimum Level: 5

Jan 03, 19 18:18	allafx.txt	Page 1331/1398
Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME GAIN BONUS with parameters (min 2.00, max 6.00, dur 0.00, type physical, level -1) (named FAME2) (Uses PERCENT graph)		
Affix: PET_BUFF11 Prefix: Officer's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, CANNON] Effects: (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF11) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF11) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES5 Prefix: Chitinous [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (20.0-30.0)% more Stun resistance (named ARM_BONUS_STUNRES4) (Uses PERCENT graph) (10.0-15.0)% more physical Armor (named ARM_BONUS_STUNRES4) (Uses PERCENT graph)		
Affix: CLASS_BASED_A_2 Prefix: Dark-Stalker [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph) (10.0-20.0)% chance to Immobilize for 4.0 seconds (named CLASS_BASED_A_2) (Uses PERCENT graph)		
Affix: DMG_BONUS_MISC2 Prefix: Tempered [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC2) (5.0-15.0)% less chance to fumble (named DMG_BONUS_MISC2) (Uses PERCENT graph)		
Affix: WEAPON_MAT1 Prefix: Bone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1332/1398
Spawns On: [WEAPON] Effects: +(10.0-20.0) physical damage (named WEAPON_MAT1) (5.0-10.0)% more Attack Speed (named WEAPON_MAT1) (Uses PERCENT graph)		
Affix: CAST_SPEED1 Prefix: Spell-Slinger's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (1.0-5.0)% more Cast Speed (named CAST_SPEED1) (Uses PERCENT graph)		
Affix: PET_BUFF9 Prefix: Summoner's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, STAFF] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF9) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF9) (Uses PERCENT graph)		
Affix: WEAPON_MAT5 Prefix: Diamondine [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) electric damage (named WEAPON_MAT5) Inflict on Hit: (5.0-15.0)% chance to Shock for 5.0 seconds (named WEAPON_MAT5) (Uses PERCENT graph)		
Affix: ARM_BONUS_STUNRES1 Prefix: Beetle's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (1.0-10.0)% more Stun resistance (named ARM_BONUS_STUNRES1) (Uses PERCENT graph) (1.0-3.0)% more physical Armor (named ARM_BONUS_STUNRES1) (Uses PERCENT graph)		
Affix: DMG_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-10.0)% more physical damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% more poison damage (named DMG_PHYS_POIS_RANGE2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1333/1398
aph)		
Affix: HP_MP_PERCENT1 Prefix: [ITEM] of the Herald Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, RING] Effects: (1.0-5.0)% more HP (named HP_MP_PERCENT1) (Uses PERCENT graph) (1.0-5.0)% more Mana (named HP_MP_PERCENT1) (Uses PERCENT graph)		
Affix: MP_PERCENT1 Prefix: [ITEM] of the Weaver No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (1.0-5.0)% more Mana (named MP_PERCENT1) (Uses PERCENT graph)		
Affix: ARMOR_WEIGHT1 Prefix: Lightweight [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: -(5.0-10.0) physical Armor (named ARMOR_WEIGHT1) (2.0-4.0)% more Movement Speed (named ARMOR_WEIGHT1) (Uses PERCENT graph) (1.0-2.0)% more Dodge Chance (named ARMOR_WEIGHT1) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS2 Prefix: Skymetal [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less electric Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus2) (Uses PERCENT graph) (3.0-10.0)% more electric damage (named dual_elemred_bonus2) (Uses PERCENT graph)		
Affix: DUAL_ELEMRED_BONUS3 Prefix: Fellwarped [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less poison Damage Taken (named 0) (Uses PERCENT graph) (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus3) (Uses PERCENT graph) +(15.0-30.0) poison Armor (named dual_elemred_bonus3)		

Jan 03, 19 18:18	allafx.txt	Page 1334/1398
Affix: RED_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE1) (Uses PERCENT graph)		
Affix: DMG_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-15.0)% more physical damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% more poison damage (named DMG_PHYS_POIS_RANGE3) (Uses PERCENT graph)		
Affix: PET_BUFF14 Prefix: General's [ITEM] Minimum Level: 30 Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RING] Effects: (10.0-20.0)% more Minion/Pet Armor (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Health (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Pet Speed (named PET_BUFF14) (Uses PERCENT graph) (10.0-20.0)% more Minion/Pet Damage (named PET_BUFF14) (Uses PERCENT graph)		
Affix: ARMOR_STATS_MAG2 Prefix: Etherbrand [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_MAG2) +(75-150) Focus (named ARMOR_STATS_MAG2)		
Affix: WEAPON_MAT4 Prefix: Crystalline [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT2) Inflict on Hit: (50.0-66.0)% chance to Blind for 4.0 seconds (named WEAPON_MAT4) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1335/1398
	+(4.0-8.0) electric damage (named WEAPON_MAT4) +(4.0-8.0) ice damage (named WEAPON_MAT4)	
	Affix: PET_BUFF8 Prefix: Major's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (15.0-25.0)% more Pet Speed (named PET_BUFF8) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF8) (Uses PERCENT graph)	
	Affix: CAST_SPEED2 Prefix: Battle-Mage's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (5.0-10.0)% more Cast Speed (named CAST_SPEED2) (Uses PERCENT graph)	
	Affix: DMG_BONUS_MISC5 Prefix: Gleaming [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-16.0) physical damage (named DMG_BONUS_MISC5) (1.0-5.0)% more Critical Chance (named DMG_BONUS_MISC5) (Uses PERCENT graph)	
	Affix: WEAPON_MAT6 Prefix: Magicite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(5.0-10.0) fire damage (named WEAPON_MAT6) (5.0-10.0)% more HP stolen (named WEAPON_MAT6) (Uses PERCENT graph) +(5.0-10.0) poison damage (named WEAPON_MAT6)	
	Affix: GFME_PROC_RAIDERS3 Prefix: Raider's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS] Effects: (12.0-20.0)% chance to cast treasurehunttest on kill (named treasurehunttest) (Uses PERCENT graph) (Level 1) (15.0-25.0)% more Gold Find (named raiders) (Uses PERCENT graph) (10.0-20.0)% more Magic Find (named raiders) (Uses PERCENT graph)	
	Affix: ARM_BONUS_STUNRES2	

Jan 03, 19 18:18	allafx.txt	Page 1336/1398
	Prefix: Crab's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (5.0-15.0)% more Stun resistance (named ARM_BONUS_STUNRES2) (Uses PERCENT graph) (3.0-5.0)% more physical Armor (named ARM_BONUS_STUNRES2) (Uses PERCENT graph)	
	Affix: BOOTS8 Prefix: Rugged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS8) (Uses PERCENT graph) +(25-60) Vitality (named BOOTS8)	
	Affix: DMG_PHYS_POIS_RANGE1 Prefix: Flowstone [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (1.0-5.0)% more physical damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph) (1.0-5.0)% more poison damage (named DMG_PHYS_POIS_RANGE1) (Uses PERCENT graph)	
	Affix: HP_MP_PERCENT2 Prefix: [ITEM] of the Envoy Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, RING] Effects: (4.0-10.0)% more HP (named HP_MP_PERCENT2) (Uses PERCENT graph) (4.0-10.0)% more Mana (named HP_MP_PERCENT2) (Uses PERCENT graph)	
	Affix: RED_PHYS_POIS_RANGE3 Prefix: Crawling [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-15.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph) (1.0-15.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE3) (Uses PERCENT graph)	
	Affix: MP_PERCENT2 Prefix: [ITEM] of the Raven	

Jan 03, 19 18:18	allafx.txt	Page 1337/1398
	<p>Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (5.0-10.0)% more Mana (named MP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_WEIGHT2 Prefix: Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_WEIGHT2) (1.0-4.0)% less Movement Speed (named ARMOR_WEIGHT2) (Uses PERCENT graph)</p> <p>Affix: DUAL_ELEMRED_BONUS1 Prefix: Ethertouched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, RING, SHOULDER ARMOR] Effects: (5.0-15.0)% less fire Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-15.0)% less ice Damage Taken (named dual_elemred_bonus1) (Uses PERCENT graph) (5.0-10.0)% more charge rate (named dual_elemred_bonus1) (Uses PERCENT graph))</p> <p>Affix: ARMOR_PERCENT_LOW8 Prefix: Decayed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more poison Armor (named ARMOR_PERCENT_LOW8) (Uses PERCENT graph))</p> <p>Affix: ARMOR_WEIGHT3 Prefix: Extra Heavy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(20.0-40.0) physical Armor (named ARMOR_WEIGHT3) (3.0-5.0)% less Movement Speed (named ARMOR_WEIGHT3) (Uses PERCENT graph) (2.0-4.0)% less Dodge Chance (named ARMOR_WEIGHT3) (Uses PERCENT graph)</p> <p>Affix: MP_PERCENT3 Prefix: [ITEM] of the Wyrn Minimum Level: 20 Spawn Weight: 4 Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1338/1398
	<p>Spawns On: [GLOVES, NECKLACE, SHOULDER ARMOR] Effects: (10.0-15.0)% more Mana (named MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: RED_PHYS_POIS_RANGE2 Prefix: Oozing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-10.0)% less physical Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph) (1.0-10.0)% less poison Damage Taken (named RED_PHYS_POIS_RANGE2) (Uses PERCENT graph)</p> <p>Affix: HP_MP_PERCENT3 Prefix: [ITEM] of the Exarch Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [HELMET, RING] Effects: (8.0-15.0)% more HP (named HP_MP_PERCENT3) (Uses PERCENT graph) (8.0-15.0)% more Mana (named HP_MP_PERCENT3) (Uses PERCENT graph)</p> <p>Affix: FAME4 Prefix: Illustrious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: No effect details for effect FAME_GAIN_BONUS with parameters (min 8.00, 15.00, dur 0.00, type physical, level -1) (named FAME4) (Uses PERCENT graph)</p> <p>Affix: BOOTS9 Prefix: Tracker's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS9) (Uses PERCENT graph) +(25-60) Dexterity (named BOOTS9)</p> <p>Affix: ARM_BONUS_STUNRES3 Prefix: Armadillo's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, PANTS, SHIELD] Effects: (10.0-20.0)% more Stun resistance (named ARM_BONUS_STUNRES3) (Uses PERCENT graph) (4.0-8.0)% more physical Armor (named ARM_BONUS_STUNRES3) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1339/1398
<p>Affix: ARMOR_STATS_MAG1 Prefix: Mana Forged [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: + (10.0-20.0) physical Armor (named ARMOR_STATS_MAG1) + (50-100) Focus (named ARMOR_STATS_MAG1)</p> <p>Affix: CLASS_BASED_A_4 Prefix: Spirit-Slayer [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, FIST, PISTOL] Effects: Inflict on Hit: (15.0-25.0)% less movement speed for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph) (100.0-100.0)% less critical chance for 2.0 seconds (named CLASS_BASED_A_4) (Uses PERCENT graph)</p> <p>Affix: DMG_BONUS_MISC4 Prefix: Razor-Edge [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, BOW, CROSSBOW, FIST, POLEARM, STAFF] Effects: + (8.0-18.0) physical damage (named DMG_BONUS_MISC4) Inflict on Hit: Does (4-8) physical damage over 5.00 seconds (named DMG_BONUS_MISC4)</p> <p>Affix: WEAPON_MAT7 Prefix: Caermic [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: + (10.0-20.0) fire damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Burn for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: CAST_SPEED3 Prefix: Spell-Striker's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, NECKLACE, PANTS, STAFF] Effects: (10.0-15.0)% more Cast Speed (named CAST_SPEED3) (Uses PERCENT graph)</p> <p>Affix: ATK_SPEED1</p>		

Jan 03, 19 18:18	allafx.txt	Page 1340/1398
<p>Prefix: Feral [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-2.0)% more Attack Speed (named ATK_SPEED1) (Uses PERCENT graph)</p> <p>Affix: PROC_CASTSPED1 Prefix: Savant's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE2 Prefix: Polar [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% ice damage reflected (named THORNS_ICE2)</p> <p>Affix: PET_BUFF6 Prefix: Disciple's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF6) (Uses PERCENT graph) (15.0-25.0)% more Minion/Pet Armor (named PET_BUFF6) (Uses PERCENT graph)</p> <p>Affix: BOOTS4 Prefix: Forgeworked [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS4) (Uses PERCENT graph) (2.0-4.0)% less fire Damage Taken (named BOOTS4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT1 Prefix: [ITEM] of the Beast No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (1.0-5.0)% more HP (named HP_PERCENT1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1341/1398
Prefix: Infused [ITEM] Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (4.0-10.0)% less charge bar decay rate (named CHARGE_DECAY2) (Uses PERCENT graph)		
Affix: RING_MAT3 Prefix: Astralite [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: Inflict on Hit: (5.0-10.0)% chance to freeze enemies (named RING_MAT3) (Uses PERCENT graph) Inflict on Hit: (5.0-10.0)% chance to shock enemies (named RING_MAT3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC1 Prefix: Ivory [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (1.0-5.0)% more electric Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more ice Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph) (1.0-5.0)% more fire Armor (named ARMOR_BONUS_MAGIC1) (Uses PERCENT graph)		
Affix: ITEM_REQ1 Prefix: Guide's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(2-5) item requirements (named ITEM_REQ1)		
Affix: DEX_VIT1 Prefix: Ranger's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: +(50-100) Vitality (named DEX_VIT1) +(50-100) Dexterity (named DEX_VIT1)		
Affix: HP3 Prefix: Sanguine [ITEM] No Level Range Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1342/1398
Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(15.0-20.0) Max HP (named HP3)		
Affix: PROC_MANACOST1 Prefix: Auger's [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (1.0-5.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)		
Affix: CRIT_DMG_CHANCE3 Prefix: Sinister [ITEM] Minimum Level: 15 Spawn Weight: 4 Occupies no slots Spawns On: [RING, WEAPON] Effects: (25.0-40.0)% more Critical Damage (named CRIT_DMG_CHANCE3) (Uses PERCENT graph) (4.0-8.0)% more Critical Chance (named CRIT_DMG_CHANCE3) (Uses PERCENT graph)		
Affix: ARMOR_MAT3 Prefix: Blood Steel [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT3) (1.0-5.0)% more HP (named ARMOR_MAT3) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE4 Prefix: [ITEM] of Decimation Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (40.0-60.0)% more Critical Damage (named CRIT_DAMAGE4) (Uses PERCENT graph)		
Affix: CLASS_BASED_P_2 Prefix: Deepwater [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.3-0.5)% more Mana/5.0s/monster within 0.5 meters (Up to 1) (named CLASS_BASED_P_2) (Uses PERCENT graph) (5.0-10.0)% less ice Damage Taken (named CLASS_BASED_P_2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1343/1398
<p>Affix: CLASS_BASED3 Prefix: Sureshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: Inflict on Hit: (20.0-30.0)% chance to Interrupt enemies (named CLASS_BASED3) (15.0-25.0)% more Critical Damage (named CLASS_BASED3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW5 Prefix: Frost Covered [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more ice Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)</p> <p>Affix: DEX1 Prefix: Hawk's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(25-50) Dexterity (named DEX1)</p> <p>Affix: PROC_KILLMP3 Prefix: [ITEM] of Devouring Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_3 on kill (named proc_killmana_3) (Uses PERCENT graph)</p> <p>Affix: PROC_KILLMP2 Prefix: [ITEM] of Soulcatching Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_2 on kill (named proc_killmana_2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW4 Prefix: Adamantine Studded [ITEM] Minimum Level: 25 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1344/1398
<p>(15.0-20.0)% more physical Armor (named ARMOR_PERCENT_LOW4) (Uses PERCENT graph)</p> <p>Affix: STR4 Prefix: Titan's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(175-200) Strength (named STR4)</p> <p>Affix: CLASS_BASED2 Prefix: Trueshot [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (4.0-8.0)% more Critical Chance (named CLASS_BASED2) (Uses PERCENT graph) (5.0-10.0)% less chance to fumble (named CLASS_BASED2) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_3 Prefix: Empyrean [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.8-1.5)% more physical damage taken/monster within 1.5 meters (Up to 1.5 meters) (5.0-10.0)% less fire Damage Taken (named CLASS_BASED_P_3) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS4 Prefix: [ITEM] of the Planes Minimum Level: 45 Spawn Weight: 5 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(150-250) Vitality (named ALL_STATS4) +(150-250) Focus (named ALL_STATS4) +(150-250) Strength (named ALL_STATS4) +(150-250) Dexterity (named ALL_STATS4)</p> <p>Affix: ARMOR_MAT2 Prefix: Black Iron [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) fire Armor (named ARMOR_MAT2) (1.0-5.0)% less physical Damage Taken (named ARMOR_MAT2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1345/1398
<p>Affix: ARMOR_STATS_DEF1 Prefix: Bronzed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_STATS_DEF1) +(50-100) Vitality (named ARMOR_STATS_DEF1)</p> <p>Affix: HP2 Prefix: Hearty [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(10.0-15.0) Max HP (named HP2)</p> <p>Affix: CRIT_DMG_CHANCE2 Prefix: Dire [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [RING, WEAPON] Effects: (15.0-30.0)% more Critical Damage (named CRIT_DMG_CHANCE2) (Uses PERCENT graph) (2.0-5.0)% more Critical Chance (named CRIT_DMG_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: STR_MAG1 Prefix: Reaver's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(50-100) Strength (named STR_MAG1) +(50-100) Focus (named STR_MAG1)</p> <p>Affix: PROC_KILLHEAL1 Prefix: [ITEM] of Victory Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_1 on kill (named proc_killheal_1) (Uses PERCENT graph)</p> <p>Affix: CHARGE_DECAY3 Prefix: [ITEM] of Resolve Minimum Level: 12 Spawn Weight: 3 Occupies no slots</p>		

Jan 03, 19 18:18	allafx.txt	Page 1346/1398
<p>Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (8.0-15.0)% less charge bar decay rate (named CHARGE_DECAY3) (Uses PERCENT graph)</p> <p>Affix: RING_MAT2 Prefix: Crysteel [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: -15.0% knockback resistance (named RING_MAT2) (Uses PERCENT graph) No effect details for effect INTERRUPT_CHANCE with parameters (min 2.00, 12.00, dur 0.00, type physical, level -1) (named RING_MAT2) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT1 Prefix: Distracting [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Interrupt enemies (named INTERRUPT1) (Uses PERCENT graph)</p> <p>Affix: BOOTS5 Prefix: Fur-Lined [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS5) (Uses PERCENT graph) (2.0-4.0)% less ice Damage Taken (named BOOTS5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE3 Prefix: Arctic [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% ice damage reflected (named THORNS_ICE3)</p> <p>Affix: PET_BUFF7 Prefix: Captain's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, RIFLE] Effects: (10.0-15.0)% more Pet Speed (named PET_BUFF7) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF7) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1347/1398
<p>Affix: DIVINE_WEAP_TOXX Prefix: Plagued [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (5.0-15.0)% chance to cast 1_plague_cloud on kill (named 1_plague_cloud) (Uses PERCENT graph) +(10.0-20.0) poison damage (named DIVINE_WEAP_TOXX)</p> <p>Affix: ATK_SPEED2 Prefix: Fierce [ITEM] Minimum Level: 3 Spawn Weight: 2 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (1.0-4.0)% more Attack Speed (named ATK_SPEED2) (Uses PERCENT graph)</p> <p>Affix: WEAPON_MAT9 Prefix: Blightstone [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(10.0-20.0) poison damage (named WEAPON_MAT7) Inflict on Hit: (5.0-15.0)% chance to Poison for 5.0 seconds (named WEAPON_MAT7) (Uses PERCENT graph)</p> <p>Affix: PET_BUFF5 Prefix: Acolyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF5) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Armor (named PET_BUFF5) (Uses PERCENT graph)</p> <p>Affix: THORNS_ICE1 Prefix: Frosted [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% ice damage reflected (named THORNS_ICE1)</p> <p>Affix: PROC_CASTSPED2 Prefix: Occultist's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1348/1398
<p>Effects: (4.0-10.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph)</p> <p>Affix: EXECUTE4 Prefix: Executioner's [ITEM] Minimum Level: 9 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (12.0-20.0)% more Execute Chance (named EXECUTE4) (Uses PERCENT graph)</p> <p>Affix: HP_PERCENT2 Prefix: [ITEM] of the Whale Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (5.0-10.0)% more HP (named HP_PERCENT2) (Uses PERCENT graph)</p> <p>Affix: BOOTS7 Prefix: Sturdy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS7) (Uses PERCENT graph) (2.0-4.0)% less physical Damage Taken (named BOOTS7) (Uses PERCENT graph)</p> <p>Affix: INTERRUPT3 Prefix: Staggering [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RIFLE, STAFF] Effects: Inflict on Hit: (15.0-25.0)% chance to Interrupt enemies (named INTERRUPT3) (Uses PERCENT graph)</p> <p>Affix: DMG_PERCENT_ICE4 Prefix: Frost-Torrent [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (15.0-25.0)% more ice damage (named DMG_PERCENT_ICE4) (Uses PERCENT graph)</p> <p>Affix: ITEM_REQ2 Prefix: Mentor's [ITEM] No Level Range Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1349/1398
	Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: + (5-9) item requirements (named ITEM_REQ2)	
	Affix: PROC_KILLHEAL3 Prefix: [ITEM] of Conquest Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_3 on kill (named proc_killheal_3) (Uses PERCENT graph)	
	Affix: ARMOR_BONUS_MAGIC2 Prefix: Onyx [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (5.0-10.0)% more electric Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more ice Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph) (5.0-10.0)% more fire Armor (named ARMOR_BONUS_MAGIC2) (Uses PERCENT graph)	
	Affix: CHARGE_DECAY1 Prefix: Spirited [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% less charge bar decay rate (named CHARGE_DECAY1) (Uses PERCENT graph)	
	Affix: DEX_VIT2 Prefix: Pathfinder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, BELT, BOW] Effects: + (75-150) Vitality (named DEX_VIT2) + (75-150) Dexterity (named DEX_VIT2)	
	Affix: DODGE_REFLECT5 Prefix: Wraith's [ITEM] Minimum Level: 18 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (5.0-8.0)% more Dodge Chance (named DODGE_REFLECT5) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 2 0.00, max 33.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT5) (Uses	

Jan 03, 19 18:18	allafx.txt	Page 1350/1398
	PERCENT graph)	
	Affix: PROC_MANACOST2 Prefix: Seer's [ITEM] Minimum Level: 18 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (4.0-10.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)	
	Affix: CLASS_BASED_P_1 Prefix: Argent [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (10.0-20.0)% more physical Armor (named CLASS_BASED_P_1) (Uses PERCENT graph) (3.0-5.0)% more chance to block (named CLASS_BASED_P_1) (Uses PERCENT graph)	
	Affix: SPLASH4 Prefix: [ITEM] of Onslaught Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (50.0-70.0)% more Damage to Secondary Targets (named SPLASH4) (Uses PERCENT graph)	
	Affix: ARMOR_PERCENT_LOW6 Prefix: Burnt [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more fire Armor (named ARMOR_PERCENT_LOW5) (Uses PERCENT graph)	
	Affix: DEX2 Prefix: Panther's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: + (50-100) Dexterity (named DEX2)	
	Affix: MANA_COST4 Prefix: Cryptic [ITEM] No Level Range Spawn Weight: 2	

Jan 03, 19 18:18	allafx.txt	Page 1351/1398
Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -7.00, max -8.00, dur 0.00, type physical, level -1) (named MANA_COST4) (Uses PERCENT graph)		
Affix: PROC_KILLMP1 Prefix: [ITEM] of Spiritstealing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killmana_1 on kill (named proc_killmana_1) (Uses PERCENT graph)		
Affix: MANA_COST5 Prefix: Lucid [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min -9.00, max -12.00, dur 0.00, type physical, level -1) (named MANA_COST5) (Uses PERCENT graph)		
Affix: DEX3 Prefix: Expert's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(100-175) Dexterity (named DEX3)		
Affix: ARMOR_PERCENT_LOW7 Prefix: Copper Ringed [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more electric Armor (named ARMOR_PERCENT_LOW7) (Uses PERCENT graph)		
Affix: CLASS_BASED1 Prefix: Engraved [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BOW, CANNON, CROSSBOW, PISTOL, RIFLE] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED1) (Uses PERCENT graph) (5.0-15.0)% more ranged damage (named CLASS_BASED1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1352/1398
Affix: REGEN_MAX_HP1 Prefix: [ITEM] of Revivication Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) HP/Second (named REGEN_MAX_HP1) (5.0-8.0)% more HP (named REGEN_MAX_HP1) (Uses PERCENT graph)		
Affix: HP_STEAL_PERCENT1 Prefix: Glutton's [ITEM] Minimum Level: 25 Spawn Weight: 3 Occupies no slots Spawns On: [FIST, NECKLACE, RING, STAFF] Effects: (15.0-25.0)% more HP stolen (named HP_STEAL_PERCENT1) (Uses PERCENT graph)		
Affix: ARMOR_STATS_DEF2 Prefix: Masterwork [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_DEF1) +(75-150) Vitality (named ARMOR_STATS_DEF1)		
Affix: ARMOR_MAT1 Prefix: Bone Carved [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) physical Armor (named ARMOR_MAT1) (1.0-3.0)% more Movement Speed (named ARMOR_MAT1) (Uses PERCENT graph)		
Affix: CRIT_DMG_CHANCE1 Prefix: Spiteful [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, WEAPON] Effects: (5.0-20.0)% more Critical Damage (named CRIT_DMG_CHANCE1) (Uses PERCENT graph) (1.0-3.0)% more Critical Chance (named CRIT_DMG_CHANCE1) (Uses PERCENT graph)		
Affix: PROC_MANACOST3 Prefix: Oracle's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1353/1398
Spawns On: [BELT, HELMET, RING, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast manacost0 on strike (named manacost0) (Uses PERCENT graph)		
Affix: HP1 Prefix: Stout [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS] Effects: +(5.0-10.0) Max HP (named HP1)		
Affix: DODGE_REFLECT4 Prefix: Phantom's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (4.0-6.0)% more Dodge Chance (named DODGE_REFLECT4) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 1 5.00, max 25.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT4) (Uses PERCENT graph)		
Affix: STR_MAG2 Prefix: Marauder's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [2HAXE, 2HSWORD, BELT] Effects: +(75-150) Strength (named STR_MAG2) +(75-150) Focus (named STR_MAG2)		
Affix: ARMOR_BONUS_MAGIC3 Prefix: Crystal [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% more electric Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more ice Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph) (10.0-15.0)% more fire Armor (named ARMOR_BONUS_MAGIC3) (Uses PERCENT graph)		
Affix: RING_MAT1 Prefix: Bloodeye [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named RING_MAT1) (5.0-15.0)% more charge bar decay rate (named RING_MAT1) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1354/1398
)		
Affix: ITEM_REQ3 Prefix: Advisor's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF] Effects: +(9-15) item requirements (named ITEM_REQ3)		
Affix: PROC_KILLHEAL2 Prefix: [ITEM] of Triumph Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-33.0)% chance to cast proc_killheal_2 on kill (named proc_killheal_2) (Uses PERCENT graph)		
Affix: BOOTS6 Prefix: Slimy [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS6) (Uses PERCENT graph) (2.0-4.0)% less poison Damage Taken (named BOOTS6) (Uses PERCENT graph)		
Affix: INTERRUPT2 Prefix: Dazing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HAXE, 2HMACE, 2HSWORD, CANNON, CROSSBOW, POLEARM, RING, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Interrupt enemies (named INTERRUPT2) (Uses PERCENT graph)		
Affix: HP_PERCENT3 Prefix: [ITEM] of the Leviathan Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, PANTS] Effects: (10.0-15.0)% more HP (named HP_PERCENT3) (Uses PERCENT graph)		
Affix: PROC_CASTSPED3 Prefix: Cabalist's [ITEM] Minimum Level: 20 Spawn Weight: 4 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1355/1398
Spawns On: [BELT, GLOVES, NECKLACE, SHOULDER ARMOR, STAFF] Effects: (8.0-15.0)% chance to cast cast0 on strike (named cast0) (Uses PERCENT graph))		
Affix: PET_BUFF4 Prefix: Warlock's [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (15.0-25.0)% more Minion/Pet Damage (named PET_BUFF4) (Uses PERCENT graph) (15.0-25.0)% more Pet Speed (named PET_BUFF4) (Uses PERCENT graph)		
Affix: WEAPON_MAT8 Prefix: Nelumite [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: +(4.0-8.0) fire damage (named WEAPON_MAT8) (2.0-5.0)% more Mana stolen (named WEAPON_MAT8) (Uses PERCENT graph) +(4.0-8.0) electric damage (named WEAPON_MAT8) +(4.0-8.0) physical damage (named WEAPON_MAT8)		
Affix: ATK_SPEED3 Prefix: Ferocious [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (3.0-7.0)% more Attack Speed (named ATK_SPEED3) (Uses PERCENT graph)		
Affix: BOOTS2 Prefix: Fleet [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS2) (Uses PERCENT graph) (1.0-3.0)% more Dodge Chance (named BOOTS2) (Uses PERCENT graph)		
Affix: EXECUTE1 Prefix: Killer's [ITEM] Minimum Level: 9 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (1.0-4.0)% more Execute Chance (named EXECUTE1) (Uses PERCENT graph)		
Affix: REFLECT_MAJ1		

Jan 03, 19 18:18	allafx.txt	Page 1356/1398
Prefix: Mirrored [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (1.0-5.0)% more Missile Reflect Chance (named REFLECT_LITE1) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE1 Prefix: Frost-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more ice damage (named DMG_PERCENT_ICE1) (Uses PERCENT graph)		
Affix: CHARGE_DECAY4 Prefix: [ITEM] of Willpower Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, PANTS, SHOULDER ARMOR] Effects: (13.0-22.0)% less charge bar decay rate (named CHARGE_DECAY4) (Uses PERCENT graph)		
Affix: RING_MAT5 Prefix: Mistchurn [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (2.0-6.0)% less chance to fumble (named RING_MAT5) (Uses PERCENT graph) (2.0-6.0)% more Dodge Chance (named RING_MAT5) (Uses PERCENT graph)		
Affix: ARMOR_MAT5 Prefix: Sebilite [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-20.0) poison Armor (named ARMOR_MAT5) (1.0-5.0)% more Mana (named ARMOR_MAT5) (Uses PERCENT graph)		
Affix: CRIT_DAMAGE2 Prefix: [ITEM] of Carnage Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (20.0-30.0)% more Critical Damage (named CRIT_DAMAGE2) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1357/1398
<p>Affix: DMG_PROC_PHYS2 Prefix: Spiked [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 30.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS2)</p> <p>Affix: STR3 Prefix: Giant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE] Effects: +(100-175) Strength (named STR3)</p> <p>Affix: SPLASH1 Prefix: Broad [ITEM] Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (10.0-20.0)% more Damage to Secondary Targets (named SPLASH1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_P_4 Prefix: Celestial [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, NECKLACE, SHIELD] Effects: (0.5-1.0)% more HP/5.0s/monster within 1.0 meters (Up to 1) (named CLASS_BASED_P_4) (Uses PERCENT graph) (5.0-10.0)% less electric Damage Taken (named CLASS_BASED_P_4) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS3 Prefix: [ITEM] of the Zodiac Minimum Level: 35 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, HELMET, NECKLACE, RING] Effects: +(75-175) Vitality (named ALL_STATS3) +(75-175) Focus (named ALL_STATS3) +(75-175) Strength (named ALL_STATS3) +(75-175) Dexterity (named ALL_STATS3)</p> <p>Affix: MANA_COST1 Prefix: Abstruse [ITEM]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1358/1398
<p>No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -2.00, dur 0.00, type physical, level -1) (named MANA_COST1) (Uses PERCENT graph)</p> <p>Affix: STR_VIT2 Prefix: Avenger's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(75-150) Strength (named STR_VIT2) +(75-150) Vitality (named STR_VIT2)</p> <p>Affix: RAMPAGE2 Prefix: [ITEM] of Berserking Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: (3.0-10.0)% more Attack Speed (named RAMPAGE2) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW3 Prefix: Mithril Laced [ITEM] Minimum Level: 15 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-15.0)% more physical Armor (named ARMOR_PERCENT_LOW3) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW2 Prefix: Steel Plated [ITEM] Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (5.0-10.0)% more physical Armor (named ARMOR_PERCENT_LOW2) (Uses PERCENT graph)</p> <p>Affix: RAMPAGE3 Prefix: [ITEM] of Aggression Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1359/1398
	<p>(5.0-15.0)% more fumble penalty (named RAMPAGE3) (Uses PERCENT graph)</p> <p>(5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: ALL_STATS2</p> <p>Prefix: [ITEM] of the Heavens</p> <p>Minimum Level: 25</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, HELMET, NECKLACE, RING]</p> <p>Effects:</p> <p>+ (50-100) Vitality (named ALL_STATS2)</p> <p>+ (50-100) Focus (named ALL_STATS2)</p> <p>+ (50-100) Strength (named ALL_STATS2)</p> <p>+ (50-100) Dexterity (named ALL_STATS2)</p> <p>Affix: DEX_MAG2</p> <p>Prefix: Dervish's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, BELT, PISTOL]</p> <p>Effects:</p> <p>+ (75-150) Focus (named DEX_MAG2)</p> <p>+ (75-150) Dexterity (named DEX_MAG2)</p> <p>Affix: STR2</p> <p>Prefix: Brute's [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]</p> <p>Effects:</p> <p>+ (50-100) Strength (named STR2)</p> <p>Affix: CLASS_BASED4</p> <p>Prefix: Artillerist's [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BOW, CROSSBOW, PISTOL, WAND]</p> <p>Effects:</p> <p>Degrade enemy armor by (15-25) on hit (named CLASS_BASED4)</p> <p>+ (2.0-4.0) meters to ranged weapon range (named CLASS_BASED4)</p> <p>Affix: ARMOR_MAT4</p> <p>Prefix: Raven Scale [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL]</p> <p>Effects:</p> <p>+ (10.0-20.0) ice Armor (named ARMOR_MAT4)</p> <p>+ (0.5-1.5) Mana/s (named ARMOR_MAT4)</p> <p>Affix: CRIT_DAMAGE3</p>	

Jan 03, 19 18:18	allafx.txt	Page 1360/1398
	<p>Prefix: [ITEM] of Assassination</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, RING, WEAPON]</p> <p>Effects:</p> <p>(30.0-40.0)% more Critical Damage (named CRIT_DAMAGE3) (Uses PERCENT graph)</p> <p>Affix: PROC_WARD1</p> <p>Prefix: [ITEM] of Shielding</p> <p>Minimum Level: 10</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING, SHIELD]</p> <p>Effects:</p> <p>(1.0-5.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW1</p> <p>Prefix: [ITEM] of Snaring</p> <p>Minimum Level: 12</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RANGED WEAPON]</p> <p>Effects:</p> <p>Inflict on Hit: (10.0-20.0)% less movement speed for 3.0 seconds (named SLOW1) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: HP4</p> <p>Prefix: Vigorous [ITEM]</p> <p>No Level Range</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, BELT, NECKLACE, PANTS]</p> <p>Effects:</p> <p>+ (20.0-30.0) Max HP (named HP4)</p> <p>Affix: DODGE_REFLECT1</p> <p>Prefix: Shade's [ITEM]</p> <p>Minimum Level: 5</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, PANTS, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(1.0-2.0)% more Dodge Chance (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>No effect details for effect PERCENT DAMAGE REFLECTED with parameters (DODGE_REFLECT1, 0.00, max 5.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT1) (Uses PERCENT graph)</p> <p>Affix: RING_MAT4</p> <p>Prefix: Bladeweave [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, RING]</p> <p>Effects:</p> <p>(5.0-10.0)% more Execute Chance (named RING_MAT4) (Uses PERCENT graph)</p>	

Jan 03, 19 18:18	allafx.txt	Page 1361/1398
(4.0-12.0)% more Attack Speed (named RING_MAT4) (Uses PERCENT graph)		
Affix: BOOTS3 Prefix: Grounded [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS3) (Uses PERCENT graph) (2.0-4.0)% less electric Damage Taken (named BOOTS3) (Uses PERCENT graph)		
Affix: PET_BUFF1 Prefix: Hunter's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, BOW] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF1) (Uses PERCENT graph) (10.0-15.0)% more Minion/Pet Health (named PET_BUFF1) (Uses PERCENT graph)		
Affix: PET_BUFF3 Prefix: Neophyte's [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, NECKLACE] Effects: (10.0-15.0)% more Minion/Pet Damage (named PET_BUFF3) (Uses PERCENT graph) (10.0-15.0)% more Pet Speed (named PET_BUFF3) (Uses PERCENT graph)		
Affix: ATK_SPEED4 Prefix: Savage [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [PANTS, RING, WEAPON] Effects: (5.0-10.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)		
Affix: BOOTS1 Prefix: Sure [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BOOTS] Effects: (1.0-5.0)% more Movement Speed (named BOOTS1) (Uses PERCENT graph) -10.0% knockback resistance (named BOOTS1) (Uses PERCENT graph)		
Affix: EXECUTE2 Prefix: Slayer's [ITEM] Minimum Level: 9 Spawn Weight: 2 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1362/1398
Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING] Effects: (4.0-8.0)% more Execute Chance (named EXECUTE2) (Uses PERCENT graph)		
Affix: REFLECT_MAJ2 Prefix: Reflecting [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-15.0)% more Missile Reflect Chance (named REFLECT_LITE2) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC4 Prefix: Pearl [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [HELMET, NECKLACE, RING, SHIELD] Effects: (15.0-20.0)% more electric Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more fire Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph) (15.0-20.0)% more ice Armor (named ARMOR_BONUS_MAGIC4) (Uses PERCENT graph)		
Affix: RING_MAT6 Prefix: Dreadiron [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, RING] Effects: +(10.0-20.0) physical Armor (named RING_MAT6) (2.0-6.0)% chance to Stun for 2.0 seconds (named RING_MAT6) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE2 Prefix: Frost-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more ice damage (named DMG_PERCENT_ICE2) (Uses PERCENT graph)		
Affix: DODGE_REFLECT3 Prefix: Spectre's [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, PANTS, SHOULDER ARMOR] Effects: (3.0-4.0)% more Dodge Chance (named DODGE_REFLECT3) (Uses PERCENT graph) No effect details for effect PERCENT DAMAGE REFLECTED with parameters (0.00, max 15.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT3) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1363/1398
<p>Affix: PROC_WARD3 Prefix: [ITEM] of Negation Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [NECKLACE, RING, SHIELD] Effects: (10.0-15.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)</p> <p>Affix: SLOW3 Prefix: Entangling [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RANGED WEAPON] Effects: Inflict on Hit: (7.0-13.0)% less attack speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph) Inflict on Hit: (7.0-13.0)% less movement speed for 3.0 seconds (named SLOW3) (Exclusive) (Uses PERCENT graph)</p> <p>Affix: CRIT_DAMAGE1 Prefix: [ITEM] of Destruction Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING, WEAPON] Effects: (10.0-20.0)% more Critical Damage (named CRIT_DAMAGE1) (Uses PERCENT graph)</p> <p>Affix: ARMOR_MAT6 Prefix: Serpentine [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(10.0-25.0) poison Armor (named ARMOR_MAT6) (5.0-15.0)% more resistance to Slow (named ARMOR_MAT6) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_PHYS1 Prefix: Barbed [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type physical, level -1) (named DMG_PROC_PHYS1)</p> <p>Affix: SPLASH2 Prefix: Sweeping [ITEM] Minimum Level: 10 Spawn Weight: 2</p>		

Jan 03, 19 18:18	allafx.txt	Page 1364/1398
<p>Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF] Effects: (20.0-35.0)% more Damage to Secondary Targets (named SPLASH2) (Uses PERCENT graph)</p> <p>Affix: STR_VIT1 Prefix: Vigilant's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, BELT, POLEARM] Effects: +(50-100) Strength (named STR_VIT1) +(50-100) Vitality (named STR_VIT1)</p> <p>Affix: RAMPAGE1 Prefix: [ITEM] of Rampaging Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: Inflict on Hit: (10.0-20.0)% less movement speed for 2.0 seconds (named RAMPAGE1) (Uses PERCENT graph) (5.0-15.0)% chance to cast rampage0 on strike (named rampage0) (Uses PERCENT graph)</p> <p>Affix: DEX4 Prefix: Specialist's [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [BOOTS, CROSSBOW, RIFLE, RING] Effects: +(175-250) Dexterity (named DEX4)</p> <p>Affix: MANA_COST2 Prefix: Recondite [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, RING, WAND] Effects: No effect details for effect PERCENT MANA COST BONUS with parameters (min 0.00, max -4.00, dur 0.00, type physical, level -1) (named MANA_COST2) (Uses PERCENT graph)</p> <p>Affix: ARMOR_PERCENT_LOW1 Prefix: Iron Shod [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (1.0-5.0)% more physical Armor (named ARMOR_PERCENT_LOW1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1365/1398
h)		
Affix: MANA_COST3		
Prefix: Enigmatic [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [NECKLACE, RING, WAND]		
Effects:		
No effect details for effect PERCENT MANA COST BONUS with parameters (min -5.00, max -6.00, dur 0.00, type physical, level -1) (named MANA_COST3) (Uses PERCENT graph)		
Affix: ALL_STATS1		
Prefix: [ITEM] of the Stars		
Minimum Level: 15		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, HELMET, NECKLACE, RING]		
Effects:		
+(25-50) Vitality (named ALL_STATS1)		
+(25-50) Focus (named ALL_STATS1)		
+(25-50) Strength (named ALL_STATS1)		
+(25-50) Dexterity (named ALL_STATS1)		
Affix: SPLASH3		
Prefix: [ITEM] of Assault		
Minimum Level: 15		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HMELEE, 2HSWORD, POLEARM, STAFF]		
Effects:		
(35.0-50.0)% more Damage to Secondary Targets (named SPLASH3) (Uses PERCENT graph)		
Affix: STR1		
Prefix: Thug's [ITEM]		
No Level Range		
Spawn Weight: 1		
Occupies no slots		
Spawns On: [1HAXE, 2HAXE, GLOVES, NECKLACE]		
Effects:		
+(25-50) Strength (named STR1)		
Affix: DEX_MAG1		
Prefix: Corsair's [ITEM]		
No Level Range		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [1HAXE, BELT, PISTOL]		
Effects:		
+(50-100) Focus (named DEX_MAG1)		
+(50-100) Dexterity (named DEX_MAG1)		
Affix: ARMOR_MAT7		

Jan 03, 19 18:18	allafx.txt	Page 1366/1398
Prefix: Oiled [ITEM]		
No Level Range		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [ARMOR_PHYSICAL]		
Effects:		
+(10.0-25.0) electric Armor (named ARMOR_MAT7)		
-10.0% knockback resistance (named ARMOR_MAT7)		
Affix: SLOW2		
Prefix: [ITEM] of Tarring		
Minimum Level: 12		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, RANGED WEAPON]		
Effects:		
Inflict on Hit: (10.0-20.0)% less attack speed for 3.0 seconds (named SLOW2) (Exclusive) (Uses PERCENT graph)		
Affix: PROC_WARD2		
Prefix: [ITEM] of Warding		
Minimum Level: 10		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, RING, SHIELD]		
Effects:		
(5.0-10.0)% chance to cast wardshield when struck (named wardshield) (Uses PERCENT graph)		
Affix: DODGE_REFLECT2		
Prefix: Ghost's [ITEM]		
Minimum Level: 8		
Spawn Weight: 2		
Occupies no slots		
Spawns On: [BELT, PANTS, SHOULDER ARMOR]		
Effects:		
(2.0-3.0)% more Dodge Chance (named DODGE_REFLECT2) (Uses PERCENT graph)		
No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 10.00, dur 0.00, type physical, level -1) (named DODGE_REFLECT2) (Uses PERCENT graph)		
Affix: DMG_PERCENT_ICE3		
Prefix: Frost-Shock [ITEM]		
Minimum Level: 16		
Spawn Weight: 3		
Occupies no slots		
Spawns On: [NECKLACE, WEAPON]		
Effects:		
(10.0-15.0)% more ice damage (named DMG_PERCENT_ICE3) (Uses PERCENT graph)		
Affix: ARMOR_BONUS_MAGIC5		
Prefix: Astral [ITEM]		
Minimum Level: 15		
Spawn Weight: 4		
Occupies no slots		
Spawns On: [HELMET, NECKLACE, RING, SHIELD]		
Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1367/1398
	(20.0-33.0)% more electric Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)	
	(20.0-33.0)% more fire Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)	
	(20.0-33.0)% more ice Armor (named ARMOR_BONUS_MAGIC5) (Uses PERCENT graph)	
	Affix: EXECUTE3	
	Prefix: Butcher's [ITEM]	
	Minimum Level: 9	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [1HAXE, 1HMACE, FIST, PISTOL, RING]	
	Effects:	
	(8.0-12.0)% more Execute Chance (named EXECUTE3) (Uses PERCENT graph)	
	Affix: ATK_SPEED5	
	Prefix: Lupine [ITEM]	
	Minimum Level: 14	
	Spawn Weight: 4	
	Occupies no slots	
	Spawns On: [PANTS, RING, WEAPON]	
	Effects:	
	(9.0-16.0)% more Attack Speed (named ATK_SPEED4) (Uses PERCENT graph)	
	Affix: MP_STEAL_PERCENT1	
	Prefix: Thirsty [ITEM]	
	Minimum Level: 25	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [NECKLACE, RING, STAFF, WAND]	
	Effects:	
	(7.0-12.0)% more Mana stolen (named HP_MP_STEAL_PERCENT1) (Uses PERCENT graph)	
	Affix: PET_BUFF2	
	Prefix: Packleader's [ITEM]	
	Minimum Level: 16	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [ARMOR_PHYSICAL, BOW]	
	Effects:	
	(15.0-25.0)% more Minion/Pet Damage (named PET_BUFF2) (Uses PERCENT graph)	
	(15.0-25.0)% more Minion/Pet Health (named PET_BUFF2) (Uses PERCENT graph)	
	Affix: GF2	
	Prefix: Lavish [ITEM]	
	Minimum Level: 10	
	Spawn Weight: 1	
	Occupies no slots	
	Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR]	
	Effects:	
	(5.0-10.0)% more Gold Find (named GF2) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS4	
	Prefix: Venom-Torrent [ITEM]	
	Minimum Level: 20	
	Spawn Weight: 4	

Jan 03, 19 18:18	allafx.txt	Page 1368/1398
	Occupies no slots	
	Spawns On: [NECKLACE, WEAPON]	
	Effects:	
	(15.0-25.0)% more poison damage (named DMG_PERCENT_POIS4) (Uses PERCENT graph)	
	Affix: MELEE_BLOCK1	
	Prefix: [ITEM] of Deflecting	
	Minimum Level: 5	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST]	
	Effects:	
	(10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph)	
	(1.0-4.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph)	
	(1.0-3.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_3	
	Prefix: Riftward [ITEM]	
	Minimum Level: 15	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [SHOULDER ARMOR, STAFF, WAND]	
	Effects:	
	No effect details for effect PERCENT DAMAGE BONUS BY MONSTER COUNT with parameters (min 0.00, max 0.00, dur 0.00, type physical, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)	
	No effect details for effect PERCENT DAMAGE REFLECTED with parameters (min 0.00, max 15.00, dur 0.00, type all, level -1) (named CLASS_BASED_S_3) (Uses PERCENT graph)	
	Affix: FLURRY1	
	Prefix: Desperado's [ITEM]	
	Minimum Level: 20	
	Spawn Weight: 3	
	Occupies no slots	
	Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND]	
	Effects:	
	(5.0-15.0)% more Damage while Dual Wielding (named FLURRY1) (Uses PERCENT graph)	
	(5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)	
	Affix: BLINDING1	
	Prefix: [ITEM] of the Black	
	Minimum Level: 13	
	Spawn Weight: 2	
	Occupies no slots	
	Spawns On: [NECKLACE, WEAPON]	
	Effects:	
	Inflict on Hit: Does (3-6) ice damage over 4.00 seconds (named BLINDING1) (Uses PERCENT graph)	
	(100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING1) (Uses PERCENT graph)	

Jan 03, 19 18:18	allafx.txt	Page 1369/1398
<p>Affix: THORNS_PHYS_THORNED1 Prefix: Thorned [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-15.0)% physical damage reflected (named THORNS_PHYS_THORNED1)</p> <p>Affix: POIS_DOT2 Prefix: [ITEM] of Blight No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (8-16) poison damage over 4.00 seconds (named POIS_DOT2)</p> <p>Affix: FACTION_ARMOR6 Prefix: Kromzek [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more ice damage (named FACTION_ARMOR6) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR6) (Uses PERCENT graph)</p> <p>Affix: FREEZE3 Prefix: Soulfrost [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE3) (Uses PERCENT graph) (2.0-4.0)% more Mana stolen (named FREEZE3) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD5 Prefix: Warding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_5 when struck (named energy_shield_5) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE6 Prefix: Plated [ITEM] No Level Range Spawn Weight: 4 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1370/1398
<p>(20.0-35.0) physical Armor (named ARM_PHYSRED_TYPE6) (4.0-10.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE6) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE3 Prefix: [ITEM] of Desire Minimum Level: 12 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (8.0-15.0)% more charge rate (named CHARGE_RATE3) (Uses PERCENT graph)</p> <p>Affix: MP4 Prefix: [ITEM] of the Arcane No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: (20.0-30.0) Mana (named MP4)</p> <p>Affix: ARMOR_STATS_STR1 Prefix: Lambent [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: (10.0-20.0) physical Armor (named ARMOR_STATS_STR1) (50-100) Strength (named ARMOR_STATS_STR1)</p> <p>Affix: REFLECT2 Prefix: [ITEM] of Interception No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (10.0-15.0)% more Missile Reflect Chance (named REFLECT2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE2 Prefix: [ITEM] of Death Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-6.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD4 Prefix: Mercurial [ITEM] Minimum Level: 20 Spawn Weight: 4</p>		

Jan 03, 19 18:18	allafx.txt	Page 1371/1398
	<p>Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (15.0-20.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_4 Prefix: Pact-Speaker's [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-12.0)% more Cast Speed (named CLASS_BASED_N_4) (Uses PERCENT graph) (8.0-20.0)% more Pet Speed (named CLASS_BASED_N_4) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE3 Prefix: [ITEM] of Doom Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (6.0-10.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT3 Prefix: [ITEM] of Resonance No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (15.0-25.0)% more Missile Reflect Chance (named REFLECT3) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE2 Prefix: [ITEM] of Craving Minimum Level: 5 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (4.0-10.0)% more charge rate (named CHARGE_RATE2) (Uses PERCENT graph)</p> <p>Affix: PROC_ENERGYSHIELD4 Prefix: Shielding [ITEM] Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_4 when struck (named energy_shield_4) (Uses PERCENT graph)</p> <p>Affix: FREEZE2</p>	

Jan 03, 19 18:18	allafx.txt	Page 1372/1398
	<p>Prefix: Brittlebite [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph) (10.0-15.0)% more chance to break shields (named FREEZE2) (Uses PERCENT graph)</p> <p>Affix: BURN1 Prefix: Blazing [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (10.0-15.0)% chance to Burn for 5.0 seconds (named BURN1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR7 Prefix: Efreeti [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (5.0-15.0)% more fire damage (named FACTION_ARMOR7) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR7) (Uses PERCENT graph)</p> <p>Affix: POTIONS1 Prefix: Saturated [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, RING] Effects: (1.0-15.0)% more Effectiveness of Potions (named POTIONS1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_2 Prefix: Runeweave [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-15.0)% more charge bar decay rate (named CLASS_BASED_S_2) (Uses PERCENT graph) (10.0-20.0)% more Missile Reflect Chance (named CLASS_BASED_S_2) (Uses PERCENT graph)</p> <p>Affix: GF3 Prefix: Gilded [ITEM] Minimum Level: 10 Spawn Weight: 2</p>	

Jan 03, 19 18:18	allafx.txt	Page 1373/1398
Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (10.0-20.0)% more Gold Find (named GF3) (Uses PERCENT graph)		
Affix: GF1 Prefix: Gaudy [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (1.0-5.0)% more Gold Find (named GF1) (Uses PERCENT graph)		
Affix: POTIONS3 Prefix: Chemist's [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (20.0-35.0)% more Effectiveness of Potions (named POTIONS3) (Uses PERCENT graph)		
Affix: MELEE_BLOCK2 Prefix: [ITEM] of Parrying Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (4.0-8.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (3.0-5.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)		
Affix: BLINDING2 Prefix: [ITEM] of Obscuring Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (10.0-15.0)% less attack speed for 4.0 seconds (named BLINDING2) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING2) (Uses PERCENT graph)		
Affix: FLURRY2 Prefix: Duelist's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects:		

Jan 03, 19 18:18	allafx.txt	Page 1374/1398
(5.0-10.0)% less chance to fumble (named FLURRY2) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)		
Affix: POIS_DOT1 Prefix: [ITEM] of Rot No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) poison damage over 4.00 seconds (named POIS_DOT1)		
Affix: THORNS_PHYS_THORNED2 Prefix: Spined [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (15.0-25.0)% physical damage reflected (named THORNS_PHYS_THORNED2)		
Affix: FACTION_ARMOR5 Prefix: Kindathlan [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more damage with wands & staves (named FACTION_ARMOR5) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR5) (Uses PERCENT graph)		
Affix: BURN3 Prefix: Immolating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN3) (Uses PERCENT graph) (5.0-10.0)% chance to Fear for 5.0 seconds (named BURN3) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE5 Prefix: Bolted [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-25.0) physical Armor (named ARM_PHYSRED_TYPE5) (3.0-8.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE5) (Uses PERCENT graph)		

Jan 03, 19 18:18	allafx.txt	Page 1375/1398
<p>Affix: ARMOR_STATS_STR2 Prefix: Pit Forged [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL] Effects: +(18.0-30.0) physical Armor (named ARMOR_STATS_STR2) +(75-150) Strength (named ARMOR_STATS_STR2)</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-4.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT1 Prefix: [ITEM] of Redirection No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, NECKLACE, SHIELD] Effects: (5.0-10.0)% more Missile Reflect Chance (named REFLECT1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY4 Prefix: [ITEM] of Anger Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, POLEARM, STAFF] Effects: +(15.0-20.0) physical damage (named DMG_ANGRY4) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY4) (Uses PERCENT graph)</p> <p>Affix: POIS4 Prefix: Tainted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Poison_explosion on kill for 2.0 seconds (named Poison_explosion) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE1 Prefix: [ITEM] of Yearning No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1376/1398
<p>Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (1.0-5.0)% more charge rate (named CHARGE_RATE1) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE4 Prefix: Thick [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(15.0-20.0) physical Armor (named ARM_PHYSRED_TYPE4) (2.0-6.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE4) (Uses PERCENT graph)</p> <p>Affix: BURN2 Prefix: Slag [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN2) (Uses PERCENT graph) Degrade enemy armor by (10-20) on hit (named BURN2)</p> <p>Affix: FREEZE1 Prefix: Frigid [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (10.0-15.0)% chance to Freeze for 5.0 seconds (named FREEZE1) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR4 Prefix: Cygnaran [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, GLOVES, HELMET] Effects: (5.0-15.0)% more ranged damage (named FACTION_ARMOR4) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR4) (Uses PERCENT graph)</p> <p>Affix: THORNS_PHYS_THORNED3 Prefix: Barbed [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (25.0-35.0)% physical damage reflected (named THORNS_PHYS_THORNED3)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1377/1398
<p>Affix: BLINDING3 Prefix: [ITEM] of Searing Light Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflct on Hit: Does (3-6) fire damage over 4.00 seconds (named BLINDING3) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING3) (Uses PERCENT graph)</p> <p>Affix: FLURRY3 Prefix: Armsmaster's [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST, PISTOL, WAND] Effects: (5.0-10.0)% more Execute Chance (named FLURRY3) (Uses PERCENT graph) (5.0-15.0)% chance to cast flurry0 on strike (named flurry0) (Uses PERCENT graph)</p> <p>Affix: MELEE_BLOCK3 Prefix: [ITEM] of Riposting Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, FIST] Effects: (10.0-10.0)% more Missile Reflect Chance (named MELEE_BLOCK1) (Uses PERCENT graph) (8.0-12.0)% more Damage while Dual Wielding (named MELEE_BLOCK1) (Uses PERCENT graph) (5.0-8.0)% less physical Damage Taken (named MELEE_BLOCK1) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_S_1 Prefix: Ember Etched [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (5.0-12.0)% more charge rate (named CLASS_BASED_S_1) (Uses PERCENT graph) (5.0-10.0)% more Cast Speed (named CLASS_BASED_S_1) (Uses PERCENT graph)</p> <p>Affix: POTIONS2 Prefix: Catalyzing [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [BELT, RING] Effects: (10.0-25.0)% more Effectiveness of Potions (named POTIONS2) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1378/1398
<p>Affix: DMG_PERCENT_POIS2 Prefix: Venom-Flare [ITEM] Minimum Level: 11 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (5.0-10.0)% more poison damage (named DMG_PERCENT_POIS2) (Uses PERCENT graph)</p> <p>Affix: GF4 Prefix: Ornate [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, HELMET, PANTS, SHOULDER ARMOR] Effects: (18.0-30.0)% more Gold Find (named GF4) (Uses PERCENT graph)</p> <p>Affix: ELEC_DOT2 Prefix: Haywire [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: Inflct on Hit: Does (8-16) electric damage over 4.00 seconds (named ELEC_DOT2)</p> <p>Affix: FUMBLE_CHANCE2 Prefix: [ITEM] of Precision Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (3.0-7.0)% less chance to fumble (named FUMBLE_CHANCE2) (Uses PERCENT graph)</p> <p>Affix: REGEN_MAX2 Prefix: [ITEM] of Restoration Minimum Level: 20 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: + (1.0-2.0) HP/Second (named REGEN_MAX2) (3.0-6.0)% more HP (named REGEN_MAX2) (Uses 1 graph) (3.0-6.0)% more Mana (named REGEN_MAX2) (Uses PERCENT graph) + (1.0-2.0) Mana/s (named REGEN_MAX2)</p> <p>Affix: PROC_SHOCK_ARMOR1 Prefix: [ITEM] of Static Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1379/1398
	<p>(5.0-10.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph)</p> <p>(10.0-20.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: THORNS_ELEC1</p> <p>Prefix: Static [ITEM]</p> <p>Minimum Level: 8</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [ARMOR_PHYSICAL, SHIELD]</p> <p>Effects:</p> <p>(10.0-20.0)% electric damage reflected (named THORNS_ELEC1)</p> <p>Affix: PROC_ENERGYSHIELD3</p> <p>Prefix: Pulsing [ITEM]</p> <p>Minimum Level: 10</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF]</p> <p>Effects:</p> <p>(10.0-15.0)% chance to cast energy_shield_3 when struck (named energy_shield_3) (Uses PERCENT graph)</p> <p>Affix: MP2</p> <p>Prefix: [ITEM] of Conjuration</p> <p>No Level Range</p> <p>Spawn Weight: 1</p> <p>Occupies no slots</p> <p>Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND]</p> <p>Effects:</p> <p>+ (10.0-15.0) Mana (named MP2)</p> <p>Affix: PROC_CRUSHBLOW3</p> <p>Prefix: [ITEM] of Shattering</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [1HMACE, 2HMACE, CANNON, STAFF]</p> <p>Effects:</p> <p>(15.0-20.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: CHARGE_RATE5</p> <p>Prefix: [ITEM] of Ascension</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [NECKLACE, SHOULDER ARMOR]</p> <p>Effects:</p> <p>(18.0-30.0)% more charge rate (named CHARGE_RATE5) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_3</p> <p>Prefix: Oath-Bound [ITEM]</p> <p>Minimum Level: 15</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p>	

Jan 03, 19 18:18	allafx.txt	Page 1380/1398
	<p>Spawns On: [GLOVES, HELMET, PANTS]</p> <p>Effects:</p> <p>(5.0-15.0)% more damage with wands & staves (named CLASS_BASED_N_3) (Uses PERCENT graph)</p> <p>(8.0-20.0)% more Minion/Pet Health (named CLASS_BASED_N_3) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY1</p> <p>Prefix: [ITEM] of Fury</p> <p>Minimum Level: 13</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>(15.0-30.0)% more Damage to Secondary Targets (named DMG_ANGRY1) (Uses PERCENT graph)</p> <p>Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with modifiers (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY1) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD2</p> <p>Prefix: Nimble [ITEM]</p> <p>Minimum Level: 13</p> <p>Spawn Weight: 2</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]</p> <p>Effects:</p> <p>(5.0-10.0)% more Damage while Dual Wielding (named DUAL_WIELD2) (Uses PERCENT graph)</p> <p>Affix: PROC_DEATHSTRIKE4</p> <p>Prefix: Vorpall [ITEM]</p> <p>Minimum Level: 20</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [WEAPON]</p> <p>Effects:</p> <p>(10.0-15.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: REFLECT4</p> <p>Prefix: [ITEM] of Reverberation</p> <p>No Level Range</p> <p>Spawn Weight: 4</p> <p>Occupies no slots</p> <p>Spawns On: [CHEST ARMOR, NECKLACE, SHIELD]</p> <p>Effects:</p> <p>(22.0-33.0)% more Missile Reflect Chance (named REFLECT4) (Uses PERCENT graph)</p> <p>Affix: DUAL_WIELD3</p> <p>Prefix: Swift [ITEM]</p> <p>Minimum Level: 17</p> <p>Spawn Weight: 3</p> <p>Occupies no slots</p> <p>Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND]</p>	

Jan 03, 19 18:18	allafx.txt	Page 1381/1398
Effects: (10.0-15.0)% more Damage while Dual Wielding (named DUAL_WIELD3) (Uses PERCENT graph)		
Affix: POIS1 Prefix: Envenomed [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (10.0-15.0)% chance to Poison for 5.0 seconds (named POIS1) (Uses PERCENT graph)		
Affix: CLASS_BASED_N_2 Prefix: Gravemist [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS] Effects: (5.0-10.0)% more poison damage (named CLASS_BASED_N_2) (Uses PERCENT graph) (8.0-20.0)% more Minion/Pet Damage (named CLASS_BASED_N_2) (Uses PERCENT graph)		
Affix: CHARGE_RATE4 Prefix: [ITEM] of Awakening Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, RING, SHOULDER ARMOR] Effects: (13.0-20.0)% more charge rate (named CHARGE_RATE4) (Uses PERCENT graph)		
Affix: ARM_PHYSRED_TYPE1 Prefix: Reinforced [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-10.0) physical Armor (named ARM_PHYSRED_TYPE1) (1.0-2.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE1) (Uses PERCENT graph)		
Affix: PROC_CRUSHBLOW2 Prefix: [ITEM] of Crushing Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (10.0-15.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)		
Affix: MP3		

Jan 03, 19 18:18	allafx.txt	Page 1382/1398
Prefix: [ITEM] of Evocation No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(15.0-20.0) Mana (named MP3)		
Affix: PROC_ENERGYSHIELD2 Prefix: Glowing [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_2 when struck (named energy_shield_2) (Uses PERCENT graph)		
Affix: DMG_PROC_POIS2 Prefix: Blight-Spike [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 20.00, max 0.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)		
Affix: FREEZE4 Prefix: Shattering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [CROSSBOW, FIST, GLOVES, NECKLACE, POLEARM, WAND] Effects: Inflict on Hit: (5.0-10.0)% chance to Freeze for 5.0 seconds (named FREEZE4) (Uses PERCENT graph) Inflict on Hit: (10.0-20.0)% chance to cast Ice_explosion on kill for 2 seconds (named Ice_explosion) (Uses PERCENT graph)		
Affix: THORNS_FIRE1 Prefix: Smouldering [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (10.0-20.0)% fire damage reflected (named THORNS_FIRE1)		
Affix: FACTION_ARMOR1 Prefix: Sathiri [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: Degrade enemy armor by (10-20) on hit (named FACTION_ARMOR1)		

Jan 03, 19 18:18	allafx.txt	Page 1383/1398
	(5.0-15.0)% more physical Armor (named FACTION_ARMOR1) (Uses PERCENT graph)	
	Affix: CLASS_BASED_S_4 Prefix: Warpsigil [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [SHOULDER ARMOR, STAFF, WAND] Effects: (0.2-0.2)% more Mana/10.0s/monster within 0.2 meters (Up to 8) (named CLASS_BASED_S_4) -20.0 knockback (named CLASS_BASED_S_4)	
	Affix: FUMBLE_CHANCE3 Prefix: Deadeye [ITEM] Minimum Level: 17 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (6.0-12.0)% less chance to fumble (named FUMBLE_CHANCE3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS3 Prefix: Venom-Shock [ITEM] Minimum Level: 16 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (10.0-15.0)% more poison damage (named DMG_PERCENT_POIS3) (Uses PERCENT graph)	
	Affix: DMG_PERCENT_POIS1 Prefix: Venom-Flicker [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: (1.0-5.0)% more poison damage (named DMG_PERCENT_POIS1) (Uses PERCENT graph)	
	Affix: ELEC_DOT1 Prefix: Surging [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: Inflict on Hit: Does (4-8) electric damage over 4.00 seconds (named ELEC_DOT1)	
	Affix: BLINDING4 Prefix: [ITEM] of Distortion Minimum Level: 13 Spawn Weight: 3	

Jan 03, 19 18:18	allafx.txt	Page 1384/1398
	Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (50.0-100.0)% chance to Silence for 4.0 seconds. (named DING4) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING4) (Uses PERCENT graph)	
	Affix: FUMBLE_CHANCE1 Prefix: [ITEM] of Accuracy Minimum Level: 5 Spawn Weight: 1 Occupies no slots Spawns On: [GLOVES, WEAPON] Effects: (2.0-4.0)% less chance to fumble (named FUMBLE_CHANCE1) (Uses PERCENT graph)	
	Affix: REGEN_MAX1 Prefix: [ITEM] of Replenishing Minimum Level: 10 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, RING] Effects: +(0.5-1.0) HP/Second (named REGEN_MAX1) (1.0-3.0)% more HP (named REGEN_MAX1) (Uses 1 graph) (1.0-3.0)% more Mana (named REGEN_MAX1) (Uses PERCENT graph) +(0.5-1.0) Mana/s (named REGEN_MAX1)	
	Affix: POTIONS5 Prefix: Philosopher's [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING] Effects: (50.0-100.0)% more Effectiveness of Potions (named POTIONS5) (Uses PERCENT graph)	
	Affix: FACTION_ARMOR3 Prefix: Tytherian [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHOULDER ARMOR] Effects: (5.0-15.0)% more melee damage (named FACTION_ARMOR3) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR3) (Uses PERCENT graph)	
	Affix: THORNS_PHYS_THORNED4 Prefix: Jagged [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (35.0-55.0)% physical damage reflected (named THORNS_PHYS_THORNED4)	

Jan 03, 19 18:18	allafx.txt	Page 1385/1398
<p>Affix: THORNS_FIRE3 Prefix: Red Hot [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% fire damage reflected (named THORNS_FIRE3)</p> <p>Affix: PROC_SHOCK_ARMOR2 Prefix: [ITEM] of Shocking Level Range: 10-100 Spawn Weight: 3 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (5.0-15.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (Uses PERCENT graph) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: REGEN_MAX_MP1 Prefix: [ITEM] of Clarity Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [NECKLACE, RING, SHOULDER ARMOR] Effects: +(1.5-3.0) Mana/s (named REGEN_MAX_MP1) (5.0-8.0)% more Mana (named REGEN_MAX_MP1) (Uses PERCENT graph)</p> <p>Affix: THORNS_ELEC2 Prefix: Buzzing [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% electric damage reflected (named THORNS_ELEC2)</p> <p>Affix: MP1 Prefix: Chanter's [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [RING, SHOULDER ARMOR, STAFF, WAND] Effects: +(5.0-10.0) Mana (named MP1)</p> <p>Affix: ARM_PHYSRED_TYPE3 Prefix: Layered [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects:</p>		

Jan 03, 19 18:18	allafx.txt	Page 1386/1398
<p>+(10.0-15.0) physical Armor (named ARM_PHYSRED_TYPE3) (2.0-4.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE3) (Uses PERCENT graph)</p> <p>Affix: POIS3 Prefix: Rusted [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS3) (Uses PERCENT graph) Inflict on Hit: +(5.0-9.0) physical damage (named POIS3)</p> <p>Affix: DUAL_WIELD1 Prefix: Deft [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [1HSWORD, FIST, NECKLACE, PISTOL, WAND] Effects: (1.0-5.0)% more Damage while Dual Wielding (named DUAL_WIELD1) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY2 Prefix: [ITEM] of Rage Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (15.0-25.0)% more Critical Damage (named DMG_ANGRY2) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY2) (Uses PERCENT graph)</p> <p>Affix: DMG_ANGRY3 Prefix: [ITEM] of Frenzy Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 1HMACE, 1HSWORD, 2HAXE, 2HMACE, 2HSWORD, FIST, POLEARM, STAFF] Effects: (2.0-5.0)% more Attack Speed (named DMG_ANGRY3) (Uses PERCENT graph) Inflict on Hit: No effect details for effect PERCENT DAMAGE TAKEN with parameters (min 5.00, max 10.00, dur 3.00, type physical, level -1) (named DMG_ANGRY3) (Uses PERCENT graph)</p> <p>Affix: CLASS_BASED_N_1 Prefix: Shadow-Bound [ITEM] Minimum Level: 15 Spawn Weight: 3 Occupies no slots Spawns On: [GLOVES, HELMET, PANTS]</p>		

Jan 03, 19 18:18	allafx.txt	Page 1387/1398
<p>Effects: +(125.0-225.0) Life Stolen (named CLASS_BASED_N_1) (8.0-20.0)% more Minion/Pet Armor (named CLASS_BASED_N_1) (Uses PERCENT graph)</p> <p>Affix: POIS2 Prefix: Festering [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HSWORD, 2HSWORD, BOW, CROSSBOW, GLOVES, NECKLACE] Effects: Inflict on Hit: (5.0-10.0)% chance to Poison for 5.0 seconds (named POIS2) (Uses PERCENT graph) (3.0-6.0)% more HP stolen (named POIS2) (Uses PERCENT graph)</p> <p>Affix: PROC_CRUSHBLOW1 Prefix: [ITEM] of Smashing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [1HMACE, 2HMACE, CANNON, STAFF] Effects: (5.0-10.0)% chance to cast crushing_blow on strike (named crushing_blow) (Uses PERCENT graph)</p> <p>Affix: ARM_PHYSRED_TYPE2 Prefix: Studded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, SHIELD] Effects: +(5.0-15.0) physical Armor (named ARM_PHYSRED_TYPE2) (1.0-3.0)% less physical Damage Taken (named ARM_PHYSRED_TYPE2) (Uses PERCENT graph)</p> <p>Affix: DMG_PROC_POIS1 Prefix: Blight-Barb [ITEM] No Level Range Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: No effect details for effect DAMAGE CHANCE with parameters (min 15.00, max 20.00, dur 0.00, type poison, level -1) (named DMG_PROC_POIS1)</p> <p>Affix: PROC_ENERGYSHIELD1 Prefix: Glittering [ITEM] Minimum Level: 10 Spawn Weight: 2 Occupies no slots Spawns On: [BELT, CHEST ARMOR, NECKLACE, SHIELD, STAFF] Effects: (10.0-15.0)% chance to cast energy_shield_1 when struck (named energy_shield_1) (Uses PERCENT graph)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1388/1398
<p>Affix: THORNS_ELEC3 Prefix: Arcing [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (30.0-50.0)% electric damage reflected (named THORNS_ELEC3)</p> <p>Affix: THORNS_FIRE2 Prefix: Scorching [ITEM] Minimum Level: 8 Spawn Weight: 2 Occupies no slots Spawns On: [ARMOR_PHYSICAL, SHIELD] Effects: (20.0-30.0)% fire damage reflected (named THORNS_FIRE2)</p> <p>Affix: PROC_SHOCK_ARMOR3 Prefix: [ITEM] of Electrocution Level Range: 10-100 Spawn Weight: 4 Occupies no slots Spawns On: [BELT, NECKLACE, SHIELD, SHOULDER ARMOR] Effects: (8.0-20.0)% chance to cast Shock_Armor when struck (named Shock_Armor) (20.0-30.0)% electric damage reflected (named PROC_SHOCK_ARMOR1)</p> <p>Affix: BURN4 Prefix: Detonating [ITEM] Minimum Level: 20 Spawn Weight: 3 Occupies no slots Spawns On: [1HAXE, 2HAXE, CANNON, GLOVES, NECKLACE, STAFF] Effects: Inflict on Hit: (5.0-10.0)% chance to Burn for 5.0 seconds (named BURN4) (10.0-20.0)% chance to cast fire_explosion on kill for 5.0 seconds (named fire_explosion) (Uses PERCENT graph)</p> <p>Affix: FACTION_ARMOR2 Prefix: Calishite [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [CHEST ARMOR, HELMET, PANTS] Effects: (10.0-25.0)% more Effectiveness of Potions (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% more physical Armor (named FACTION_ARMOR2) (Uses PERCENT graph) (5.0-15.0)% less shop prices (named FACTION_ARMOR2) (Uses PERCENT graph)</p> <p>Affix: POTIONS4 Prefix: Apothecary's [ITEM] No Level Range</p>		

Jan 03, 19 18:18	allafx.txt	Page 1389/1398
<p>Spawn Weight: 3 Occupies no slots Spawns On: [BELT, RING] Effects: (30.0-50.0)% more Effectiveness of Potions (named POTIONS4) (Uses PERCENT graph)</p> <p>Affix: BLINDING5 Prefix: [ITEM] of Confusion Minimum Level: 13 Spawn Weight: 2 Occupies no slots Spawns On: [NECKLACE, WEAPON] Effects: Inflict on Hit: (5.0-10.0)% chance to Charm for 4.0 seconds (named BLINDING5) (Uses PERCENT graph) (100.0-100.0)% chance to Blind for 4.0 seconds (named BLINDING5) (Uses PERCENT graph)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER_WEAPON Prefix: [ITEM] of Shadow Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [WEAPON] Effects: (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_PROCKILL_ZOMBIE_30_THRASHER Prefix: [ITEM] of Shadow Minimum Level: 25 Spawn Weight: 4 Occupies no slots Spawns On: [ARMOR] Effects: (30.0-30.0)% chance to cast WC_Zombie Proc Skill on kill at target (named WC_Zombie Proc Skill) (Level 1)</p> <p>Affix: OF_TL2_CHARGERATEBONUS5_THRASHER Prefix: [ITEM] of Energy Minimum Level: 12 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (15.0-15.0)% more charge rate</p> <p>Affix: OF_PROCGETHIT_FULLHEAL_5_THRASHER Prefix: [ITEM] of Regeneration Minimum Level: 45 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Effects: (6.0-6.0)% chance to cast WC_proc_fullheal when struck (named WC_proc_fullheal) (Level 1)</p>		

Jan 03, 19 18:18	allafx.txt	Page 1390/1398
<p>Affix: OF_TL2_CHARGEDECAY5_THRASHER Prefix: [ITEM] of Grasping Minimum Level: 12 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (35.0-35.0)% less charge bar decay rate</p> <p>Affix: OFTHETHRASHER Prefix: [ITEM] of the Thrasher Minimum Level: 17 Spawn Weight: 5 Occupies no slots Spawns On: [WEAPON] Effects: (3.0-4.0)% more Critical Chance (named OFTHESOLDIER CRITICAL CHANCE) No effect details for effect PERCENT BLIND with parameters (min 20.00, max 0.00, dur 0.00, type physical, level -1) (named OFTHETHRASHER BLIND) Degrade enemy armor by (20-25) on hit (named OFTHESOLDIER DEGRADE ARMOR) (20.0-30.0)% more charge bar decay rate</p> <p>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 REFLECTED)</p> <p>Affix: OFTHEDRAKE_THRASHER Prefix: [ITEM] of the Drake Minimum Level: 18 Spawn Weight: 5 Occupies no slots Spawns On: [ARMOR] Effects: +(10.0-15.0) fire damage (named OFTHEDRAKE DAMAGE BONUS) +(10.0-15.0) fire armor (named OFTHEDRAKE FIRE DEFENSE) +(10.0-15.0) Mana stolen</p> <p>Affix: PROC_DEATHSTRIKE1 Prefix: [ITEM] of Killing Minimum Level: 20 Spawn Weight: 2 Occupies no slots Spawns On: [WEAPON] Effects: (1.0-3.0)% chance to cast deathstrike on swing (named deathstrike) (Uses PERCENT graph)</p> <p>Affix: OFTHEBULL3_THRASHER Prefix: Slamming [ITEM] Minimum Level: 11</p>		

Jan 03, 19 18:18	allafx.txt	Page 1391/1398
Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: -30.0 knockback (named OFTHEBULL KNOCK BACK EFFECT)		
Affix: OFTHEBEAR3_THRASHER Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: +(18.0-24.0) physical damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHEMULE3_THRASHER Prefix: Intractable [ITEM] Minimum Level: 12 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: -30.0% knockback resistance (named OFTHEMULE PERCENT KNOCK BACK RESISTANCE)		
Affix: OFTHEELEPHANT3_THRASHER Prefix: Healthy [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: +(9.0-12.0) Max HP (named OFTHEELEPHANT MAX HP)		
Affix: OFTHEMAGE3_THRASHER Prefix: Invoking [ITEM] Minimum Level: 9 Spawn Weight: 3 Occupies no slots Spawns On: [WEAPON] Effects: (8.0-10.0)% more Cast Speed (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHECHEETAH5_THRASHER Prefix: [ITEM] of Speed Minimum Level: 24 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (6.0-8.0)% more Movement Speed (named OFTHECHEETAH PERCENT SPEED)		
Affix: OFTHERAM3_THRASHER Prefix: Slamming [ITEM] Minimum Level: 11 Spawn Weight: 3 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1392/1398
Spawns On: [ARMOR] Effects: -45.0 knockback (named OFHTERAM KNOCK BACK EFFECT)		
Affix: OFTHEMISER3_THRASHER Prefix: Wealthy [ITEM] Minimum Level: 10 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (4.0-5.0)% more Gold Find (named OFTHEMISER PERCENT GOLD DROP)		
Affix: THRASHER_FIREDEFENSE Prefix: Cooling [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) fire armor (named TRINKET_FIREDEFENSE FIRE DEFENSE)		
Affix: OFTHEWINDS3_THRASHER Prefix: Deflecting [ITEM] Minimum Level: 13 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (9.0-9.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: THRASHER_CHARGERATEBONUS Prefix: Energizing [ITEM] Minimum Level: 12 Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: (3.0-3.0)% more charge rate		
Affix: OFTHETHORN3_THRASHER Prefix: Avenging [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (27.0-33.0)% physical damage reflected (named OFTHETHORN DAMAGE REFLECTED)		
Affix: THRASHER_CRITICALDAMAGE Prefix: Brutal [ITEM] Minimum Level: 8 Spawn Weight: 1 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1393/1398
Spawns On: [WEAPON] Effects: (5.0-10.0)% more Critical Damage (named OFTHEBEAR DAMAGE BONUS)		
Affix: OFTHETURTLE3_THRASHER Prefix: Superior [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: +(13.0-17.0) physical Armor (named OFTHETURTLE ARMOR BONUS)		
Affix: OFTHESTORMS3_THRASHER Prefix: Deflecting [ITEM] No Level Range Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (18.0-18.0)% more Missile Reflect Chance (named OFTHETURTLE ARMOR BONUS)		
Affix: THRASHER_ELECTRICDEFENSE Prefix: Grounded [ITEM] No Level Range Spawn Weight: 1 Occupies no slots Spawns On: [ARMOR] Can't Spawn On: [COLLAR, STUD] Effects: +(4.0-6.0) electrical armor (named TRINKET_ELECTRICDEFENSE ELECTRICAL DEFENSE)		
Affix: OFTHESAGE3_THRASHER Prefix: Sage [ITEM] Minimum Level: 5 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (3.0-3.0)% more XP gained (named OFTHEMAGE PERCENT CAST SPEED)		
Affix: OFTHESEEKER3_THRASHER Prefix: Lucky [ITEM] Minimum Level: 8 Spawn Weight: 3 Occupies no slots Spawns On: [ARMOR] Effects: (3.0-3.0)% more Magic Find (named OFTHESEEKER PERCENT MAGICAL DROP)		
Affix: OFTHESAVANT5_THRASHER Prefix: [ITEM] of the Savant Minimum Level: 25 Spawn Weight: 5 Occupies no slots		

Jan 03, 19 18:18	allafx.txt	Page 1394/1398
Spawns On: [ARMOR] Effects: (3.0-4.0)% more Critical Chance (named OFTHESAVANT CRITICAL CHANCE) +(75.0-100.0) Mana stolen (named OFTHESAVANT MANA STEAL)		
File Group 'BJC-Modmerge v1' ending		
File Group 'Brothers in Arms' starting		
Affix: MUSHATO_SPIRIT_09N Prefix: Rojintsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (50.0-50.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (100.0-100.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (30.0-30.0)% chance to cast arekuruunoken on swing (named arekuruunoken)		
Affix: MUSHATO_SPIRIT_08K Prefix: Tengentsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (45.0-45.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (90.0-90.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (25.0-25.0)% chance to cast arekuruunoken on swing (named arekuruunoken)		
Affix: MUSHATO_SPIRIT_05N Prefix: Tennitsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (30.0-30.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (60.0-60.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) (10.0-10.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)		
Affix: MUSHATO_SPIRIT_04K Prefix: Jinsokutsuu no [ITEM] No Level Range Spawn Weight: 99		

Jan 03, 19 18:18	allafx.txt	Page 1395/1398
	Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (25.0-25.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (50.0-50.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (5.0-5.0)% chance to cast arekuruunoken on swing (named arekuruunoken) Affix: MUSHATO_SPIRIT_02 Prefix: Arekuruu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (15.0-15.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) Affix: MUSHATO_SPIRIT_05K Prefix: Tennitsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (30.0-30.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (60.0-60.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (10.0-10.0)% chance to cast arekuruunoken on swing (named arekuruunoken) Affix: MUSHATO_SPIRIT_04N Prefix: Jinsokutsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (25.0-25.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (50.0-50.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) (5.0-5.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2) Affix: MUSHATO_SPIRIT_01 Prefix: Kaigi no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots	

Jan 03, 19 18:18	allafx.txt	Page 1396/1398
	Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) Affix: MUSHATO_SPIRIT_09K Prefix: Rojintsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (50.0-50.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (100.0-100.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (30.0-30.0)% chance to cast arekuruunoken on swing (named arekuruunoken) Affix: MUSHATO_SPIRIT_08N Prefix: Tengentsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (45.0-45.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (90.0-90.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) (25.0-25.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2) Affix: MUSHATO_SPIRIT_03N Prefix: Fukushuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennnoseishin on kill (named kennnoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (20.0-20.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (40.0-40.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) Affix: MUSHATO_SPIRIT_03K Prefix: Fukushuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects:	

Jan 03, 19 18:18	allafx.txt	Page 1397/1398
	(100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (20.0-20.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (40.0-40.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki)	
	Affix: MUSHATO_SPIRIT_06K Prefix: Tashintsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (35.0-35.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (70.0-70.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (15.0-15.0)% chance to cast arekuruunoken on swing (named arekuruunoken)	
	Affix: MUSHATO_SPIRIT_07N Prefix: Shukumyoutsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (40.0-40.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (80.0-80.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) (20.0-20.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)	
	Affix: MUSHATO_SPIRIT_06N Prefix: Tashintsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON] Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (35.0-35.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (70.0-70.0)% chance to cast kaitennohangeki2 when struck (named kaitennohangeki2) (15.0-15.0)% chance to cast arekuruunoken2 on swing (named arekuruunoken2)	
	Affix: MUSHATO_SPIRIT_07K Prefix: Shukumyoutsuu no [ITEM] No Level Range Spawn Weight: 99 Occupies no slots Spawns On: [MUSHATO, WEAPON] Can't Spawn On: [WEAPON]	

Jan 03, 19 18:18	allafx.txt	Page 1398/1399
	Effects: (100.0-100.0)% chance to cast kennoseishin on kill (named kennoseishin) (100.0-100.0)% chance to cast kennoreikon on strike (named kennoreikon) (40.0-40.0)% chance to cast mokusatsunoken on swing (named mokusatsunoken) (80.0-80.0)% chance to cast kaitennohangeki when struck (named kaitennohangeki) (20.0-20.0)% chance to cast arekuruunoken on swing (named arekuruunoken)	
	File Group 'Brothers in Arms' ending	
	File Group 'Borris %enchant' starting	
	File Group 'Borris %enchant' ending	