

Prefixes

+ Attack Rating

Bronze	+10-20 to Attack Rating	Amulets, Rings, Circlets, Gloves, Weapons
Iron	+21-40 to Attack Rating	Rings, Circlets, Weapons
Steel	+41-60 to Attack Rating	Rings, Circlets, Weapons
Silver	+61-80 to Attack Rating	Rings, Circlets, Weapons
Gold	+81-120 to Attack Rating	Rings, Circlets, Weapons
Platinum	+121-160 to Attack Rating	Rings, Circlets, Weapons
Meteoric	+161-200 to Attack Rating	Weapons
Strange	+201-300 to Attack Rating	Weapons
Weird	+301-450 to Attack Rating	Weapons

+ Attack Rating (Based on Character Level)

Robin-eye ¹	+2-150 to Attack Rating	Weapons
Sparrow-eye ²	+3-250 to Attack Rating	Weapons
Falcon-eye ³	+4-350 to Attack Rating	Weapons
Hawk-eye	+5-450 to Attack Rating	Weapons
Eagle-eye ⁴	+6-550 to Attack Rating	Weapons

+ % Attack Rating (Based on Character Level)

Visionary	+1-100% to Attack Rating	Missile Weapons, Helms
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+ Cold Damage

Snowy	+6-50 Cold Damage (1 sec)	Weapons
Shivering	+10-75 Cold Damage (2 sec)	Weapons

¹ New prefix

² New prefix

³ New prefix

⁴ New prefix

Boreal	+16-90 Cold Damage (3 sec)	Weapons
Hibernal	+24-140 Cold Damage (4 sec)	Weapons

+ Fire Damage

Fiery	+16-60 Fire Damage	Weapons
Smoldering	+26-90 Fire Damage	Weapons
Smoking	+51-130 Fire Damage	Weapons
Flaming	+81-180 Fire Damage	Weapons
Condensing	+121-240 Fire Damage	Weapons

+ Lightning Damage

Static	+1-120 Lightning Damage	Weapons
Glowing	+1-180 Lightning Damage	Weapons
Buzzing	+1-240 Lightning Damage	Weapons
Arcing	+1-360 Lightning Damage	Weapons
Shocking	+1-480 Lightning Damage	Weapons

+ Poison Damage

Septic	+36 Poison Damage (over 2 sec)	Weapons
Foul	+60 Poison Damage (over 3 sec)	Weapons
Corrosive	+96 Poison Damage (over 4 sec)	Weapons
Toxic	+150 Poison Damage (over 5 sec)	Weapons
Pestilent	+275 Poison Damage (over 6 sec)	Weapons

+ Damage

Jagged	+10-20% Damage	Weapons
Deadly	+21-30% Damage	Weapons
Vicious	+31-40% Damage	Weapons
Brutal	+41-50% Damage	Weapons
Massive	+51-65% Damage	Weapons
Savage	+66-80% Damage	Weapons

Ruthless ⁵	+81-100% Damage	Weapons
Merciless	+101-150% Damage	Weapons
Ferocious	+151-200% Damage	Weapons
Cruel	+201-300% Damage	Weapons

+ Attack Rating/Max Damage (Based on Character Level)

Knave's ⁶	+1-100 to Attack Rating +0-12 to Maximum Damage	Weapons
Rascal's ⁷	+2-200 to Attack Rating +0-25 to Maximum Damage	Weapons
Jester's ⁸	+3-300 to Attack Rating +0-37 to Maximum Damage	Weapons
Joker's ⁹	+4-400 to Attack Rating +0-50 to Maximum Damage	Weapons
Fool's	+5-500 to Attack Rating +0-62 to Maximum Damage	Weapons

+ Max Damage (Based on Character Level)

Alarming ¹⁰	+0-25 to Maximum Damage	Weapons
Calling ¹¹	+0-37 to Maximum Damage	Weapons
Yelling ¹²	+0-50 to Maximum Damage	Weapons
Shouting ¹³	+0-62 to Maximum Damage	Weapons
Grinding	+0-75 to Maximum Damage	Weapons

+ Attack Rating/Damage

Sharp	+10-20 to Attack Rating +10-20% Damage	Weapons
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⁵ New prefix

⁶ New prefix

⁷ New prefix

⁸ New prefix

⁹ New prefix

¹⁰ New prefix

¹¹ New prefix

¹² New prefix

¹³ New prefix

Fine	+21-40 to Attack Rating +21-30% Damage	Weapons
Warrior's	+41-60 to Attack Rating +31-40% Damage	Weapons
Soldier's	+61-80 to Attack Rating +41-50% Damage	Weapons
Knight's	+81-100 to Attack Rating +51-65% Damage	Weapons
Lord's	+101-120 to Attack Rating +66-80% Damage	Weapons
King's	+121-150 to Attack Rating +81-100% Damage	Weapons
Master's	+151-200 to Attack Rating +101-150% Damage	Weapons
Grandmaster's	+201-250 to Attack Rating +151-200% Damage	Weapons

+ Attack Rating/Damage vs Demons

Lunar	+13-25% Damage to Demons +25-50 to Attack Rating to Demons	Circlets, Weapons
Arcadian	+26-50% Damage to Demons +51-100 to Attack Rating to Demons	Circlets, Weapons
Unearthly	+51-100% Damage to Demons +101-150 to Attack Rating to Demons	Weapons
Astral	+101-150% Damage to Demons +151-200 to Attack Rating to Demons	Weapons
Elysian	+151-200% Damage to Demons +201-300 to Attack Rating to Demons	Weapons
Celestial	+201-300% Damage to Demons +301-400 to Attack Rating to Demons	Weapons

+ Attack Rating/Damage vs Undead

Consecrated	+25-75% Damage to Undead +25-75 to Attack Rating to Undead	Weapons
Pure	+76-125% Damage to Undead	Weapons

Sacred	+76-150 to Attack Rating to Undead	
	+126-200% Damage to Undead	Weapons
	+151-250 to Attack Rating to Undead	
Hallowed	+201-275% Damage to Undead	Weapons
	+251-350 to Attack Rating to Undead	
Divine	+276-350% Damage to Undead	Weapons
	+351-450 to Attack Rating to Undead	

+ Defense

Sturdy	+10-20% Defense	Armors
Strong	+21-30% Defense	Armors
Grand ¹⁴	+31-40% Defense	Armors
Valiant ¹⁵	+41-60% Defense	Armors
Glorious	+61-80% Defense	Armors
Blessed	+81-100% Defense	Armors
Saintly	+101-120% Defense	Armors
Awesome ¹⁶	+121-150% Defense	Armors
Holy	+151-200% Defense	Armors
Godly	+201-300% Defense	Armors

+ Defense (Based on Character Level)

Enlightened ¹⁷	+0-25 to Defense	Circlets
	+1-100 to Defense	Body Armors
Honorable ¹⁸	+0-50 to Defense	Circlets
	+2-200 to Defense	Body Armors
Righteous ¹⁹	+0-75 to Defense	Gloves, Boots, Belts, Shields
	+3-300 to Defense	Body Armors
Faithful	+1-100 to Defense	Gloves, Boots, Belts, Shields
	+4-400 to Defense	Body Armors

¹⁴ New prefix

¹⁵ New prefix

¹⁶ New prefix

¹⁷ New prefix

¹⁸ New prefix

¹⁹ New prefix

+ Mana

Lizard's	+3-5 to Mana	Amulets, Rings, Helms, Gloves, Boots
Snake's	+5-10 to Mana	Amulets, Rings, Helms, Circlets, Belts, Shields
Serpent's	+11-15 to Mana	Amulets, Rings, Helms, Circlets, Belts, Shields
	+16-20 to Mana	Helms, Gloves, Boots, Weapons, Orbs, Wands
Drake's	+21-30 to Mana	Amulets, Rings, Circlets, Orbs, Wands, Rods, Body Armors
Dragon's	+31-40 to Mana	Amulets, Rings, Circlets, Orbs, Wands, Rods, Body Armors
	+41-50 to Mana	Gloves, Boots, Body Armors
Wyrn's	+51-60 to Mana	Amulets, Rings, Circlets, Orbs, Wands, Rods
Hydra's ²⁰	+61-90 to Mana	Amulets, Rings, Circlets, Orbs, Wands, Rods
Bahamut's	+91-120 to Mana	Amulets, Rings, Circlets, Orbs, Wands, Rods

+ Mana (Based on Character Level)

Mnemonic	+0-75 to Mana	Helms
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+ Light Radius

Glimmering	+2 to Light Radius	Amulets, Rings, Armors, Staves, Orbs, Wands
Glowing	+4 to Light Radius	Amulets, Rings, Armors, Staves, Orbs, Wands

²⁰ New name

+ Fire Resist

Crimson	Fire Resist +5-10%	Amulets, Rings, Circlets, Armors, Weapons
Russet	Fire Resist +11-15%	Amulets, Rings, Circlets, Armors
	Fire Resist +16-20%	Weapons
Garnet	Fire Resist +21-25%	Amulets, Rings, Circlets, Armors
	Fire Resist +26-30%	Weapons
Scarlet ²¹	Fire Resist +31-40%	Amulets, Rings, Armors, Staves
Ruby	Fire Resist +41-50%	Amulets, Circlets, Shields

+ Cold Resist

Azure	Cold Resist +5-10%	Amulets, Rings, Circlets, Armors, Weapons
Lapis	Cold Resist +11-15%	Amulets, Rings, Circlets, Armors
	Cold Resist +16-20%	Weapons
Cobalt	Cold Resist +21-25%	Amulets, Rings, Circlets, Armors
	Cold Resist +26-30%	Weapons
Indigo ²²	Cold Resist +31-40%	Amulets, Rings, Armors, Staves
Sapphire	Cold Resist +41-50%	Amulets, Circlets, Shields

+ Lightning Resist

Tangerine	Lightning Resist +5-10%	Amulets, Rings, Circlets, Armors, Weapons
Ocher	Lightning Resist +11-15%	Amulets, Rings, Circlets,

²¹ New prefix

²² New prefix

Coral	Lightning Resist +16-20%	Armors
	Lightning Resist +21-25%	Weapons
		Amulets, Rings, Circlets, Armors
Topaz ²³	Lightning Resist +26-30%	Weapons
	Lightning Resist +31-40%	Amulets, Rings, Armors, Staves
Amber	Lightning Resist +41-50%	Amulets, Circlets, Shields

+ Poison Resist

Beryl	Poison Resist +5-10%	Amulets, Rings, Circlets, Armors, Weapons
Viridian	Poison Resist +11-15%	Amulets, Rings, Circlets, Armors
Jade	Poison Resist +16-20%	Weapons
	Poison Resist +21-25%	Amulets, Rings, Circlets, Armors
	Poison Resist +26-30%	Weapons
Malachite ²⁴	Poison Resist +31-40%	Amulets, Rings, Armors, Staves
Emerald	Poison Resist +41-50%	Amulets, Circlets, Shields

+ Resist All

Shimmering	All Resistances +2-4%	Rings
	All Resistances +3-6%	Amulets, Circlets, Shields
Rainbow	All Resistances +5-8%	Rings
	All Resistances +7-10%	Amulets, Circlets, Shields
Scintillating	All Resistances +9-12%	Rings
	All Resistances +11-15%	Amulets, Circlets, Shields
Prismatic	All Resistances +13-16%	Rings
	All Resistances +16-20%	Amulets, Circlets, Shields
Chromatic	All Resistances +17-20%	Rings
	All Resistances +21-25%	Amulets, Shields

²³ New prefix

²⁴ New prefix

+ All Skill Levels

Maiden's	+1 to Amazon Skill Levels	Bows, Crossbows, Javelins, Spears, Amulets, Circlets
Valkyrie's	+2 to Amazon Skill Levels	Bows, Crossbows, Javelins, Spears, Amulets, Circlets
Mage-killer's	+1 to Assassin Skill Levels	Amulets, Circlets, Katars
Witch-hunter's	+2 to Assassin Skill Levels	Amulets, Circlets, Katars
Slayer	+1 to Barbarian Skill Levels	Amulets, Circlets, Barbarian Helms, Throwing Weapons, Axes, Clubs, Maces, Hammers, Spears, Swords
Berserker	+2 to Barbarian Skill Levels	Amulets, Circlets, Barbarian Helms, Throwing Weapons, Axes, Clubs, Maces Hammers, Spears, Swords
Shaman's	+1 to Druid Skill Levels	Amulets, Circlets, Druid Pelts, Clubs, Maces
Hierophant's	+2 to Druid Skill Levels	Amulets, Circlets, Druid Pelts, Clubs Maces
Summoner's	+1 to Necromancer Skill Levels	Amulets, Circlets, Necromancer Heads, Daggers, Wands
Necromancer's	+2 to Necromancer Skill Levels	Amulets, Circlets, Necromancer Heads, Daggers, Wands
Monk's	+1 to Paladin Skill Levels	Amulets, Circlets,

		Paladin Shields, Shields, Hammers, Maces, Scepters, Swords
Priest's	+2 to Paladin Skill Levels	Amulets, Circlets,
		Paladin Shields,
		Shields, Hammers,
		Maces, Scepters,
		Swords
Angel's	+1 to Sorceress Skill Levels	Amulets, Circlets, Orbs, Staves
Arch-Angel's	+2 to Sorceress Skill Levels	Amulets, Circlets,
		Orbs, Staves

+ Skill Tab Levels

Amazon

Fletcher's	+1 Bow and Crossbow Skills	Bows, Crossbows, Gloves
Bowyer's	+2 Bow and Crossbow Skills	Bows, Crossbows, Gloves
Archer's	+3 Bow and Crossbow Skills	Bows, Crossbows, Gloves
Acrobat	+1 Passive and Magic Skills	Amulets, Circlets, Gloves
Gymnastic	+2 Passive and Magic Skills	Amulets, Circlets, Gloves
Athletic	+3 Passive and Magic Skills	Amulets, Circlets, Gloves
Harpoonist's	+1 Javelin and Spear Skills	Gloves, Spears
Spearmaiden's	+2 Javelin and Spear Skills	Gloves, Spears
Lancer's	+3 Javelin and Spear Skills	Gloves, Spears

Assassin

Entrapping	+1 Traps	Amulets, Circlets, Katars
Trickster's	+2 Traps	Amulets, Circlets, Katars
Cunning	+3 Traps	Amulets, Circlets, Katars
Mentalist's	+1 Shadow Disciplines	Amulets, Circlets, Katars, Helms
Psychic	+2 Shadow Disciplines	Amulets, Circlets, Katars, Helms
Shadow	+3 Shadow Disciplines	Amulets, Circlets, Katars,

		Helms
Shogukusha's	+1 Martial Arts	Amulets, Circlets, Katars, Boots
Sensei's	+2 Martial Arts	Amulets, Circlets, Katars Boots
Kenshi's	+3 Martial Arts	Amulets, Circlets, Katars, Boots

Barbarian

Expert's	+1 Combat Skills	Barbarian Helms, Helms, Weapons
Veteran's	+2 Combat Skills	Barbarian Helms, Helms, Weapons
Master's	+3 Combat Skills	Barbarian Helms, Helms, Weapons
Fanatic	+1 Combat Masteries	Amulets, Weapons, Barbarian Helms
Raging	+2 Combat Masteries	Amulets, Weapons, Barbarian Helms
Furious	+3 Combat Masteries	Amulets, Weapons, Barbarian Helms
Sounding	+1 Warcries	Amulets, Weapons, Barbarian Helms
Resonant	+2 Warcries	Amulets, Weapons, Barbarian Helms
Echoing	+3 Warcries	Amulets, Weapons, Barbarian Helms

Druid

Trainer's	+1 Summoning	Amulets, Circlets, Clubs, Maces, Druid Pelts
Caretaker's	+2 Summoning	Amulets, Circlets, Clubs, Maces, Druid Pelts
Keeper's	+3 Summoning	Amulets, Circlets, Clubs, Maces, Druid Pelts
Spiritual	+1 Shape Shifting	Amulets, Circlets, Clubs,

Feral	+2 Shape Shifting	Maces, Druid Pelts Amulets, Circlets, Clubs, Maces, Druid Pelts
Communal	+3 Shape Shifting	Amulets, Circlets, Clubs, Maces, Druid Pelts
Natural	+1 Elemental	Amulets, Circlets, Clubs, Maces, Druid Pelts
Terrene	+2 Elemental	Amulets, Circlets, Clubs, Maces, Druid Pelts
Gaeon	+3 Elemental	Amulets, Circlets, Clubs, Maces, Druid Pelts

Necromancer

Hexing	+1 Curses	Amulets, Circlets, Wands, Necromancer Heads
Blighting	+2 Curses	Amulets, Circlets, Wands, Necromancer Heads
Cursing	+3 Curses	Amulets, Circlets, Wands, Necromancer Heads
Fungal	+1 Poison and Bone Skills	Amulets, Circlets, Wands, Necromancer Heads, Daggers
Noxious	+2 Poison and Bone Skills	Amulets, Circlets, Wands, Necromancer Heads, Daggers
Venomous	+3 Poison and Bone Skills	Amulets, Circlets, Wands, Necromancer Heads, Daggers
Graverobber's	+1 Summoning Skills	Amulets, Circlets, Wands, Necromancer Heads
Mojo	+2 Summoning Skills	Amulets, Circlets, Wands, Necromancer Heads
Golemlord's	+3 Summoning Skills	Amulets, Circlets, Wands, Necromancer Heads

Paladin

Lion Branded	+1 Combat Skills	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Hawk Branded	+2 Combat Skills	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Rose Branded	+3 Combat Skills	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Captain's	+1 Offensive Auras	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Commander's	+2 Offensive Auras	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Marshal's	+3 Offensive Auras	Amulets, Circlets, Maces, Paladin Shields, Shields, Scepters, Swords
Preserve's	+1 Defensive Auras	Amulets, Circlets, Paladin Shields, Shields
Warden's	+2 Defensive Auras	Amulets, Circlets, Paladin Shields, Shields
Guardian's	+3 Defensive Auras	Amulets, Circlets, Paladin Shields, Shields

Sorceress

Burning	+1 Fire Skills	Amulets, Circlets, Staves, Orbs
Blazing	+2 Fire Skills	Amulets, Circlets, Staves, Orbs
Volcanic	+3 Fire Skills	Amulets, Circlets, Staves, Orbs
Sparking	+1 Lightning Skills	Amulets, Circlets, Staves, Orbs
Charged	+2 Lightning Skills	Amulets, Circlets, Staves, Orbs
Powered	+3 Lightning Skills	Amulets, Circlets, Staves, Orbs

		Orbs
Chilling	+1 Cold Skills	Amulets, Circlets, Staves, Orbs
Freezing	+2 Cold Skills	Amulets, Circlets, Staves, Orbs
Glacial	+3 Cold Skills	Amulets, Circlets, Staves, Orbs

Damage Generates Mana

Vulpine	7-12% Damage Taken Goes to Mana	Amulets, Circlets, Orbs, Wands, Staves
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Each Kill Generates Mana

Triumphant	+1-2 Mana after Each Kill	Circlets, Rings, Weapons
Victorious	+3-5 Mana after Each Kill	Circlets, Weapons

Better Chance of Getting Magic Items

Felicitous	5-10% Chance of Getting Magic Items	Amulets, Circlets, Rings
Fortuitous	11-15% Chance of Getting Magic Items	Amulets, Circlets, Rings

+ Stamina

Rugged	+5-10 to Stamina	Amulets, Circlets, Rings, Gloves, Belts, Boots
	+11-15 to Stamina	Amulets, Circlets, Rings
Vigorous	+11-20 to Stamina	Belts, Boots
	+21-30 to Stamina	Belts, Boots

+ Stamina Regeneration

Tireless	Heal Stamina Plus 25%	Boots
	Heal Stamina Plus 50%	Boots

Make Monsters Flee When Hit

Screaming	Hit Causes Monsters to Flee	25%	Melee Weapons
Howling	Hit Causes Monsters to Flee	50%	Melee Weapons
Wailing	Hit Causes Monsters to Flee	100%	Melee Weapons

Add Sockets

Mechanic's	Add 1 Socket	Body Armors, Shields, Melee/Missile Weapons, Helms
Artisan's	Add 2 Sockets	Body Armors, Shields, Melee/Missile Weapons, Helms
Jeweler's	Add 3 Sockets	Body Armors, Shields, Melee/Missile Weapons, Helms

Add Quantity

Compact	Stack Size +50-100	Throwing Weapons
Thin	Stack Size +101-150	Throwing Weapons
Dense	Stack Size +151-200	Throwing Weapons

Reduce Magic Damage Taken

Null ²⁵	Reduce 1-2 Magic Damage	Staves, Crossbows
Anti-magic ²⁶	Reduce 3-4 Magic Damage	Staves, Crossbows
Alabaster ²⁷	Reduce 5-6 Magic Damage	Staves
Crystal ²⁸	Reduce 7-8 Magic Damage	Staves

²⁵ New prefix

²⁶ New prefix

²⁷ New prefix

Suffixes

+ Strength

Strength	+1-3 to Strength	Amulets, Rings, Circlets, Gloves, Belts, Shields, Body Armors, Melee Weapons
Might	+4-7 to Strength	Amulets, Rings, Circlets, Gloves, Belts, Shields, Body Armors, Melee Weapons
Ox	+8-11 to Strength	Amulets, Rings, Circlets, Gloves , Belts, Shields , Melee Weapons , Body Armors, Clubs, Maces, Hammers, Scepters
Giant	+12-15 to Strength	Amulets, Rings , Circlets, Gloves , Body Armors , Belts, Melee Weapons , Clubs, Hammers
Titan	+16-20 to Strength	Amulets, Rings, Belts, Body Armors , Hammers , Clubs , Maces , Scepters
Atlas	+21-30 to Strength	Amulets, Belts, Hammers, Clubs

+ Dexterity

Dexterity	+1-3 to Dexterity	Amulets, Rings, Circlets, Gloves, Body Armors, Boots, Bows, Crossbows
Skill	+4-7 to Dexterity	Amulets, Rings, Circlets, Gloves, Body Armors, Boots, Bows, Crossbows

²⁸ New prefix

Accuracy	+8-11 to Dexterity	Amulets, Rings, Circlets, Gloves, Body Armors, Boots, Bows, Crossbows
Precision	+12-15 to Dexterity	Amulets, Rings, Circlets, Gloves, Body Armors, Boots, Bows, Crossbows
Perfection	+16-20 to Dexterity	Amulets, Rings, Gloves, Bows, Crossbows
Nirvana	+21-30 to Dexterity	Amulets, Bows, Crossbows

+ Vitality

Vitality ²⁹	+1-3 to Vitality	Amulets, Rings, Circlets, Body Armors, Shields, Belts, Barbarian Helms, Druid Pelts
Structure ³⁰	+4-7 to Vitality	Amulets, Rings, Circlets, Body Armors, Shields, Belts, Barbarian Helms, Druid Pelts
Zest ³¹	+8-11 to Vitality	Amulets, Rings, Circlets, Body Armors, Shields, Belts, Barbarian Helms, Druid Pelts
Vim ³²	+12-15 to Vitality	Amulets, Rings, Circlets, Body Armors, Druid Pelts, Belts, Barbarian Helms
Vigor ³³	+16-20 to Vitality	Amulets, Rings, Belts, Body Armors, Druid Pelts, Barbarian Helms
Constitution ³⁴	+21-30 to Vitality	Amulets, Body Armors, Belts, Barbarian Helms

²⁹ New suffix

³⁰ New suffix

³¹ New suffix

³² New suffix

³³ New suffix

³⁴ New suffix

+ Energy

Energy	+1-3 to Energy	Amulets, Rings, Circlets, Orbs, Wands, Staves, Scepters, Helms
Mind	+4-7 to Energy	Amulets, Rings, Circlets, Orbs, Wands, Staves, Scepters, Helms
Brilliance	+8-11 to Energy	Amulets, Rings, Circlets, Orbs, Wands, Staves, Scepters, Helms
Sorcery	+12-15 to Energy	Amulets, Rings, Circlets, Orbs, Wands, Staves, Scepters, Helms
Wizardry	+16-20 to Energy	Amulets, Rings, Circlets, Orbs, Wands, Staves
Enlightenment	+21-30 to Energy	Amulets, Circlets, Staves, Orbs, Wands

+ All Attributes

Sky ³⁵	+1-2 to Each Attribute	Rings
	+1-3 to Each Attribute	Amulets, Staves
Moon ³⁶	+3-4 to Each Attribute	Rings
	+4-6 to Each Attribute	Amulets, Staves
Stars ³⁷	+5-6 to Each Attribute	Rings
	+7-9 to Each Attribute	Amulets, Staves
Heavens ³⁸	+7-8 to Each Attribute	Rings
	+10-12 to Each Attribute	Amulets, Staves
Zodiac ³⁹	+9-10 to Each Attribute	Rings
	+13-15 to Each Attribute	Amulets

³⁵ New suffix

³⁶ New suffix

³⁷ New suffix

³⁸ New suffix

³⁹ New suffix

+ Life

Jackal	+1-5 to Life	Amulets, Rings, Circlets, Belts, Helms, Shields, Body Armors, Druid Pelts, Barbarian Helms, Clubs, Maces, Hammers
Fox	+6-10 to Life	Amulets, Rings, Circlets, Belts, Helms, Shields, Body Armors, Druid Pelts, Barbarian Helms, Clubs, Maces, Hammers
Wolf	+11-20 to Life	Amulets, Rings, Circlets, Belts, Helms, Shields, Body Armors, Druid Pelts, Barbarian Helms, Clubs, Maces, Hammers
Tiger	+21-30 to Life	Amulets, Rings, Circlets, Belts, Helms, Shields, Body Armors, Druid Pelts, Barbarian Helms, Clubs, Maces, Hammers
Lion ⁴⁰	+31-40 to Life	Amulets, Rings, Circlets, Belts, Helms, Shields, Body Armors, Druid Pelts, Barbarian Helms, Clubs, Maces, Hammers
Mammoth	+41-50 to Life	Amulets, Circlets, Belts, Shields, Barbarian Helms, Body Armors, Druid Pelts
Colossus	+51-60 to Life	Amulets, Body Armors, Belts, Barbarian Helms
Squid	+61-90 to Life	Amulets, Body Armors, Belts, Barbarian Helms
Whale	+91-120 to Life	Amulets, Body Armors, Belts, Barbarian Helms

⁴⁰ New suffix

+ Light Radius

Light	+1 to Light Radius	Amulets, Rings, Rods,
	+15 to Attack Rating	Body Armors
Radiance	+3 to Light Radius	Amulets, Rings, Rods,
	+30 to Attack Rating	Helms
Sun	+5 to Light Radius	Bows, Crossbows,
	+5% to Attack Rating	Gloves

+ Minimum Damage

Worth	+1-2 to Min Damage	Amulets, Rings, Circlets
	+1-3 to Min Damage	Weapons
Measure	+3-4 to Min Damage	Amulets, Rings, Circlets
	+4-6 to Min Damage	Weapons
Excellence	+5-6 to Min Damage	Circlets
	+7-9 to Min Damage	Weapons
Performance	+7-8 to Min Damage	Circlets
	+10-14 to Min Damage	Weapons
Transcendence	+15-20 to Min Damage	Weapons

+ Maximum Damage

Craftsmanship	+1-2 to Max Damage	Weapons, Amulets, Rings
	+1-4 to Max Damage	Circlets
Quality	+3-4 to Max Damage	Weapons
	+5-6 to Max Damage	Circlets
	+7-8 to Max Damage	Circlets
Maiming	+1-3 to Max Damage	Shields
	+2-4 to Max Damage	Gloves
	+5-6 to Max Damage	Weapons
	+9-12 to Max Damage	Circlets
Slaying	+7-8 to Max Damage	Weapons
Gore	+9-10 to Max Damage	Weapons
Carnage	+11-20 to Max Damage	Weapons
Slaughter	+21-30 to Max Damage	Weapons

Butchery	+31-46 to Max Damage	Weapons
Evisceration	+47-63 to Max Damage	Weapons

+ Fire Damage

Flame	+2-5 Fire Damage	Amulets, Rings, Gloves, Weapons
Fire	+3-10 Fire Damage	Weapons
Burning	+6-20 Fire Damage	Weapons
Incineration	+11-75 Fire Damage	Melee Weapons

+ Cold Damage

Frost	+1-4 Cold Damage (2 sec)	Amulets, Rings, Belts, Weapons
Icicle	+1-8 Cold Damage (3 sec)	Weapons
Glacier	+2-16 Cold Damage (4 sec)	Weapons
Winter	+6-50 Cold Damage (5 sec)	Melee Weapons

+ Lightning Damage

Shock	+1-8 Lightning Damage	Amulets, Rings, Boots, Weapons
Lightning	+1-16 Lightning Damage	Weapons
Thunder	+1-40 Lightning Damage	Weapons
Storms	+1-120 Lightning Damage	Melee Weapons

+ Poison Damage

Blight	+9 Poison Damage (over 3 sec)	Amulets, Rings
Venom	+21 Poison Damage (over 4 sec)	Weapons, Circlets
Pestilence	+50 Poison Damage (over 5 sec)	Weapons
Anthrax	+180 Poison Damage (over 6 sec)	Weapons

+ Poison Length Reduction

Remedy	Poison Length Reduced by 25%	Amulets, Rings, Circlets, Armors
Amelioration	Poison Length Reduced by 50%	Amulets, Circlets, Body Armors, Shields
Defiance	Poison Length Reduced by 75%	Amulets, Shields, Body Armors

+ Life Stolen

Leech	2-3% Life Stolen Per Hit	Rings, Gloves
	3-4% Life Stolen Per Hit	Amulets, Circlets
	4-5% Life Stolen Per Hit	Weapons
Locust	4-5% Life Stolen Per Hit	Rings
	5-6% Life Stolen Per Hit	Amulets, Circlets
	6-7% Life Stolen Per Hit	Melee Weapons
Lamprey	6-7% Life Stolen Per Hit	Rings
	7-8% Life Stolen Per Hit	Amulets
	8-9% Life Stolen Per Hit	Melee Weapons

+ Mana Stolen

Bat	2-3% Mana Stolen Per Hit	Rings, Gloves
	3-4% Mana Stolen Per Hit	Amulets, Circlets
	4-5% Mana Stolen Per Hit	Weapons
Wraith	4-5% Mana Stolen Per Hit	Rings
	5-6% Mana Stolen Per Hit	Amulets, Circlets
	6-7% Mana Stolen Per Hit	Melee Weapons
Vampire	6-7% Mana Stolen Per Hit	Rings
	7-8% Mana Stolen Per Hit	Amulets
	8-9% Mana Stolen Per Hit	Melee Weapons

+ Life Regeneration

Regeneration	Replenish Life +3-5	Amulets, Rings, Circlets, Gloves, Belts, Shields, Body Armors, Boots,
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Regrowth	Replenish Life +6-10	Weapons
		Amulets, Rings, Circlets,
Revivification	Replenish Life +11-15	Belts, Scepters
		Amulets, Circlets,
		Scepters

+ Weapon Speed

Readiness	10% Increased Attack Speed	Weapons, Gloves
Alacrity	20% Increased Attack Speed	Weapons, Gloves
Swiftness	30% Increased Attack Speed	Melee Weapons
Quickness	40% Increased Attack Speed	Melee Weapons

+ Chance to Block

Blocking	+10% Chance of Blocking	Shields
	+15% Faster Block Rate	
Deflecting	+20% Chance of Blocking	Shields
	+30% Faster Block Rate	

Hit Recovery Rate

Balance	12% Faster Hit Recovery	Armors
Equilibrium	18% Faster Hit Recovery	Belts, Shields,
		Body Armors
Stability	24% Faster Hit Recovery	Belts, Body Armors

Damage Reduction

Health	Damage Reduced by 1	Amulets, Rings, Circlets, Shields, Body Armors
Protection	Damage Reduced by 2	Amulets, Rings, Circlets
	Damage Reduced by 3-4	Body Armors, Shields

Absorption	Damage Reduced by 3 Damage Reduced by 5-7	Amulets, Circlets Body Armors, Shields
Life	Damage Reduced by 4-5 Damage Reduced by 8-10	Amulets, Circlets Body Armors, Shields
Anima	Damage Reduced by 6-7	Amulets
Osmosis ⁴¹	Damage Reduced by 11-15	Body Armors

Magic Damage Reduction

Warding	Magic Damage Reduced by 1	Amulets, Rings, Circlets, Shields, Body Armors
Sentinel	Magic Damage Reduced by 2 Magic Damage Reduced by 2-3	Amulets, Rings, Circlets Body Armors, Shields
Guarding	Magic Damage Reduced by 3-4 Magic Damage Reduced by 4-5	Amulets, Rings Body Armors, Shields
Negation	Magic Damage Reduced by 5-6 Magic Damage Reduced by 6-7	Amulets Body Armors

More Gold from Monsters

Greed	25-37% Extra Gold From Monsters	Amulets, Rings, Circlets
Wealth	38-50% Extra Gold From Monsters	Gloves, Belts, Boots

Better Chance of Getting Magic Items

Chance	11-15% Chance of Getting Magic Items	Amulets, Rings, Circlets, Boots,
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⁴¹ New suffix

Luck ⁴²	16-25% Chance of Getting Magic Items	Gloves Amulets, Rings, Circlets, Boots, Gloves
Good Luck ⁴³	26-35% Chance of Getting Magic Items	Amulets, Boots, Circlets

Cast Time

Apprentice	10% Faster Cast Rate	Amulets, Rings, Circlets, Orbs, Wands, Rods
Magus	20% Faster Cast Rate	Amulets, Circlets, Staves, Orbs, Wands, Scepters

Attacker Takes Damage

Thorns	Attacker Takes Damage of 1-5	Circlets, Belts, Shields, Body Armors
Spikes	Attacker Takes Damage of 6-10	Circlets, Belts, Shields, Body Armors
Razors	Attacker Takes Damage of 11-15	Body Armors, Shields
Swords	Attacker Takes Damage of 16-20	Body Armors, Shields

- % Item Requirements

Ease	Item Requirements -20%	Body Armors, Shields, Weapons
Simplicity	Item Requirements -30%	Body Armors, Shields, Weapons

Faster Run/Walk Speed

Pacing	10% Faster Run/Walk	Boots, Circlets
Rushing ⁴⁴	20% Faster Run/Walk	Boots, Circlets

⁴² New name

⁴³ New name

Speed	30% Faster Run/Walk	Boots, Circlets
Transportation	15% Faster Run/Walk	Boots
	75% Slower Stamina Drain	
Acceleration	40% Faster Run/Walk	Boots

Knockback Monster

Bear	Knockback	Melee Weapons
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Ignore Target's Defense

Piercing	Ignore Target's Defense	Katars, Daggers,
		Scepters, Staves

Damage Monster Defense

Puncturing	Reduce 15-25 Defense per Hit	Katars, Daggers, Spears
Bashing	Reduce 30-40 Defense per Hit	Clubs, Hammers, Maces

Prevent Monster Heal

Vileness	Prevent Monster Heal	Melee Weapons
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Freeze Length Reduction

Thawing	Half Freeze Duration	Amulets, Rings, Gloves, Shields, Boots
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Repair Durability

Self-Repair	Repair 1 Durability (33 sec)	Melee Weapons,
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⁴⁴ New name

Restoration	Repair 1 Durability (20 sec)	Armors Melee Weapons, Armors
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Indestructible

Ages	Indestructible	Melee Weapons, Armors
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Replenish Quantity

Replenishing	Replenish 1 Quantity (20 sec)	Throwing Weapons
Propagation	Replenish 1 Quantity (10 sec)	Throwing Weapons

+ Life (Based on Character Level)

Centaur	+0-75 to Life	Barbarian Helms, Druid Pelts, Amulets, Body Armors
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+ Mana (Based on Character Level)

Memory	+0-75 to Mana	Circlets, Druid Pelts, Amulets
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+ Life/Mana (Based on Character Level)

Elephant	+0-50 to Life	Circlets, Druid Pelts
	+0-25 to Mana	

+ Strength (Based on Character Level)

Power ⁴⁵	+0-24 to Strength	Katars
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⁴⁵ New suffix

+ Dexterity (Based on Character Level)

Grace ⁴⁶	+0-24 to Dexterity	Katars
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+ Strength/Dexterity (Based on Character Level)

Grace and Power ⁴⁷	+0-12 to Strength +0-12 to Dexterity	Katars
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+ Fire Resist (Based on Character Level)

Phoenix ⁴⁸	Fire Resist +0-50%	Staves
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+ Cold Resist (Based on Character Level)

Yeti ⁴⁹	Cold Resist +0-50%	Staves
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+ Lightning Resist (Based on Character Level)

Efreeti ⁵⁰	Lightning Resist +0-50%	Staves
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+ Poison Resist (Based on Character Level)

Cobra ⁵¹	Poison Resist +0-50%	Staves
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+ Fire/Cold/Lightning Resist (Based on Character Level)

Elements ⁵²	Fire Resist +0-25% Cold Resist +0-25%	Staves
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⁴⁶ New suffix

⁴⁷ New suffix

⁴⁸ New suffix

⁴⁹ New suffix

⁵⁰ New suffix

⁵¹ New suffix

⁵² New suffix

Lightning Resist +0-25%