

	Weapons	Armors/Helms/Shields
El	+120 to Attack Rating +1 to Light Radius	+40 to Defense (Armor/Helm) +45 to Defense (Shield) +1 to Light Radius
Eld	+50 to Attack Rating to Undead +75% Damage to Undead	15% Slower Stamina Drain
Tir	+50 to Attack Rating to Demons +75% Damage to Demons	5% Chance of Blocking (Armor/Helm) 10% Chance of Blocking (Shield)
Nef	Knockback	Half Freeze Duration
Eth	50% Bonus to Attack Rating	Regenerate Mana 15%
Ith	+10 to Maximum Damage	15% Damage Taken Goes to Mana
Tal	+75 Poison Damage over 5 Sec	Poison Resist +30% (Armor/Helm) Poison Resist +35% (Shield)
Ral	+10-26 Fire Damage	Fire Resist +30% (Armor/Helm) Fire Resist +35% (Shield)
Ort	+1-40 Lightning Damage	Lightning Resist +30% (Armor/Helm) Lightning Resist +35% (Shield)
Thul	+5-20 Cold Damage	Cold Resist +30% (Armor/Helm) Cold Resist +35% (Shield)
Amn	7% Life Stolen per Hit	Replenish Life +7
Sol	+10 to Minimum Damage	Damage Reduced by 7
Shael	20% Increased Attack Speed	20% Faster Hit Recovery
Dol	+12-24 Magic Damage	Magic Resist +12% (Armor/Helm) Magic Resist +17% (Shield)
Hel	Requirements -20%	Requirements -15%
Io	+15 to Vitality	Heal Stamina Plus 20%

Lum	+15 to Energy	+10% Faster Cast Rate
Ko	+15 to Dexterity	+10% Faster Run/Walk
Fal	+15 to Strength	10% Faster Block Rate (Armor/Helm) 15% Faster Block Rate (Shield)
Lem	+75% Gold from Monsters	+50% Gold from Monsters
Pul	+50% Enhanced Damage	+50% Enhanced Defense
Um	20% Chance of Open Wounds	All Resistances +15% (Armor/Helm) All Resistances +20% (Shield)
Mal	Prevent Monster Heal	Magic Damage Reduced by 7
Ist	30% Chance of Getting Magic Items	25% Chance of Getting Magic Items
Gul	-25% Target Defense	+5% to Maximum Poison Resist
Vex	7% Mana Stolen per Hit	+5% to Maximum Fire Resist
Ohm	-60 to Monster Defense per Hit	+5% to Maximum Cold Resist
Lo	20% Deadly Strike	+5% to Maximum Lightning Resist
Sur	20% Piercing Attack	+5% Maximum Mana (Armor/Helm) +50 to Mana (Shield)
Ber	20% Chance of Crushing Blow	Damage Reduced by 8%
Jah	Ignore Target's Defense	+5% Maximum Life (Armor/Helm) +50 to Life (Shield)
Cham	+1 to All Skills	+1 to All Skills
Zod	Indestructible	Indestructible