

Axes

Normal Items

The Gnasher Hand Axe	+60-80% enhanced damage +8 to minimum damage 30% chance of crushing blow 50% chance of open wounds +35-45 defense vs. melee
Deathspade Axe	+70-90% enhanced damage +12 to maximum damage 67% deadly strike hit causes monster to flee 50% +5-7 life after each kill
Bladebone Double Axe	+20% increased attack speed +80-100% enhanced damage +150% damage to undead +75 to attack rating against undead adds 8-12 magic damage magic resist +10%
Skull Spitter Military Pick	+100-120% enhanced damage +90-100 to attack rating adds 1-12 lightning damage 15% chance of open wounds hit blinds target +2 +20-25 to stamina
Rakescar War Axe	+40% increased attack speed +90-110% enhanced damage damage +20-30 +60-70 to attack rating +38 poison damage over 3 seconds poison resist +50%

Axe of Fechmar Large Axe	+150-170% enhanced damage ignore target's defense freezes target +4 cold resist +50% +2 to light radius
Goreshovel Broad Axe	+30% increased attack speed +120-140% enhanced damage 5-7% life stolen per hit 67% chance of open wounds +25 to strength
The Chieftain Battle Axe	+25% increased attack speed +130-150% enhanced damage +1-40 lightning damage all resistances +10-20% +5-7 mana after each kill
Brainhew Great Axe	+1 to all skills +140-160% enhanced damage adds 15-20 damage 10-15% mana stolen per hit +15% to maximum mana
Humongous Giant Axe	+20% increased attack speed +110-130% enhanced damage adds 30-35 damage 25% chance of crushing blow cannot be frozen

Exceptional Items

Coldkill Hatchet	+30% increased attack speed +140-160% enhanced damage +40 cold damage (2 seconds) +10% to maximum cold resist cold resist +25%
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Butcher's Pupil Cleaver	+10% increased attack speed +130-150% enhanced damage 35% deadly strike 25% chance of open wounds +44 to life
Islestrike Twin Axe	+1 to druid skills +20% increased attack speed +170-190% enhanced damage 25% chance of crushing blow +1-3 to Fury (druid only) +1-3 to Maul (druid only) +85-95 defense vs. missile half freeze duration
Pompeii's Wrath Crowbill	+15% increased attack speed +150-170% enhanced damage adds 35-75 fire damage +3-5 to Volcano (druid only) slows target by 25% knockback
Guardian Naga Naga	+1 to paladin skills +10-15% faster run/walk +25% faster hit recovery +160-180% enhanced damage +20-30 to defense +5% to maximum fire resist +5% to maximum cold resist +5% to maximum lightning resist +5% to maximum poison resist
Warlord's Trust Military Axe	+180-200% enhanced damage +150% damage to demons +75 to attack rating against demons +0-50 to vitality (based on character level) replenish life +20

Spellsteel Bearded Axe	+25% faster cast rate +190-210% enhanced damage +50 to mana regenerate mana 20% magic damage reduced by 10-15
Stormrider Tabar	+120-140% enhanced damage adds 15-25 damage adds 1-100 lightning damage +3-5 to Conviction (paladin only) lightning resist +40% attacker takes lightning damage of 31
Boneslayer Blade Gothic Axe	+25% increased attack speed +180-200% enhanced damage +1-150% damage to undead (based on character level) +3-300 to attack rating against undead (based on character level) +3-5 to Holy Bolt (paladin only) damage reduced by 10-15
The Minotaur Ancient Axe	+100-120% enhanced damage adds 10-15 damage 50% chance of crushing blow slows target by 30% +20-30 to strength

Elite Items

Razor's Edge Tomahawk	+10% increased attack speed +90-110% enhanced damage adds 25-35 damage 20% chance of crushing blow 30% deadly strike
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Rune Master Ettin Axe	+2 to magic skills +150-170% enhanced damage prevent monster heal +10% to maximum magic resist magic absorb 5-7% socketed (2)
Cranebeak War Spike	+35% increased attack speed +180-200% enhanced damage adds 10-20 damage 40-50% better chance of getting magic items repairs 1 durability in 4 seconds
Death Cleaver Berserker Axe	+1 to barbarian skills +20% increased attack speed +160-180% enhanced damage -25% target defense 33% deadly strike +10-15 life after each demon kill
Ethereal Edge Silver-Edged Axe	indestructible +25% increased attack speed +150-170% enhanced damage +120-150% damage to demons +250-300 to attack rating against demons ethereal (cannot be repaired)
Hellslayer Decapitator	+100% enhanced damage +2-150% enhanced maximum damage (based on character level) +0-50 to strength (based on character level) fire resist 25% 10-20% damage taken goes to mana
Messerschmidt's Reaver Champion Axe	+200% enhanced damage +1-125% enhanced maximum damage (based on character level)

adds 15-25 damage
35% bonus to attack rating
+0-50 to dexterity (based on character level)

Executioner's Justice

Glorious Axe +40% increased attack speed
+170-190% enhanced damage
-25% target defense
33% chance of crushing blow
slain monsters rest in peace

Bows

Normal Items

Pluckeye +50-70% enhanced damage
Short Bow +50-60 to attack rating
4% mana stolen per hit
+3-5 to Inner Sight (amazon only)
+70-80 defense vs. missile
8-12% damage taken goes to mana
+1 to light radius

Witherstring +30% increased attack speed
Hunter's Bow +60-80% enhanced damage
adds 12-24 magic damage
slain monsters rest in peace
+40-50 to life
poison length reduced by 30-35%

Raven Claw +40% increased attack speed
Long Bow +70-90% enhanced damage
+70-80 to attack rating
4% life stolen per hit
+50-60 to stamina
40-45% slower stamina drain

Rogue's Bow Composite Bow	+50% increased attack speed +80-100% enhanced damage +50-60 to attack rating +100-150% damage to undead +0-50% deadly strike (based on character level) all resistances +10% socketed (1)
Stormstrike Short Battle Bow	+90-110% enhanced damage 25% bonus to attack rating adds 18-36 lightning damage 20% piercing attack +9 to strength lightning resist +41%
Wizendraw Long Battle Bow	+20% increased attack speed +100-120% enhanced damage +70-80 to attack rating -10~15% to enemy cold resistance +12 to energy cold resist +26%
Hellclap Short War Bow	+2 to fire skills +10% increased attack speed +110-130% enhanced damage +40-50 to attack rating adds 20-25 fire damage +1-3 to Fire Arrow (amazon only) fire resist +37%
Blastbark Long War Bow	+1 to all skills +120-140% enhanced damage +10-15% to fire skill damage +3-5 to Exploding Arrow (amazon only) +15 to vitality +30-40 to mana half freeze duration

Exceptional Items

Skystrike Edge Bow	+1 to all skills +30% increased attack speed +170-190% enhanced damage +85-95 to attack rating adds 1-75 lightning damage -10~15% to enemy lightning resistance
Riphook Razor Bow	+20% increased attack speed +10-15% faster hit recovery +160-180% enhanced damage 80-90% bonus to attack rating 25% chance of open wounds slows target by 33%
Kuko Shakaku Cedar Bow	+10-15% increased attack speed +150-170% enhanced damage adds 24-48 fire damage 33% piercing attack +20-30% enhanced defense magic damage reduced by 5-7
Endlessail Double Bow	+20-25% increased attack speed +140-160% enhanced damage adds 25-50 cold damage (3 seconds) +3-5 to Strafe (amazon only) +18 to dexterity regenerate mana 40-50% damage reduced by 10-15%
Witchwild String Short Siege Bow	+90-110% enhanced damage +100-150% damage to demons 33% deadly strike +70-80 defense vs. melee all resistances +20% socketed (2)

Cliffkiller Large Siege Bow	+50% increased attack speed +130-150% enhanced damage adds 15-20 damage +40-50 to life 5-7% life stolen per hit +10-15 life after each kill
Magewrath Rune bow	+20-30% faster cast rate +120-140% enhanced damage 5-7% mana stolen per hit +3-5 to Magic Arrow (amazon only) +50-60 to mana magic resist +10-15% +10-15 mana after each kill
Goldstrike Arch Gothic Bow	+40% increased attack speed +180-200% enhanced damage 90-100% bonus to attack rating +100-150% damage to demons +100-150% damage to undead replenish life +10-15

Elite Items

Eaglehorn Crusader Bow	+1 to amazon skills +200% enhanced damage +1-100% enhanced maximum damage (based on character level) ignore target's defense +6-600 to attack rating (based on character level) damage reduced by 5-7
Widowmaker Ward Bow	+225% enhanced damage -25% target defense 20% chance of crushing blow +3-5 to Guided Arrow (amazon only)

prevent monster heal
cannot be frozen

Windforce
Hydra Bow

+20% increased attack speed
+250% enhanced damage
+1-100 to max damage (based on character level)
knockback
heal stamina plus 33%

Crossbows

Normal Items

Leadcrow
Light Crossbow

+10% increased attack speed
+50-70% enhanced damage
+40-60 to attack rating
25% chance of crushing blow
+15 to strength
poison resist +35%

Ichorsting
Crossbow

+20% increased attack speed
+60-80% enhanced damage
50% piercing attack
prevent monster heal
+30-40 to mana
all resistances +15%

Hellcast
Heavy Crossbow

+40% increased attack speed
+70-90% enhanced damage
adds 21-35 fire damage
+3-5 to Immolation Arrow (amazon only)
slows target by 33%
fire resist +52%
half freeze duration

Doomslinger
Repeating

+1 to amazon skills
+30% increased attack speed

Crossbow	+80-100% enhanced damage 67% piercing attack +20 to dexterity +40-50 to life damaged reduced by 10-15%
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Exceptional Items

Langer Briser	+1 to all skills
Arbalest	+150-170% enhanced damage adds 2-64 lightning damage 5-7% mana stolen per hit 33% chance of open wounds knockback

Pus Spitter	+15% increased attack speed
Siege Crossbow	+160-180% enhanced damage +5-500 to attack rating (based on character level) +300 poison damage over 8 seconds 25% deadly strike cannot be frozen

Buriza-Do Kyanon	
Ballista	+2 to cold skills +50% increased attack speed +170-190% enhanced damage +0-75 to max damage (based on character level) -25% target defense adds 18-36 cold damage (4 seconds) +1-3 to Freezing Arrow (amazon only) slows target by 20%

Demon Machine	+10-15% faster run /walk
Chu-Ko-Nu	+180-200% enhanced damage +100% damage to demons 33% piercing attack +20 to energy

+10-15 life after each demon kill
socketed (1)

Elite Items

Hellrack +20-30% increased attack speed
Colossus +190-210% enhanced damage
Crossbow adds 29-87 fire damage
adds 29-87 lightning damage
adds 29-87 cold damage
+10-15% to fire skill damage
+10-15% to lightning skill damage
+10-15% to cold skill damage
socketed (2)

Gut Siphon +200-220% enhanced damage
Demon Crossbow ignore target's defense
5-7% life stolen per hit
20% piercing attack
slows target by 25%
+15 to vitality

Daggers

Normal Items

Gull +10-15% faster run/walk
Dagger adds 15-20 damage
30-35% slower stamina drain
heal stamina plus 20-25%
20-25% extra gold from monsters
40-50% better chance of getting magic items

The Diggler +30% increased attack speed
Dirk +90-110% enhanced damage
ignore target's defense

20% chance of crushing blow
fire resist +25%
cold resist +25%

The Jade Tan Do
Kris

+2 to poison skills
+200-300 to attack rating
+180 poison damage over 4 seconds
+10% to maximum poison resist
poison resist +50%
cannot be frozen

Spectral Shard
Blade

+2 to fire skills
+2 to cold skills
+2 to lightning skills
+25% increased attack speed
+50 to mana
all resistances +10-15%

Exceptional Items

Spineripper
Poignard

+1 to necromancer skills
+15% increased attack speed
+100-120% enhanced damage
adds 24-36 damage
ignore target's defense
5-7% life stolen per hit
25% chance of open wounds

Heart Carver
Rondel

+80-100% enhanced damage
adds 12-27 damage
ignore target's defense
33% deadly strike
+1-3 to Find Potion (barbarian only)
+1-3 to Find Item (barbarian only)
+1-3 to Grim Ward (barbarian only)
+20 to dexterity
+50 to life

Blackbog's Sharp

Cinquedeas

+40% increased attack speed
15% increased chance of blocking
+352 poison damage over 6 seconds
-10% to enemy's poison resistances
+1-3 to Poison Dagger (necromancer only)
+1-3 to Poison Explosion (necromancer only)
+1-3 to Poison Nova (necromancer only)
slows target by 25%
+20 to strength

Stormspike

Stiletto

+110-130% enhanced damage
adds 1-120 lightning damage
+10% to maximum lightning resist
lightning resist +0-62% (based on character level)
damage reduced by 5-7
attacker takes lightning damage of 31

Elite Items

Wizardspike

Bone Knife

+2 to magic skills
+25% faster cast rate
75% bonus to attack rating
+1-100 to mana (based on character level)
regenerate mana 50%
8-12% damage taken goes to mana

Fleshripper

Fanged Knife

+1 to assassin skills
+120-140% enhanced damage
-50% target defense
10% chance of crushing blow
15% deadly strike
20% chance of open wounds
prevent monster heal

Ghostflame

indestructible

Legend Spike	+130-150% enhanced damage ignore target's defense adds 27-54 magic damage 5-7% mana stolen per hit +65-75% enhanced defense magic resist +10% magic damage reduced by 5-7 +2 to light radius ethereal (cannot be repaired)
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Maces

Normal Items

Felloak Club	+70-90% enhanced damage adds 8-12 magic damage regenerate mana 15-25% lightning resist +60% fire resist +20% +50% damage to undead
Stoutnail Spiked Club	+90-110% enhanced damage +10-15 to vitality cold resist +40% magic damage reduced by 5-7 attacker takes damage of 23 +50% damage to undead
Crushflange Mace	+50-70% enhanced damage 33% chance of crushing blow +20-25 to strength heal stamina plus 10-15% fire resists +50% +50% damage to undead socketed (1)
Bloodrise	+10% increased attack speed

Morning Star	+110-130% enhanced damage 5-7% life stolen per hit 50% chance of open wounds +3-5 to Carrion Vine (druid only) +5% to maximum life +50% damage to undead
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The General's Tan Do Li Ga

Flail	+30% increased attack speed +130-150% enhanced damage 5-7% mana stolen per hit slows target by 25% poison resist +40% +50% damage to undead
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Ironstone	+25% increased attack speed
War Hammer	+150-170% enhanced damage 75-85% bonus to attack rating +3-5 to Iron Skin (barbarian only) +20% enhanced defense damage reduced by 5% damage reduced by 10 +50% damage to undead

Bonesnap	+140-160% enhanced damage
Maul	+150% damage to undead +70-80 to attack rating against undead 50% chance of crushing blow cold resist +30-40% fire resist +30-40%

Steeldriver	+40% increased attack speed
Great Maul	+190-210% enhanced damage adds 20-25 damage deadly strike 35% knockback +50% damage to undead

Exceptional Items

Dark Clan Crusher

Cudgel

- +1 to druid skills
- +180-200% enhanced damage
- 90-100% bonus to attack rating
- +100% damage to demons
- +150 to attack rating against demons
- magic resist +10%
- +10-15 life after each demon kill
- +50% damage to undead

Fleshrender

Barbed Club

- +2 to Shape Shifting Skills (druid only)
- +80-100% enhanced damage
- adds 15-25 damage
- 15% chance of crushing blow
- 20% deadly strike
- 25 chance of open wounds
- +50% damage to undead

Sureshrill Frost

Flanged Mace

- +2 to cold skills
- +150-170% enhanced damage
- adds 5-10 damage
- adds 31-48 cold damage (5 seconds)
- +1-3 to Arctic Blast (druid only)
- cannot be frozen
- +50% damage to undead

Moonfall

Jagged Star

- +2 to fire skills
- +160-180% enhanced damage
- adds 10-15 damage
- adds 29-56 fire damage
- +1-3 to Firestorm (druid only)
- magic damage reduced by 5-7
- +50% damage to undead

Baezil's Vortex

- +2 to lightning skills

Knout	+20% increased attack speed +180-200% enhanced damage adds 1-105 lightning damage +1-3 to Holy Shock (paladin only) +67 to mana +50% damage to undead
Earthshaker Battle Hammer	+2 to Elemental Skills (druid only) +45% increased attack speed 10-15% increased chance of blocking +170-190% enhanced damage +1-3 to Fissure (druid only) hit blinds target +1 knockback damage reduced by 5-7 +50% damage to undead
Bloodtree Stomp War Club	+2 to Masteries (barbarian only) +170-190% enhanced damage 40% chance of crushing blow +1-3 to Mace Mastery (barbarian only) +30-35 to life all resistances +20% +5-7 life after each kill +50% damage to undead
The Gavel of Pain Martel de Fer	+190-210% enhanced damage +40-45 to maximum damage ignore target's defense +1-3 to War Cry (barbarian only) +1-3 to Shock Wave (druid only) prevent monster heal magic resist +20-25% +50% damage to undead

Elite Items

Nord's Tenderizer +25% increased attack speed
 Truncheon +145-165% enhanced damage
 80-90% bonus to attack rating
 adds 41-57 cold damage (5 seconds)
 +5-10% to cold skill damage
 freezes target +3
 +50% damage to undead

Demon Limb +90-110% enhanced damage
 Tyrant Club ignore target's defense
 +140-160% damage to demons
 adds 58-72 fire damage
 5-7% life stolen per hit
 +5-10% to fire skill damage
 repairs 1 durability in 20 seconds
 +50% damage to undead

Baranar's Star +1 to all skills
 Devil Star +50% increased attack speed
 +150-170% enhanced damage
 +200-300 to attack rating
 adds 1-100 fire damage
 adds 1-100 lightning damage
 adds 1-100 cold damage
 +10-15 to energy
 +50% damage to undead

Horizon's Tornado
 Scourge +30% increased attack speed
 +180-200% enhanced damage
 +3-5 to Tornado (druid only)
 slows target by 25%
 +15 to strength
 +15 to dexterity
 +5-7 mana after each kill
 requirements -20%
 +50% damage to undead

Stormlash
Scourge

- +25% increased attack speed
- +130-150% enhanced damage
- +5-10% to lightning skill damage
- 20% chance of crushing blow
- +5-10% to maximum lightning resist
- attacker takes lightning damage of 1-30
- +50% damage to undead

Schaefer's Hammer

Legendary Mallet

- +15% increased attack speed
- +160-180% enhanced damage
- +10-15 to minimum damage
- +1-125 to max damage (based on character level)
- +2-250 to attack rating (based on character level)
- adds 40-200 lightning damage
- 5~10% to enemy lightning resistance
- +50% damage to undead

Stone Crusher
Legendary Mallet

- +35% increased attack speed
- +140-160% enhanced damage
- adds 10-15 damage
- 20~30% target defense
- 25% chance of crushing blow
- replenish life +5
- +50% damage to undead

Windhammer
Ogre Maul

- +40% faster run/walk
- +60% increased attack speed
- +20% faster hit recovery
- +130-150% enhanced damage
- 10-15% mana stolen per hit
- +3-5 to Whirlwind (barbarian only)
- +50% damage to undead
- socketed (2)

Earth Shifter
Thunder Maul

- +7 to Elemental Skills (druid only)
- +20% increased attack speed
- +30% faster cast rate

+120-140% enhanced damage
50% deadly strike
10-15% damage taken goes to mana
+50% damage to undead

The Cranium Basher

Thunder Maul +20-25% increased attack speed
+110-130% enhanced damage
60% chance of crushing blow
+3-5 to Bash (barbarian only)
damage reduced by 10-15%
half freeze duration
+50% damage to undead

Polearms

Normal Items

Dimoak's Hew +20-25% increased attack speed
Bardiche +80-100% enhanced damage
ignore target's defense
freezes target +2
+30-40 to defense
10-15% damage taken goes to mana

Steelgoad +90-110% enhanced damage
Voulge 45-55% bonus to attack rating
30% deadly strike
hit causes monster to flee 67%
all resistances +5-10%
attacker takes damage of 15-20

Soul Harvest +100-120% enhanced damage
Scythe 5-7% mana stolen per hit
slain monsters rest in peace
regenerate mana 50%
all resistances +25%

+10-15 mana after each kill

The Battlebranch +50% increased attack speed
Poleaxe +110-130% enhanced damage
-25% target defense
35% chance of crushing blow
+15 to strength
+40-60 to life

Woestave +120-140% enhanced damage
Halberd 50% chance of open wounds
hit blinds target +3
slows target by 25%
+20% enhanced defense
+15 to dexterity
-3 to light radius

The Grim Reaper +130-150% enhanced damage
War Scythe +15-20 to minimum damage
30-40% bonus to attack rating
5-7% life stolen per hit
75% deadly strike
prevent monster heal

Exceptional Items

The Meat Scraper +25% increased attack speed
Lochaber Axe +120-140% enhanced damage
5-7% life stolen per hit
33% chance of open wounds
20% slower stamina drain
+10-15 life after each kill

Blackleach Blade +20% faster run/walk
Bill +130-150% enhanced damage
+0-50 to max damage (based on character level)
-25% target defense

10-15% life stolen per hit
magic damage reduced by 5-7
-2 to light radius

Athena's Wrath

Battle Scythe

+1 to barbarian skills
+30% increased attack speed
+140-160% enhanced damage
+0-62 to max damage (based on character level)
10-15% mana stolen per hit
+0-75 to life (based on character level)
cannot be frozen

Pierre Tombale Couant

Partizan

+1 to druid skills
+20% increased attack speed
+110-130% enhanced damage
adds 15-25 damage
5-7% mana stolen per hit
55% deadly strike

Husoldal Evo

Bec-De-Corbin

+40% increased attack speed
+20-25% faster hit recovery
+150-170% enhanced damage
-30~35 to monster defense per hit
replenish life +10-15
damage reduced by 10-15%

Grim's Burning Dead

Grim Scythe

+10% increased attack speed
+160-180% enhanced damage
80-90% bonus to attack rating
+10-15% to fire skill damage
-10~15% to enemy fire resistance
fire resist +20-30%
half freeze duration

Elite Items

Bonehew Ogre Axe	+15% increased attack speed +170-190% enhanced damage 85-95% bonus to attack rating +2-200 to attack rating against undead (based on character level) magic resist +20-25% damage reduced by 5-7
The Reaper's Toll Thresher	+200-220% enhanced damage ignore target's defense prevent monster heal slows target by 35% +0-50 to mana (based on character level) requirements -25%
Tomb Reaver Cryptic Axe	+25% increased attack speed +180-200% enhanced damage +1-100% damage to undead (based on character level) poison length reduced by 50% 30-40% extra gold from monsters 60-70% better chance of getting magic items +2 to light radius
Stormspire Giant Thresher	+1 to all skills +190-210% enhanced damage adds 1-118 lightning damage +10-15% to maximum lightning resist lightning resist +20-30% attacker takes lightning damage of 27

Scepters

Normal Items

Knell Striker	+70-90% enhanced damage
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Scepter	25% chance of crushing blow +15 to strength +20 to mana fire resist +30-35% poison resist +30-35% repairs 1 durability in 10 seconds +50% damage to undead
Rusthandle Grand Scepter	+1 to paladin skills +150-170% enhanced damage 100% damage to undead 8% life stolen per hit 25% chance of open wounds +1-3 to Thorns (paladin only) +1-3 to Vengeance (paladin only) magic damage reduced by 5-7
Stormeye War Scepter	+40% increased attack speed +110-130% enhanced damage adds 1-36 lightning damage adds 8-25 cold damage (3 seconds) -10~15% to enemy lightning resistance -10~15% to enemy cold resistance +1-3 to Resist Lightning (paladin only) +1-3 to Resist Cold (paladin only) +50% damage to undead

Exceptional Items

Zakarum's Hand Rune Scepter	+30% increased attack speed +170-190% enhanced damage adds 20-25 damage ignore target's defense 8% mana stolen per hit +1-3 to Holy Fire (paladin only) +1-3 to Holy Freeze (paladin only) +1-3 to Holy Shock (paladin only)
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heal stamina plus 15%
+50% damage to undead

The Fetid Sprinkler

Holy Water +1 to paladin skills
Sprinkler +20% faster cast rate
+150-170% enhanced damage
adds 10-15 damage
+150-200 to attack rating
+160 poison damage over 4 seconds
+50% damage to undead

Hand of Blessed Light

Divine Scepter +2 to paladin skills
+130-150% enhanced damage
adds 15-20 damage
+1-3 to Holy Bolt (paladin only)
+1-3 to Fist of the Heavens (paladin only)
replenish life +10
regenerate mana 25%
+4 to light radius
+50% damage to undead

Elite Items

Heaven's Light +2 to Offensive Auras (paladin only)
Mighty Scepter +20% increased attack speed
+170-190% enhanced damage
-33% target defense
25% deadly strike
+3 to light radius
+50% damage to undead

The Redeemer +2 to magic skills
Seraph Rod¹ +2 to Defensive Auras (paladin only)
+10% increased attack speed

¹ New item type

+190-210% enhanced damage
 -25% target defense
 +50% damage to demons
 +1-3 to Cleansing (paladin only)
 +1-3 to Redemption (paladin only)
 +50% damage to undead

Astreon's Iron Ward

Caduceus +2 to Combat Skills (paladin only)
 +150-170% enhanced damage
 slows target by 20%
 +225-255 to defense
 magic resist +10%
 damage reduced by 5-7
 +50% damage to undead

Spears

Normal Items

The Dragon Chang

Spear +10% increased attack speed
 +110-130% enhanced damage
 +100-150% damage to demons
 +50-75 to attack rating against demons
 +40-50 to defense
 fire resist +20-25%

Razortine

Trident +20% increased attack speed
 +100-120% enhanced damage
 adds 10-15 damage
 -50% target defense
 slows target by 25%
 damage reduced by 10-15%

Bloodthief

Brandistock +30% increased attack speed
 +90-110% enhanced damage

10-15% life stolen per hit
35% chance of open wounds
+40-45 to life
+10-15 life after each kill

Lance of Yaggai
Spetum
+40% increased attack speed
+120-140% enhanced damage
5-7% mana stolen per hit
all resistances +10-15%
damage reduced by 5-7
magic damage reduced by 5-7

The Tannr Gorerod
Pike
+50% increased attack speed
+130-150% enhanced damage
65-75% bonus to attack rating
adds 17-34 cold damage (2 seconds)
+10-15% to maximum cold resist
cold resist +20-30%

Exceptional Items

The Impaler
War Spear
+1 to amazon skills
+15% increased attack speed
+140-160% enhanced damage
ignore target's defense
5-7% life stolen per hit
45% chance of open wounds
+2-4 to Impale (amazon only)
prevent monster heal
-25~35 to monster defense per hit

Kelpie Snare
Fuscina
+150-170% enhanced damage
75-85% bonus to attack rating
slows target by 35%
+20 to strength
+30-35 to mana

	15% slower stamina drain lightning resist +20-25%
Soulfeast Tine War Fork	+160-180% enhanced damage 80-90% bonus to attack rating 10-15% mana stolen per hit magic resist +20-25% +10-15 mana after each kill 10-15% damage taken goes to mana
Hone Sundan Yari	adds 15-25 damage 45% chance of crushing blow half freeze duration +2 to light radius repairs 1 durability in 10 seconds socketed (3)
Spire of Honor Lance	+1 to paladin skills +20-25% faster hit recovery +170-190% enhanced damage +2-4 to Charge (paladin only) +40-50% enhanced defense +5% to maximum fire resist +5% to maximum cold resist +5% to maximum lightning resist +5% to maximum poison resist damage reduced by 10-15 magic damage reduced by 10-15

Elite Items

Arioc's Needle Hyperion Spear	+1 to all skills +35% increased attack speed +170-190% enhanced damage 85-95% bonus to attack rating 25% deadly strike +20 to dexterity
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Viperfork
Mancatcher
+3 to poison skills
+180-200% enhanced damage
+325 poison damage over 10 seconds
-10~15% to enemy poison resistance
+10-15% to maximum poison resist
poison resist +20-30%

Steel Pillar
War Pike
indestructible
+25% increased attack speed
+190-210% enhanced damage
-30% target defense
35% chance of crushing blow
cannot be frozen

Staves

Normal Items

Bane Ash
Short Staff
+10% increased attack speed
+70-90% enhanced damage
adds 4-8 cold damage (2 seconds)
+1-3 to Ice Bolt (sorceress only)
+1-3 to Frozen Armor (sorceress only)
+1-3 to Frost Nova (sorceress only)
heal stamina plus 20-25%
cold resist +40-50%
half freeze duration
+50% damage to undead

Serpent Lord
Long Staff
+20% increased attack speed
+80-100% enhanced damage
-50% target defense
+12 poison damage over 3 seconds
20-25% mana stolen per hit
poison resist +40-50%
+50% damage to undead

Spire of Lazarus
Gnarled Staff

- adds 1-29 lightning damage
- +1-3 to Charged Bolt (sorceress only)
- +1-3 to Nova (sorceress only)
- +1-3 to Static Field (sorceress only)
- +10-15 to energy
- regenerate mana 20-25%
- lightning resist +40-50%
- magic damage reduced by 5-7
- attacker takes lightning damage of 31
- +50% damage to undead

The Salamander
Battle Staff

- +3 to fire skills
- +20-25% faster cast rate
- adds 8-16 fire damage
- +10-15% to fire skill damage
- +1-3 to Fire Bolt (sorceress only)
- +1-3 to Inferno (sorceress only)
- +1-3 to Warmth (sorceress only)
- fire resist +40-50%
- cannot be frozen
- +50% damage to undead

The Iron Jang Bong
War Staff

- +30% increased attack speed
- +90-110% enhanced damage
- +100-150% damage to demons
- +50-75% enhanced defense
- knockback
- damage reduced by 10-15
- +50% damage to undead

Exceptional Items

Razorswitch
Jo Staff

- +15% increased attack speed
- +110-130% enhanced damage
- 5-7% life stolen per hit

25% chance of open wounds
all resistances +10-15%
attacker takes damage of 20
+50% damage to undead

Ribcracker
Quarterstaff

+25% increased attack speed
+25% faster hit recovery
+100-120% enhanced damage
50% chance of crushing blow
+0-75 to defense (based on character level)
+0-75 to life (based on character level)
+50% damage to undead

Chromatic Ire
Cedar Staff

+20-25% faster run/walk
+20-25% faster cast rate
+1-3 to Fire Mastery (sorceress only)
+1-3 to Lightning Mastery (sorceress only)
+1-3 to Cold Mastery (sorceress only)
+10-15% to maximum life
all resistances +20-30%
poison length reduced by 40-50%
+1 to light radius
+50% damage to undead

Warpspear
Gothic Staff

+10-15% faster cast rate
+120-140% enhanced damage
ignore target's defense
+1-3 to Telekinesis (sorceress only)
+1-3 to Teleport (sorceress only)
+1-3 to Energy Shield (sorceress only)
+50-75 to life
+100-150 to mana
+50% damage to undead
socketed (3)

Skull Collector
Rune Staff

+2 to all skills
+10-15% to maximum mana
damage reduced by 5-7

+10-15 mana after each kill
+5-7 life after each kill
10-15% damage taken goes to mana
+50% damage to undead

Elite Items

Ondal's Wisdom
Elder Staff +1 to sorceress skills
+30-35% faster cast rate
replenish life +10-15
+0-75 to mana (based on character level)
+5% to maximum fire resist
+5% to maximum cold resist
+5% to maximum lightning resist
+5% to maximum poison resist
all resistances +5%
magic damage reduced by 10-15
+50% damage to undead

Mang Song's Lesson
Archon Staff +1 to sorceress skills
+20-25% faster cast rate
-10~15% to enemy fire resistance
-10~15% to enemy cold resistance
-10~15% to enemy lightning resistance
magic resist +20-25%
+50% damage to undead

Swords

Normal Items

Rixot's Keen
Short Sword +70-90% enhanced damage
+5-10 to minimum damage
20-30% bonus to attack rating
25% chance of crushing blow

	+15 to defense lightning resist +40% +2 to light radius
Blood Crescent Scimitar	+15% increased attack speed +80-100% enhanced damage 5-7% life stolen per hit 33% chance of open wounds +20-30 to life all resistances +10-15% -2 to light radius
Skewer of Krintiz Sabre	+110-130% enhanced damage adds 6-8 damage ignore target's defense +15 to dexterity magic resist +10% socketed (2)
Gleamscythe Falchion	+40% increased attack speed +100-120% enhanced damage adds 7-9 cold damage (2 seconds) hit blinds target +1 +20-30 to mana cold resist +50% +3 to light radius
Azurewrath Crystal Sword ²	indestructible +1 to all skills +1 to paladin skills +30% increased attack speed +140-160% enhanced damage +50% damage to undead 20-25% deadly strike prevent monster heal +10-15 to all attributes ethereal (cannot be repaired)

² New item type

Griswold's Edge Broad Sword	+10% increased attack speed +20% faster block rate +200-220% enhanced damage adds 15-25 damage +80-90 to attack rating knockback
Hellplague Long Sword	+2 to fire skills +2 to poison skills +190-210% enhanced damage adds 16-32 fire damage adds 38-75 poison damage over 4 seconds 10-15% mana stolen per hit +1-3 to Fire Claws (druid only) +1-3 to Rabies (druid only)
Culwen's Point War Sword	+1 to all skills +20% increased attack speed +20% faster cast rate +150-170% enhanced damage +75-85 to attack rating poison length reduced by 35%
Shadowfang Two-Handed Sword	+25% increased attack speed +160-180% enhanced damage -20% target defense +50% damage to demons 40-45% chance of open wounds -25~35 to monster defense per hit +10-15 life after each demon kill -3 to light radius repairs 1 durability in 10 seconds
Soulflay Claymore	+25% increased attack speed +170-190% enhanced damage 5% life stolen per hit 5% mana stolen per hit

regenerate mana 20-30%
10-15% damage taken goes to mana

Kinemil's Awl
Giant Sword

+20-25% faster hit recovery
+130-150% enhanced damage
adds 24-48 fire damage
fire resist +40-50%
damage reduced by 5-7
half freeze duration

Blacktongue
Bastard Sword

+20-25% faster run/walk
+120-140% enhanced damage
adds 84-169 poison damage over 6 seconds
prevent monster heal
poison resist +40-50%
magic damage reduced by 5-7

Ripsaw
Flamberge

+110-130% enhanced damage
+10-15 to maximum damage
5-7% mana stolen per hit
67% chance of open wounds
+15 to strength
attacker takes damage of 20-25

The Patriarch
Great Sword

+1 to all skills
+180-200% enhanced damage
+5-7% to maximum life
replenish life +10-15
heal stamina plus 20-30%
40-60% extra gold from monsters

Exceptional Items

Bloodletter
Gladius

+20% increased attack speed
+180-200% enhanced damage
+65-75 to attack rating
10-15% life stolen per hit

	+3-5 to Sword Mastery (barbarian only) 25% slower stamina drain
Coldsteel Eye Cutlass	+30% increased attack speed +130-150% enhanced damage adds 10-15 damage 35% deadly strike +3-5 to Blessed Aim (paladin only) slows target by 25%
Hexfire Shamshir	+15% increased attack speed +210-230% enhanced damage +10% to maximum fire resist fire resist +25% cannot be frozen
Blade of Ali Baba Tulwar	+90-110% enhanced damage +20-30% enhanced defense +10-15 to dexterity 2-150% extra gold from monsters (based on character level) 1-100% better chance of getting magic items (based on character level) socketed (2)
Ginther's Rift Dimensional Blade	+2 to magic skills +35% increased attack speed +140-160% enhanced damage -20~25% target defense adds 28-56 magic damage magic absorb 5-7%
Headstriker Battle Sword	+80-100% enhanced damage +0-87 to max damage (based on character level) 0-75% deadly strike (based on character level) prevent monster heal +10-15 to strength

Plague Bearer Rune Sword	+150-170% enhanced damage adds 150-300 poison damage over 8 seconds +10-15% to poison skill damage -10~15% to enemy poison resistance poison resist +25%
The Atlantean Ancient Sword	+2 to all skills 10-15% increased chance of blocking +120-140% enhanced damage +20-25 to vitality +20-25 to energy
Crainte Vomir Espandon	+110-130% enhanced damage adds 15-20 damage slows target by 30% -25~35 to monster defense per hit damage reduced by 10%
Bing Sz Wang Dacian Falx	+160-180% enhanced damage +27-54 cold damage (3 seconds) +10-15% to cold skill damage -10~15% to enemy cold resistance freezes target +2
The Vile Husk Tusk Sword	+200-220% enhanced damage +2-150% damage to undead (based on character level) +3-300 to attack rating against undead (based on character level) +250 poison damage over 6 seconds hit causes monster to flee 33%
Clouderack Gothic Sword	+1 to paladin skills +100-120% enhanced damage adds 1-200 lightning damage 5-7% mana stolen per hit 50% deadly strike attacker takes lightning damage of 26-31

Todesfaelle Flamme

Zweihander +1 to druid skills
 +190-210% enhanced damage
 +10-15% fire skill damage
 -10~15% to enemy fire resistance
 5-7% life stolen per hit
 hit blinds target +2

Swordguard

Executioner +1 to barbarian skills
Sword 15-20% increased chance of blocking
 +170-190% enhanced damage
 +3-300 to defense (based on character level)
 all resistances +15-20%
 attacker takes damage of 30-40

Elite Items

Djinn Slayer

Ataghan +180-200% enhanced damage
 +1-125% damage to demons
 (based on character level)
 +2-250 to attack rating against demons
 (based on character level)
 5-7% mana stolen per hit
 +5-7 mana after each kill
 socketed (1)

Bloodmoon

Elegant Blade +120-140% enhanced damage
 -25% target defense
 5-7% life stolen per hit
 50% chance of open wounds
 +5-7 life after each kill
 -1 to light radius

Lightsabre

Phase Blade +2 to lightning skills
 +30% increased attack speed
 +160-180% enhanced damage

adds 1-150 lightning damage
lightning absorb 5-7%
+4 to light radius

Frostwind

Cryptic Sword

+2 to cold skills
+25% increased attack speed
+130-150% enhanced damage
adds 24-48 cold damage (3 seconds)
freezes target +3
cold absorb 5-7%

Flamebellow

Balrog Blade

+2 to fire skills
+15% increased attack speed
+170-190% enhanced damage
adds 32-64 fire damage
fire absorb 5-7%
cannot be frozen

Doombringer

Champion Sword

indestructible
+20% increased attack speed
+140-160% enhanced damage
adds 15-25 damage
ignore target's defense
35% chance of crushing blow

The Grandfather

Colossus Blade

+150-170% enhanced damage
+1-150 to max damage (based on character level)
75-85% bonus to attack rating
+3-300 to attack rating (based on character level)
magic resist +15%
20-25% better chance of getting magic items

Wands

Normal Items

Torch of Iro

adds 7-9 fire damage

Wand	5% life stolen per hit +10-15 to energy regenerate mana 25% cannot be frozen +3 to light radius
Maelstrom Yew Wand	+40% faster cast rate adds 1-28 lightning damage +1-3 to Amplify Damage (necromancer only) +1-3 to Corpse Explosion (necromancer only) +1-3 to Iron Maiden (necromancer only) +30-35 to life lightning resist +15-20% attacker takes lightning damage of 14
Gravenspine Bone Wand	+1 to necromancer skills adds 4-8 cold damage (3 seconds) 5% mana stolen per hit +30-50 to mana cold resist +15-20% half freeze duration
Ume's Lament Grim Wand	+1 to necromancer skills +20% faster cast rate +1-3 to Weaken (necromancer only) +1-3 to Terror (necromancer only) +1-3 to Decrepify (necromancer only) hit causes monster to flee 50% +10-15 to vitality +25 to stamina heal stamina plus 30-35%

Exceptional Items

Suicide Branch Burnt Wand	+1 to all skills +30% faster cast rate +10-15% faster hit recovery
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all resistances +5%
attacker takes damage of 20-25

Carin Shard +2 to Summoning Skills (necromancer only)
Petrified Wand +10% faster cast rate
+10-15 to dexterity
+0-75 to life (based on character level)
replenish life +5
magic damage reduced by 5-7
socketed (1)

Arm of King Leoric

Tomb Wand Indestructible
+1 to Summoning Skills (necromancer only)
+1 to Poison and Bone Skills (necromancer only)
10% increased chance of blocking
+1-3 to Raise Skeleton (necromancer only)
+1-3 to Raise Skeletal Mage (necromancer only)
+1-3 to Skeleton Mastery (necromancer only)
+10-15 to strength
+0-75 to mana (based on character level)
poison resist +15-20%

Blackhand Key +2 to Curses (necromancer only)
Grave Wand +1 to necromancer skills
+10% faster run/walk
prevent monster heal
fire resist +15-20%
10-15% damage taken goes to mana
-1 to light radius

Elite Items

Boneshade +2 to magic skills
Lich Wand +10-15% faster block rate
+1-3 to Bone Armor (necromancer only)
+1-3 to Bone Wall (necromancer only)

+1-3 to Bone Prison (necromancer only)
+20-30% enhanced defense
magic resist +10%
damage reduced by 5-7
-2 to light radius

Deathweb

Unearthed Wand

+2 to poison skills
+2 to Poison and Bone Skills (necromancer only)
+10% to poison skill damage
-10% to enemy poison resistance
+5-7 life after each kill
+5-7 mana after each kill

Throwing

Exceptional Items

Deathbit

Battle Dart

+130-150% enhanced damage
20% deadly strike
half freeze duration
+5-7 life after each kill
replenishes quantity (1 in 5 seconds)

The Scalper

Francisca

+20% increased attack speed
+150-170% enhanced damage
ignore target's defense
+5-7 mana after each kill
replenishes quantity (1 in 5 seconds)

Elite Items

Warshrike

Winged Knife

+10% increased attack speed
+170-190% enhanced damage
adds 15-25 damage
20% chance of crushing blow
prevent monster heal

Gimmershred
Flying Axe
+30% increased attack speed
+130-150% enhanced damage
adds 56-89 fire damage
adds 25-117 lightning damage
adds 34-68 cold damage (4 seconds)
all resistances +10%
increased stack size +100

Lacerator
Winged Axe
+150-170% enhanced damage
-50% target defense
25% chance of open wounds
knockback
replenishes quantity (1 in 5 seconds)

Javelins

Elite Items

Demon's Arch
Balrog Spear
+20% increased attack speed
+140-160% enhanced damage
+70-80% damage to demons
cannot be frozen
replenishes quantity (1 in 5 seconds)

Wraith Flight
Ghost Glaive
+180-200% enhanced damage
+90-100 to attack rating against undead
5-7% mana stolen per hit
slows target by 20%
damage reduced by 10%

Gargoyle's Bite
Winged Harpoon
+160-180% enhanced damage
+234 poison damage over 8 seconds
5-7% life stolen per hit
20% piercing attack
magic resist +10%